

National Curriculum

- Use logical reasoning to predict the behaviour of simple programs.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Vocabulary

Video, story, frame, 2Animate, program, purple mash, save, load, tools, shape, pencil, text box, fill.

Snapshot overview

Children to explore the program 2Animate on purple mash. What does this program remind you of? Do you recognise any of the tools/features of this program. Children to then plan a story that they are going to create using the program. Children can choose what their story is going to be about.

Children to create a story using their knowledge of 2Animate. Children to work in pairs and create one story between them. Children should use the following tools:- shape, pencil, text box, fill and add frame.

Children to present/ tell their stories to the rest of the class using what they have made on 2Animate.
What did they do well? What could they improve if they did it again?

	Learning Objectives	Input	Task including differentiation and scaffold	What and how will the learning be assessed?
1	I can explore 2Animate using my knowledge of similar programs.	<p>Key question – Your big brother has left his phone unlocked. There is a game on his phone you would like to play. What should you do? Why?</p> <p>Children to explore the program 2Animate on purple mash. What does this program remind you of? Do you recognise any of the tools/features of this program?</p> <p>Teacher to show children that the frames will run together and join to make a video. Teacher to model how to add/ delete a frame.</p> <p>How do you add a frame? Why do you need to add a frame? What can you do if you make a mistake?</p> <p>Teacher to model some of the tools that can be used on the program (e.g. Pencil, rubber, fill tool, shape tool, text box)</p> <p>How do you use the pencil tool? What should you do if you make a mistake? When might you choose to use a text box? What shapes can you make?</p> <p>Children to then plan a story/video that they are going to create using the program. Children can choose what their story/ video is going to be about.</p> <p>Which of the tools are you going to use? Why?</p> <p>Plenary – Some children to explain to the class what a certain tool does and how they can use it.</p>	<p>Teacher and LSA to lap room and feedback as appropriate.</p> <p>Children to work in mixed ability pairs.</p> <p>Challenge – What is your favourite part of the program 2Animate? Why?</p>	Can children apply their knowledge of computing to a new program?

2/3	I can use 2Animate to create a story.	<p>Key question – When should I use the internet and how do I keep myself safe?</p> <p>Children to create a story/ video using their knowledge of 2Animate. Children to work in pairs and create one story/ video between them following the plan they made in the previous lesson. Children should use the following tools:</p> <ul style="list-style-type: none"> • Shape - What shapes can you use? How do you use them? • Pencil – How do you change the colour? How do you change the line thickness? • Text box – Why might you need a text box? • Fill – How do you use the fill tool? How do you choose the colour? • Add frame – How do I add my next frame? <p>Children to save their work, with support if needed.</p> <p>Plenary – Check story/video ready to show for next lesson.</p>	<p>Teacher and LSA to lap room and feedback as appropriate.</p> <p>Children to work in mixed ability pairs.</p> <p>Challenge – What could you do to improve your work?</p>	<p>Can children save and retrieve work? Can children confidently talk about and use the tools on 2Animate?</p>
4	I can share my story using 2Animate.	<p>Key question – If you had to tell a Year R the most important fact about e-safety, what would you tell them? Why?</p> <p>Children to show their videos/ stories to the rest of the class using what they have made on 2Animate.</p> <p>Plenary - what did they do well? What could they improve if they did it again?</p>		

Impact statements- To be able to;

- **Use technology purposefully to create.**
- **Use prior knowledge of computing and apply it to a new program.**
- **Save and retrieve work.**