



## Year 1

# Data Explorers

### Key Learning

- To think carefully about the steps of grouping items.
- To group items using a computer.
- To be able to sort different items.
- To understand that data is information that can be collected and used.
- To understand that data can be shown using pictures.

### Key Resources



Sorting and Grouping quizzes



2Count

### Key Vocabulary

#### Algorithm

A set of instructions in order.

#### Criteria

A way in which something is grouped or sorted.

#### Data

A collection of information, used to help answer questions.

#### Group

To put similar things together.

#### Pictogram

A diagram that uses pictures to represent data.

#### Sort

To put things into an order.

### Key Questions

**Give some examples of criteria used for grouping or sorting shapes.**

Colour, number of sides or corners, size etc.

**What word describes a set of instructions in order?**

Algorithm

**Give some examples of pictogram that you could collect data for on the theme of weather.**

Weather this week, weather in different places, favourite kinds of weather.

### Key Images



Burger menu



Save



Add or remove a record for the data



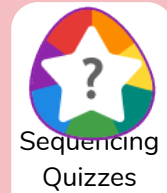
## Year 1

# Creating and Following Instructions

### Key Learning

- To understand that an algorithm is a set of instructions.
- To follow and create simple instructions on a device.
- To sequence algorithms that require a correct order.

### Key Resources



### Key Vocabulary

#### Algorithm

A set of instructions in order.

#### Coding

Writing instructions for a computer, telling it what to do, step-by-step.

#### Computer Bug

Bug is the word used to describe an error in the way that a computer program works.

#### Debugging

To find and remove bugs (errors) from a computer program.

#### Instructions

How something should be done.

#### Program

A set of instructions (an algorithm) that tells a computer what to do.

### Key Questions

#### What kinds of activities would require an instruction to be followed?

Any activity where the order in which you do things and the things that are done is important. For example, baking a cake, getting dressed or writing a word.

#### Why do we need to debug code?

When you write code, it won't always work correctly first time. When you search for the errors and correct them, this is known as debugging.



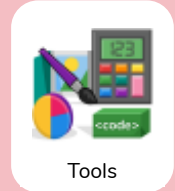
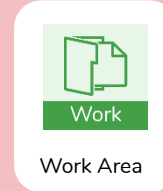
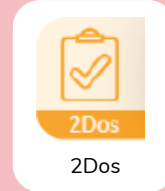
## Year 1

# Introduction to Purple Mash

### Key Learning

- To login and create my own avatar on Purple Mash.
- To open an activity and then save the work to the 'My Work' area.
- To understand how to complete work in the 2Dos area in Purple Mash.

### Key Resources



### Key Vocabulary

#### Avatar

A picture to represent someone.

#### Icon

The image on a button on a device that helps you to know what it does.

#### Password

Letters, numbers and special characters that you type after the username to access an online site. In Purple Mash, this can also be a series of pictures.

#### File Name

The name given to an online piece of work.

#### Login

Using a username and password to access a system.

#### Save

A way of keeping your work so you can open it again later.

#### Home Page

The main page for a website that you use to reach all the other areas.

#### Logout

Leaving a computer system.

#### 2Do

Work given by your teacher to complete on Purple Mash.



## Year 1

# Introduction to Purple Mash

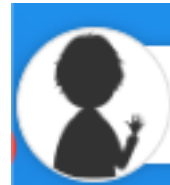
### Key Images



Burger menu



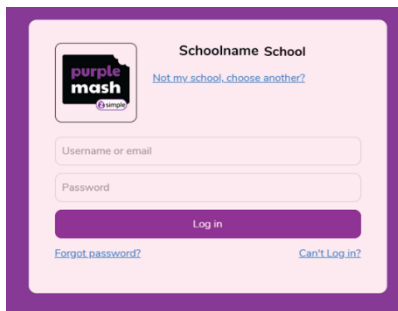
Save



Avatar



Paint Projects



Login screen



Logout

### Key Questions

#### What is a password?

A password is a secret word or phrase that allows a user to access a website.

Passwords are like toothbrushes in that they should not be shared with anyone else.

#### What is a digital avatar?

In Purple Mash, an avatar is a picture you create in the software to represent you.

#### Where is my work stored on Purple Mash?

In Purple Mash, most of the work you save will be saved in the My Work section of Purple Mash. The only person that can see this work is the teacher and you.



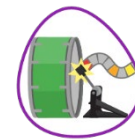
## Year 1

# Making Beats

### Key Learning

- To compare music made using computers and music played by real instruments.
- To explore mixing the sounds of different instruments using the 2Beat tool.
- To compose a tune to match a picture of a scene.
- To compose a beat to match a picture of a scene.

### Key Resources



2Explore



2Beat

### Key Vocabulary

#### Beat

The steady, regular pulse that you can tap your foot to or clap along with.

#### Compose

To create your own piece of music.

#### Digital

Using a computer, tablet, or phone to create something such as art, music or writing.

#### Musical Instrument

Something you play to make music.

#### Tempo

The speed of a piece of music.

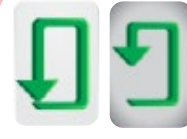
#### Tune

The part of the music that you can hum or sing along to.

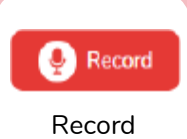
### Key Images



Controls



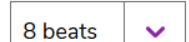
Control looping



Record composition



Change Tempo



Change length

2Explore



2Explore instruments

### Key Questions

#### What are some differences between live music and digital music?

Live music is music created by playing musical instruments. Digital music is created using computer programs that can make sounds.

#### What parts of the music can you change using a digital music tool?

The types of instrument sounds, the tune, the beat, the tempo, the length of the composition, the loudness of different sounds and whether the composition repeats.



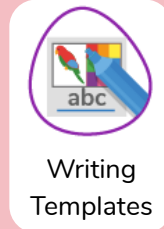
## Year 1

# Technology Around Us

### Key Learning

- To know what the word technology means.
- To know what technology is used in school.
- To consider the purposes of technology used in the wider world.
- To identify parts of a device and know how to use devices safely.

### Key Resources



### Key Vocabulary

#### Device

A tool or machine that helps people to do things.

#### Digital Technology

Technology that uses electricity and computing to manage and share information.

#### Electronic

A tool or device that uses electricity to work.

#### Hardware

The physical parts of a computer, such as the monitor, keyboard and mouse.

#### Technology

Using scientific knowledge to make tools that solve problems.

### Key Questions

#### What is technology?

Technology is the use of knowledge to invent new devices or tools. Throughout history, technology has made people's lives easier.

#### How does technology make our lives easier?

Technology has made life easier in many areas. It is now much easier to communicate around the world. Messages that used to take weeks to reach the sender can now be sent and received in seconds. We are surrounded by technology from your toys to machines in your house, to systems that control traffic and planes.



## Year 2

# Questioning

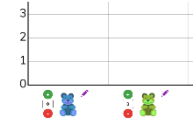
### Key Learning

- To understand how data can be used to help answer a question.
- To ask an appropriate question, gather data using a tally chart and present it using digital tools.
- To begin to explore how yes or no questions can be used to sort data.
- To understand how branching databases work and practise navigating them to find answers.

### Key Images

Favourite Foods	Tally	Total
Pizza		6
Chips		12
Burger		4
Hot Dog		8

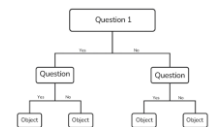
Tally Chart



Pictogram



Yes or No Questions



Branching Database

### Key Vocabulary

#### Branching Database

A type of database that uses yes or no questions to help sort and identify objects.

#### Pictogram

A diagram that uses pictures to represent data.

#### Closed Question

A question that offers a set of answers or options for a person to choose from.

#### Sorting

The process or operation of ordering items and data in a certain way.

#### Data

A collection of information, used to help answer questions.

#### Tally Chart

A table used to record and count data using tally marks.

#### Open Question

A question that can't be answered with yes or no and requires extra detail.

#### Yes or No Question

A type of closed question that is answered using the words 'Yes' or 'No'.

### Key Questions

#### Why does a question need to be asked to gather data?

Asking a question allows a person to collect meaningful data instead of random facts and figures.

#### How is asking yes or no questions different to asking a regular question?

A yes or no question is a closed question. It only gives two possible answers.

#### Why are yes or no questions useful?

They help a person to sort and group objects and help to narrow down a choice.



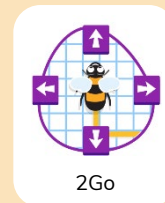
## Year 2

# Route Explorers

### Key Learning

- To use the direction keys in 2Go to move the turtle along a route.
- To use units of distance along with the direction keys in 2Go to move along a route.
- To write instructions to complete more than one step of a route at once.
- To build up instructions for a longer route.

### Key Resources



### Key Vocabulary

#### Algorithm

A set of instructions in order.

#### Coding

Creating instructions for a computer, telling it what to do, step-by-step.

#### Computer Bug

Bug is the word used to describe an error in the way that a computer program works.

#### Command

An action such as, turn left.

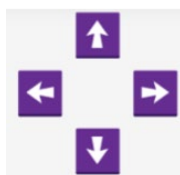
#### Debugging

To find and remove bugs (errors) from a computer program.

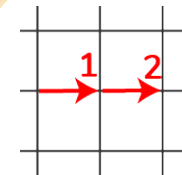
#### Direction

The path that something travels. For example, a robot moving forwards or backwards.

### Key Images



Direction commands



Distance commands



Undo



Command layouts/algorithms



Rewind

### Key Questions

#### What does a 2Go Command include?

A direction and a distance.

#### How do you work out the distance for a command?

Count the grid squares that the turtle must move.

#### If your commands take the turtle on the wrong route, how do you get back to the start?

Click on the rewind button and then debug the code.

#### How many commands can be in a program?

Up to 10 commands.





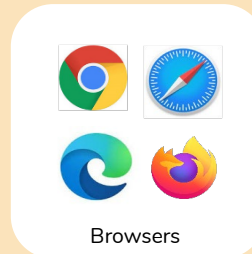
## Year 2

# The Internet

### Key Learning

- To understand how the internet, the World Wide Web and a browser work together.
- To understand the different types of hardware used to access the internet and their functions.
- To understand the difference between a website and a webpage and use a school website to find information.
- To understand the difference between a browser and a search engine, and to practise searching for information safely.

### Key Images



### Key Vocabulary

#### Browser

A program used for displaying and navigating between web pages.

#### Smart Device

A device, like a TV, phone, or watch, that can connect to the internet.

#### Home Page

Often the first page of a website.

#### Webpage

A single page of information on a website.

#### Internet

A way to send information from one device to another anywhere in the world.

#### Wi-Fi

A way to connect to the internet without wires.

#### Search Engine

A website that helps us find information on the internet. Example: Google or Kiddle.

#### World Wide Web

The web pages and documents you see when you are browsing online.

### Key Questions

#### What is the difference between a website and a webpage?

A webpage is just one page on a website. A website is a collection of webpages.

#### What makes a device a smart device?

A smart device is something that is able to connect to the internet.

#### Can you explain what a browser does?

A browser is a tool for displaying and navigating between webpages.