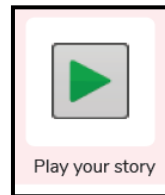
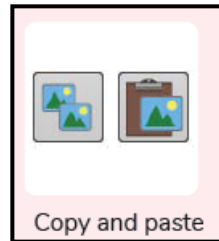
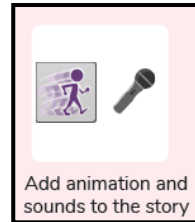


Prior Learning (Navigating around Purple Mash)

- I can log on to Purple Mash and my user area.
- I have created my own avatar.
- I have used the paint tools on 2Simple.



Sticky Knowledge

- I know what an e-book is and how to log on to the '2Create a Story' tool.
- I can add animation to a story.
- I can add sound to a story, using my voice recordings or music.
- I can adapt a story by adding backgrounds and 'copying' and 'pasting' pages.
- I can share my e book on a class sharing board.

Key Vocabulary

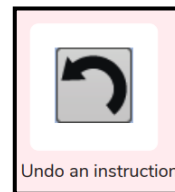
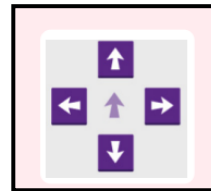
animation	An object that moves on screen.
background	An image inserted into a file that sits behind text, objects or buttons.
clip-art gallery	A place in software such as '2Create a Story' where a library of images can be found and inserted into a file.
e-book	A book that can be read on a computer or tablet.
edit	To change something. For example, change some text to improve it.
font	The style of text used in a piece of writing.
sound	Sounds can be uploaded into software from a file or created.
sound effect	A sound, other than speech or music, made for use in a play, film or computer program.
text	Words, letters, numbers or symbols entered into a computer such as writing text in '2Create a Story'

Prior Learning

- I know directional language (forwards, backwards, sideways)
- I can describe a familiar route
- I can follow a set of simple instructions to complete a task.
- I know that I can change my instructions if something goes wrong.
- I can program a programmable toy to make it move
- I can notice and correct an error in a repeating pattern.

Sticky Knowledge

- I understand how the direction keys work.
- I know how to create and debug a set of instructions.
- I can use the additional direction keys as part of my algorithm.
- I know how to change and extend the algorithm list.
- I can set challenges for my peers.
- I can open a 2Do set by my teacher to try out the work of others.



2 simple

Key Vocabulary

algorithm	A clear step by step set of instructions.
challenge	A task to be completed.
command	An action such as left or right.
direction	The path in which something travels. For example, a robot moving forwards, backwards or diagonally.
instruction	Detailed information about how something should be done.
left and right	A position which relates to something. For example, make the fish move 'left' of the screen.
undo	If we make a mistake, we can press the 'undo' button.
route	A path an object or thing takes to get somewhere.
unit	A unit such as 'make the turtle move 2 units right'