

The logo for Purple Mash, featuring the word "purple" in a purple font and "mash" in a white font, both on a black background with a torn-edge effect.

**purple  
mash**

# **Computing Scheme of Work Unit 1.1 -**

## **Online Safety & Exploring Purple Mash**



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# Introduction

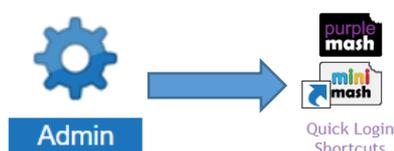
For these sessions, the pupils will need to have their own individual logins to Purple Mash.

If you are currently using a single login per class or group and would like to set up individual logins yourself, then please see our guide to doing so at [Create and Manage Users](#).

Alternatively, please contact support at support@2simple.com or 0208 203 1781.

Check with the Purple Mash Administrator in your school (usually the coordinator) if you need to change the pupils' passwords. You can create picture passwords for the younger pupils but if you are not sure how to do this just give the 2Simple office a call and we can talk you through it or set them up for you!

Your school administrator can put a shortcut to your school's Purple Mash portal on the devices so there is an icon to use for Purple Mash to save time when the pupils are logging in. The tool to do this can be found in the Admin tab:



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# Medium-Term Plan

Lesson	Aims	Success Criteria
<u>1</u>	<p>To log in safely.</p> <p>To start to understand the idea of 'ownership' of their creative work.</p>	<ul style="list-style-type: none"> <li>• Pupils can log in to Purple Mash using their own login.</li> <li>• Pupils have created their own avatar and understand why they are used.</li> <li>• Pupils can add their name to a picture they created on the computer.</li> <li>• Pupils are beginning to develop an understanding of ownership of work online.</li> <li>• Pupils can save work into the My Work folder in Purple Mash and understand that this is a private saving space just for their work.</li> </ul>
<u>2</u>	<p>To learn how to find saved work in the Online Work area and find teacher comments.</p> <p>To learn how to search Purple Mash to find resources.</p>	<ul style="list-style-type: none"> <li>• Pupils can find their saved work in the Online Work area of Purple Mash.</li> <li>• Pupils can find messages that their teacher has left for them on Purple Mash.</li> <li>• Pupils can search Purple Mash to find resources.</li> </ul>
<u>3</u>	<p>To become familiar with the types of resources available in the Topics section.</p> <p>To become more familiar with the icons used in the resources in the Topics section.</p> <p>To start to add pictures and text to work.</p>	<ul style="list-style-type: none"> <li>• Pupils will be able to use the different types of topic templates in the Topics section confidently.</li> <li>• Pupils will be confident with the functionality of the icons in the topic templates.</li> <li>• Pupils will know how to use the different icons and writing cues to add pictures and text to their work.</li> </ul>
<u>4</u>	<p>To explore the Tools section of Purple Mash and to learn about the common icons used in Purple Mash for Save, Print, Open, New.</p> <p>To explore the Games section on Purple Mash.</p> <p>To understand the importance of logging out when they have finished.</p>	<ul style="list-style-type: none"> <li>• Pupils have explored the Tools section on Purple Mash and become familiar with some of the key icons: Save, Print, Open and New.</li> <li>• Pupils have explored the Games section and looked at Table Toons (2x tables).</li> <li>• Pupils can log out of Purple Mash when they have finished using it and know why that is important.</li> </ul>

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# Lesson 1 – Safe Logins

## Aims

- To login safely with their own logins and understand why that is important.
- To create their own avatar and to understand what this is and how it is used.
- To be able to create their own picture and add their name to it.
- To start to understand the idea of ‘ownership’ of their creative work.
- To save their work to their My Work area and understand that this is their space.

## Success criteria

- Pupils can log in to Purple Mash using their own login.
- Pupils understand the importance of logging in safely.
- Pupils have created their own avatar and understand why it is useful.
- Pupils can add their name to a picture that they created on the computer.
- Pupils are beginning to develop their understanding of ownership of work online.
- Pupils can save their work in the My Work folder in Purple Mash and understand that this is a private saving space just for their work.

## Resources

- Individual login cards for the pupils. These can be made using the **Print Pupil Login** icon in the **Admin** section.



- Purple Mash Avatar creator: this is opened by clicking on the user portrait near the top right of the screen.
- Create your own avatar in advance for showing to the pupils.

## Activities

1. The pupils might have used Purple Mash during the Foundation Stage but are unlikely to have used individual logins. If they have, this will be a good time to remind the pupils about logging in to Purple Mash; if they have not, it is a great introduction to learning about keeping login information safe.
2. Before giving the logins out to the pupils, talk to them about Purple Mash and how it is their own space for working and saving what they do.

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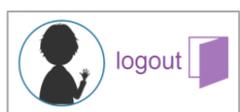
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3. Demonstrate how to login using your teacher's login and how important it is that you keep your login safe and do not give it to anyone else to use. Explain why the password comes out as '\*'s if you type and why you would not tell the pupils your password.
4. Give all the pupils their own login cards.

purple mash Your Purple Mash login:	
Name:	jack hill
Username:	jackh
Password:	

5. The picture passwords look like this and can be either two- or four-digit.  
Discuss what pupils should do if they find someone else's login card? Talk about keeping their login details safe. Start to get pupils to think about what someone with bad intentions could do if they logged in as you e.g., spoil your work. The idea is to get pupils thinking about private and personal information and protecting this. You could also link this to a circle time session about looking after and respecting each other and understanding 'things that belong to me' and 'things that I can share'.
6. Let the pupils log in.
7. Now, show the pupils the Avatar you have created and talk to them about why it is useful to have a picture that looks like you when you have logged in and how helpful it is for the teacher to see that it is you. Also, briefly touch on why people use avatars rather than their own photos: because when you start to use computers to communicate with people that you might not know personally, it is safer not to use photos.
8. Show the pupils how to create their own avatar, let them have a try with some of the random pictures and then let them make an avatar which looks like them.
9. The avatar creator is next to the Logout button.
10. Click on the image (which will just be a grey outline image if an avatar has not yet been created).

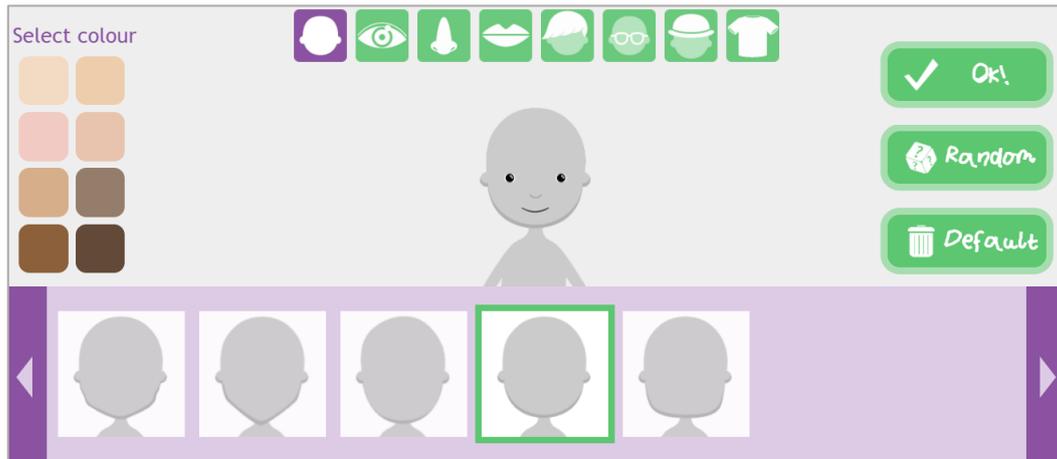


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11. The avatar creator will open ready for the pupils to be creative.



12. Once they have logged in and created a new avatar, show the pupils the Paint Projects in the Tools section. You might need to demonstrate how to scroll down the page to the Art and Design section.



13. Scroll down this section and let the pupils select a picture they would like to create.

14. At the bottom of the picture there is a space for the pupils to write their name.



15. Show the pupils how to add their name to the picture just as they would if they were painting a picture with paints. They could add their first name, first name and surname



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and even the date if desired. Show pupils how to write a capital letter using the shift key (up arrow)

16. Talk to the pupils about **their** picture: they have created it and it belongs to them. This introduces the idea of the pupils taking ownership of their own creative work.
17. Talk to the pupils about the name they are going to give their piece of work to save it. Remind them that this work belongs to them and only they and their class teacher will be able to see the piece of work when they log in to Purple Mash.
18. Show the pupils how to save their picture using the burger menu in the top-left. Show them the save icon and how to save the work to their My Work folder.
19. If you are going to allow the pupils to continue to work on their activity at home, remind them that the 'keeping logins safe' rule must still be remembered at home.

**Extension:**

Pupils should log out of their account and return to the Purple Mash Home Screen.

Challenge pupils to log into their account, to find a specific Paint Project called 'Snail' (Going to 'Home' -> 'Tools' -> Paint Projects' -> Snail), complete the task, add their name to their work and save it into their My Work area.



# Lesson 2 – My Work Area

## Aims

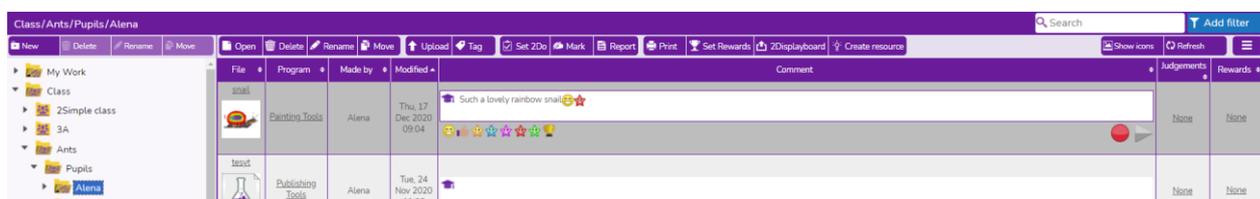
- To learn how to find their saved work in the Online Work area.
- To learn that the teacher can see everybody's work in the class.
- To learn that the teacher can leave them a message, and how to find it.
- To learn how to search Purple Mash to find resources.

## Success criteria

- Pupils can find their saved work in the Online Work area of Purple Mash.
- Pupils can find messages that their teacher has left for them on Purple Mash.
- Pupils know that these are called notifications.
- Pupils can search Purple Mash to find resources.

## Resources

- Leave a simple comment or picture on the pieces of work that the pupils created in Lesson 1.
- To do this, go into your own Work tab and navigate to the folders of the pupils in your class. Click on the piece of work and then on the Add Comment button. You can use the record button to record verbal feedback.



- 2Connect tool, in step 12, use this to keep a record of pupils' ideas. Open the tool (this is in the Communicating and Sharing section of tools) and choose the blank file. Click in the centre of the page and type the word 'Communication'. This will create a node. In class discussion, you can add and link further nodes. For a user guide to the tool see [2Connect User Guide](#).
- You will need to have searched for some topics which you want the pupils to search for as part of this lesson. This lesson plan uses food, trees and sea.

## Activities

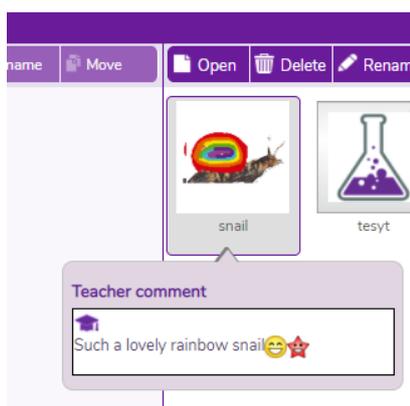
1. Remind the pupils how to log in and to keep their login details safe.
2. Show the pupils the Work section and use your teacher login to show them how you can see all the pupils in the class.

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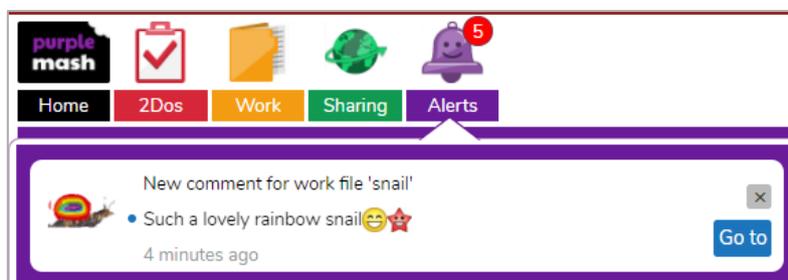
3. Can the pupils spot their own name in the list?
4. It is important that the pupils know that only the **teachers** can do this, and it is just like being able to see all the pupils' books in the class.
5. Let the pupils look inside their own Work folder.
6. Can they find the picture that they created in the last lesson?
7. If they move over the picture, can they read or listen to a message or see an emoji that the teacher has left for them?



8. Show the pupils the alert which should have appeared on the bell beside their avatar on the home page. This alert is called a notification.



9. Explain that this number shows that they have been left a message by the teacher and they will see this when they log in to Purple Mash.
10. Only the teacher can send them a message, so it is OK to go and look to see what the message is. They can use the Go to button to see the work if they wish.



11. Explain how Purple Mash can be used to help teachers and pupils communicate about their work. Some tools in Purple Mash allow the whole class to connect and work on one file.

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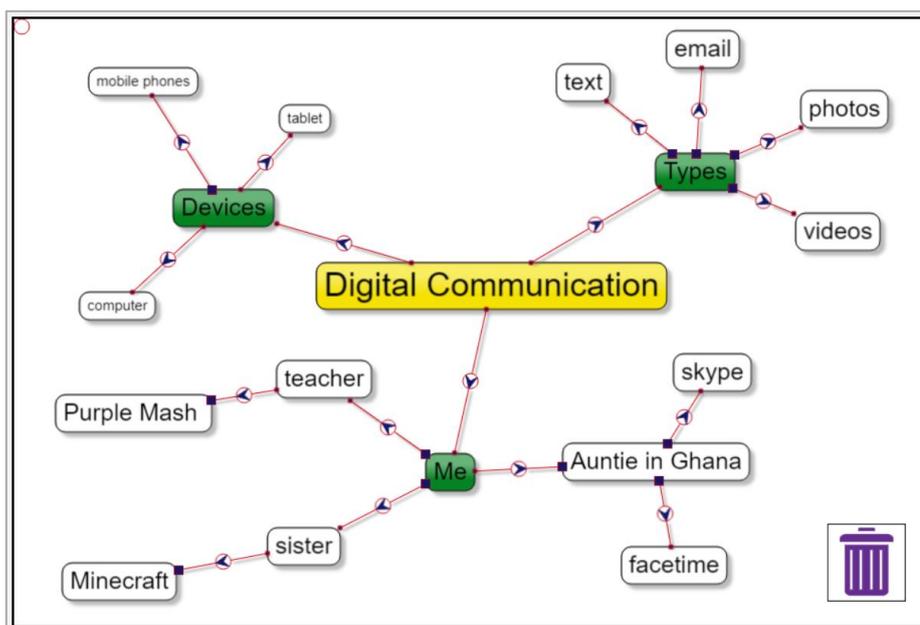
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12. On the whiteboard, open the 2Connect tool. Use this to record pupils' discussion of the following:

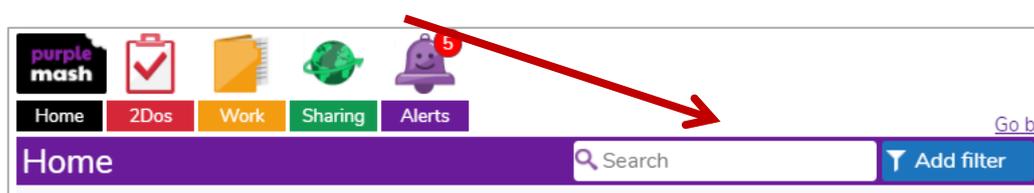
- Forms of digital communication; perhaps their parents have phones, and they know that messages can be sent.
- Types of communication; messages could be text, images and video.
- Own experience; discuss pupils' own experience of digital technology for communication.

For example:



13. Explain that now, we are going to look for lots of other things that they can do on Purple Mash.

14. Show the pupils how to go to the home page of Purple Mash. Discuss what 'home page' means. Then direct them towards the Search bar.



15. Give the pupils some words to search for – 'food', 'pets', 'trees' – and let them see what happens when they search for words.

16. What do they find?

17. Can they find another picture they would like to create?

18. Once the pupils have created their picture and saved it in their My Work folder, bring them back together. Open a paint file and show them that when they click on the Save

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button, they can also see a class folder with their class name. This is a shared folder that everyone in the class can use.

19. This means that everyone in the class can open and change the work in this folder. Does that mean that you can change another person's work without asking them? Discuss appropriate behaviour and relate this to off-line work. Do you draw in other people's books or on their pictures? Do you sometimes do work together and both work on the same thing?
20. Ask the pupils to open a picture they have done (or a new picture) and then save their work into the shared folder.
21. Open your own Work and show the pupils how all their pictures are now in the class folder. Have a look at the file names that pupils have chosen, this is a good time to discuss the way that pupils name their work. If everybody does a picture of a zebra and saves it in the shared folder with the name 'zebra', it is very hard to work out which is their zebra!
22. You can click in the  button in the toolbar to get a different view without teacher comments.
23. Remind the pupils that only the teachers and pupils in their school can use their school's Purple Mash. If a friend of theirs uses Purple Mash in another school, they will have their own school Purple Mash just for them.

### **Extension:**

Set pupils the task of searching for and opening a paint project called 'Hedgehog' ((Home -> Tools -> Paint Projects or use search bar for 'Hedgehog').

Once completed, they should save it to the class shared folder.

Remind them of point 21 from the lesson - they should not all use the same word to save and need to save using their first name and then the task (i.e., AnnieHedgehog) \* when in the shared folder.

\*or another agreed format across the school.



# Lesson 3 – Purple Mash Topics

## Aims

- To become familiar with the types of resources available in the Topics section.
- To become more familiar with the icons used in the resources in the Topics section.
- To start to add pictures and text to work.

## Success criteria

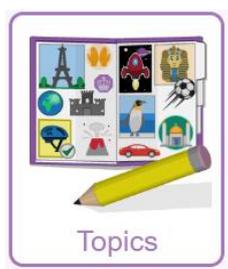
- Pupils will be able to use the different types of topic templates in the Topics section confidently.
- Pupils will be confident with the functionality of the icons in the topic templates.
- Pupils will know how to use the different icons and writing cues to add pictures and text to their work.

## Resources

- None.

## Activities

1. Tell the pupils that they are going to look at a section on Purple Mash called Topics. The Topics section is where they can find lots of resources all about the topics they are doing in class.



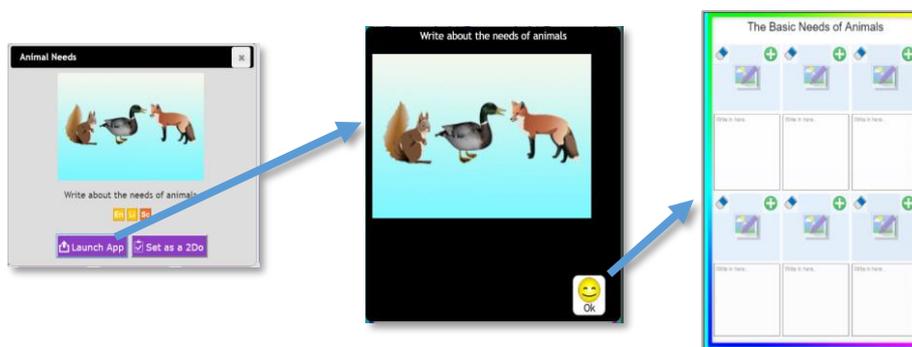
2. Show the pupils the Topics section on the whiteboard and look for some of the topics which the pupils may have previously talked about, e.g. All about me, Animals, Dinosaurs, Food.
3. Go to the topic Animals and show the pupils all the different resources they could use: Writing Templates, 2DIY quizzes, Mashcams and Paint Projects.

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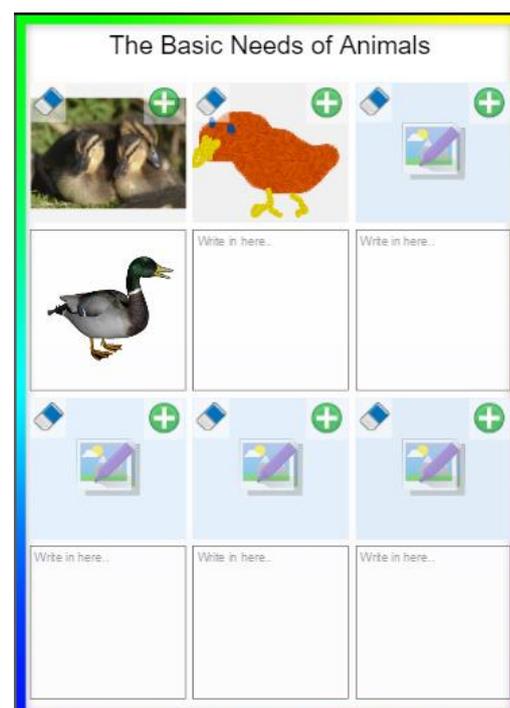
- Launch the writing project, 'Animal Needs', and show the pupils what the writing template looks like.



- Show the pupils the picture box areas. Clicking on these will open the paint tools to draw a picture but you can also add a picture from the photo gallery using the plus sign .
- Show the pupils the text box areas. If you click on a text box, you can type. Clicking on the **A** in the top toolbar will open a menu where you can change the font size and other text options.
- Show the pupils how to use the Think About prompts and word bank to help them. Clicking on a word will make a sentence starter appear in the textbox for them. Hovering over the word will give some suggestions of things to write.



- Let the pupils add a picture to their template and add the name of the animal underneath.
- Remind the pupils how to save their work to their 'Work folder' as they did in Lesson 1.
- Tell the pupils that they can finish the template at home or in class when they have time. Remind them how to find their saved work in the Work area.



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# Lesson 4 – Purple Mash Tools

## Aims

- To explore the Tools section of Purple Mash and to learn about the common icons used in Purple Mash for Save, Print, Open, New.
- To explore the Games section on Purple Mash.
- To understand the importance of logging out when they have finished.

## Success criteria

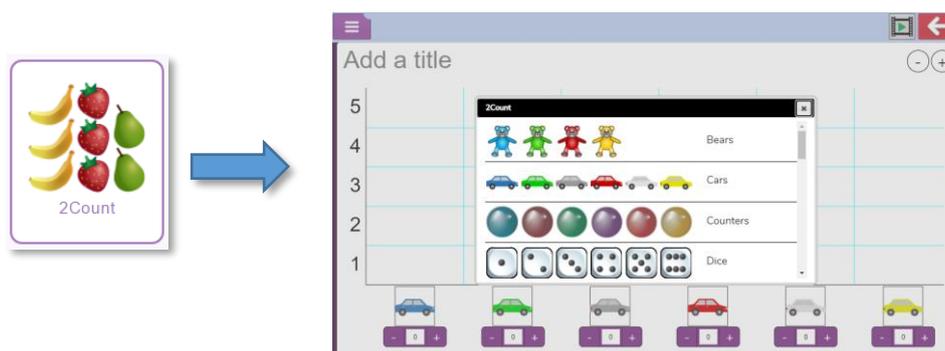
- Pupils have explored the Tools section on Purple Mash and become familiar with some of the key icons: Save, Print, Open and New.
- Pupils have explored the Games section and looked at Table Toons (2x tables).
- Pupils can log out of Purple Mash when they have finished using it and know why that is important.

## Resources

- Headphones would be useful.

## Activities

1. Tell the pupils that they are going to explore some of the other tools on Purple Mash to find out what some of them can do.
2. Ask the pupils to log in, go to Tools section and launch 2Count: 2Count can be found in the Maths section of Tools.



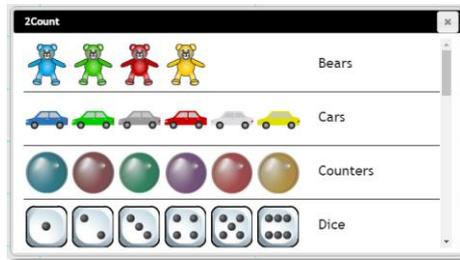
3. Click on Bears to choose a Bears theme.
4. Show the pupils how to add and subtract the number of bears of different colours on the pictogram by clicking the – and + purple buttons.

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5. Show the pupils how to change to a different topic by clicking on the burger menu in the top-left and choosing New File.



6. Let the pupils choose a different topic for their pictogram.
7. Remind the pupils how to save and open their work.
8. Show the pupils how to print out their work using the Print icon (though you might not wish them all to print).
9. Show the pupils how to exit the program  and explain that the following message will remind them to save their work if they have not already done so.



10. Exiting will take them back to the Tools page. Ask the pupils to launch 2Explore. They will need to scroll down to the Music and Sound section.



11. Ask pupils how you find the icons to save or open a new file? (The burger menu in the top-left). Can the pupils remember what each icon is for?
12. Try the New File icon; what happens? The pupils should see a range of new instruments in the same way as they saw the new topic in 2Count.
13. Let the pupils explore the different musical instruments, then show them how to record and play back the sounds that they created. Introduce the pupils to two new icons:



14. Let the pupils try creating and recording different sounds, save them and play them to their friends.

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15. When the pupils have finished all their activities, show them how to log out of Purple Mash and talk to them about why they think this is important.
16. Why would you not want to let someone use your Purple Mash login?

**Extension:**

Pupils are asked to log in to Purple Mash and find the Games section. Open '2Simple Table Toons' and (with headphones on) they can choose to listen to a range of 2x table songs, before trying the 2x speed test game.



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# Assessment Guidance

The unit overview for Year 1 contains details of national curricula mapped to the Purple Mash Units. The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.

Assessment Guidance	
Emerging	With support, pupils demonstrate an awareness of online safety using their own private usernames and passwords for Purple Mash (Unit 1.1 Lesson 1. Point 6). This can be assisted by using printed login cards. Pupils take ownership of their work and save this in their own private space (Unit 1.1 Lesson 1. Point 16).
Expected	<p>Pupils demonstrate an understanding of the importance of online safety, using their own private usernames and passwords for Purple Mash (Unit 1.1 Lesson 1. Point 6).</p> <p>Most pupils will be able to demonstrate an understanding of the reasons for keeping their password private including talking about the meaning of ‘private information’ (Lesson 1) and actively demonstrate this in lessons (Throughout all lessons in Unit 1.1).</p> <p>Pupils take ownership of their work and will be able to save their work, using a memorable file name, to their own personal space on Purple Mash and understand that this can be retrieved later Unit 1.1 Lesson 1 Point 18.</p> <p>Most pupils will be able to add their name to their picture in lesson 1.</p> <p>In lesson 2, most pupils will be able to explain that their teacher was able to connect with them online to leave a message in Purple Mash. They could contribute to the class discussion relating this to other forms of digital communication.</p> <p>Most pupils will be able to give a simple explanation of the way to word comments online when given the example of their teacher commenting upon their work.</p> <p>Throughout this unit most pupils will be able to contribute their ideas about communicating appropriately and relate online and off-line appropriate behaviour.</p> <p>Most pupils will be able to open Purple Mash and use the search bar within Purple Mash to find resources (lesson 2). They can suggest appropriate words to search with to find the results that they are looking for.</p>
Exceeding	Pupils demonstrate an understanding of the importance of online safety using their own private usernames and passwords for Purple Mash. Pupils understand the importance of keeping information, such as their usernames and passwords private and actively demonstrate this in lessons. Pupils take ownership of their work and save this in their own private space. Pupils demonstrating greater depth understand the principle but not the terminology of ‘intellectual property’ e.g., pupils might say ‘I am saving my work, in my folder because I have created it and it belongs to me’.

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