Lodge Farm Primary School- Knowledge Organiser

Computing Topic: Unit 1.6 Animated Story Books

Year: 1 **Term:** Spring 2

Key Knowledge/Content:

- To introduce e-books and the 2Create a Story tool.
- To add animation to a story.
- To add sound to a story, including voice recording and music the children have composed.
- To work on a more complex story, including adding backgrounds and copying and pasting pages.
- To share e-books on a class display board.

Links to:
Prior learning:
General use of Purple Mash
Design: avatar creation
Paint Project: use of the simple paint tool.
Future learning:
Sequencing programs to create animation effects.

Key vocabulary with definition:
New 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 the computer or on a tablet.

Edit - Edit means to change something. For example, change some text to improve it.

Font - The style of text used in a piece of writing on a Sound computer or tablet.

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 file.

Text - Words, letters, numbers or symbols entered into a computer, such as writing text in 2Create a Story.

By the end of this unit
All children can: create an animated story using 2Create which is interactive.
Most children can: manipulate the properties of their story by changing images, adding animation and sound.
Some children can: Make valid comparisons between paper books and e-books and apply their knowledge to develop their e-book.

Background understanding for teachers and parents:
This unit will be focused on used the Purple Mash app 2create a story. 2create allows children to create their own e-books. Children will be drawing and creating animations based on traditional tales and books. Children will explore making story board, adding sounds and even copying and pasting.

Curriculum Driver (one):
Aspiration
Evidence outcome:
To think about how animation could be seen as an aspiration.