

### Animated Story Books

Unit Outcome - To create an online book including text, sounds, pictures and animations.

Date	Objective (s)	Task/activity	Resources	Key Vocabulary	Learning Outcome
Lesson 1	<p><u>NC objective:</u> To use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p><u>Lesson objectives:</u> I can use a selection of tools to create a picture.</p> <p>I can add text and adjust the font.</p>	<p><u>Main Teaching</u> Children will need a story plan to use. Start by talking to the children about how books can be read on the computer as well as the traditional books we usually pick up in the classroom and read. If you have examples of books with sound, show these to the children and discuss how they differ from traditional books. Ask the children if any of them have ever seen a book that they can read on the computer or on a tablet. Tell the children that these books are often called 'electronic books' or 'e-books'. On the whiteboard, show the children the 2Create a Story example book, The Pirate Cat. Press the 'play' button to play the story and use the arrows to move to the next page. Talk to the children about the differences between an e-book and a traditional book. Think about how the animation can make the story more interesting and how the sound effects can help the story to come to life. Talk about all</p>	<p>2Create a Story</p> <p>Some examples of actual paper books with sound buttons or buttons that read the story</p> <p>2Create example to be used on the whiteboard - The Pirate Cat</p> <p>story maps</p>	<p>Animation - process of giving the illusion of movement to drawings and models.</p> <p>E-Book - a book that they can read on the computer or on a tablet. Font - the style of text used in a piece of writing on the computer or tablet.</p> <p>File - a piece of work on the computer. Sound Effect - a sound other than speech or music</p>	<p>To can use the different drawing tools to create a picture on the page.</p> <p>To add text to a page and change the colour, font and size of the text.</p> <p>To save work in their own folder.</p>



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		<p>the things we like about e-books and all the things we like about traditional books. Talk to the children about making their own e-book like The Pirate Cat.</p> <p>Open 2Create a Story and go to the My Simple Story level. Tell the children that they are going to create some pictures to make their own e-book. Link to topic/literacy</p> <p><u>Differentiated Activities</u></p> <p>Children to create their own character for an ebook</p> <p>Let the children choose their own character and use the paint tools to draw the character. Draw their attention to the undo and redo buttons so they don't spend time erasing their images when they make a slip of the hand: Draw their attention to the different-textured pens. Show the children how to add text at the bottom of the page and how to change the text style (font).</p> <p><u>Challenges</u></p> <p><u>Plenary</u></p> <p>Show the children how to save their work to</p>		<p>made for use in a play, film or computer file.</p> <p>Display Board - a way to share your work on Purple Mash.</p>	
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		be able to add to their story in the next lesson. Click on the Menu button. From the drop-down menu, select the Save File option. Tell the children to give their piece of work a name which will help them find it next lesson - perhaps the character's name. Make sure that the children are saving their work in their own My Work folder.			
Lesson 2	NC objective: To use technology purposefully to create, organise, store, manipulate and retrieve digital content.  Lesson objectives: To open work	<u>Main Teaching</u> Show the children how to find the file they previously saved in 2Create a Story by going to their Online Work section on Purple Mash and finding their My Story file. Continue the story by moving to the next page: click on the forward arrow at the bottom of the page. Remind the children how to access all the pens and add text. Add another page to the story and show the children how to use the arrow keys to go forward and backward through the pages. When the children have	2create a story Story maps		I can open my work. I can add an animation to my picture. I can play the pages I have created. I can save my new changes and overwrite the



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	<p>from previous sessions. To add animations to work. To resave work, overwriting previous files.</p>	<p>created another page in the book, show them how to run the two pages together by using the big play button at the top of the page. The children can then move forwards and backwards through the book by clicking on the purple arrow keys at either side of the pages. Show them how to animate the pictures they have already created using the Animation tool. Talk to the children about the animation effects and what they might be used for in other stories that they might write in the future. Let the children try the different animations on their picture and select one for their character. Once the children have chosen their animation, remind them how to run the page and see the picture animated. Click on the play button at the bottom of the page to play the one page you have just completed. Now the children have added to their work, remind them about saving the changes they have made. <u>Differentiated Activities</u></p>			<p>file.</p>
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		<p>Children to add pages to their stories using animation, pictures and text.</p> <p><u>Challenges</u></p> <p><u>Plenary</u> Look at examples of children's work, do the animations add to the story? Could they have chosen a more suitable one?</p>			
Lesson 3	<p>NC objective: To use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Lesson objectives: I can add a sound, my own voice recording</p>	<p><u>Main Teaching</u> Tell the children they are going to work at the next level in 2Create a Story and that they are going to find some new features to use. 2. Open 2Create a Story and select the My Story level. SEN to continue with simple level. Show the children how to open the story they previously saved and where to find it in the drop-down menu. Give the children the opportunity to go back and run the pages they have created so far in their story. Remind them how to do this using the big 'green for go' arrow at the top of the page.</p>	<p>headphones microphones 2create a story Story maps</p>		<p>To add sound, voice recordings and music to work.</p>



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	<p>and create my own music to add to my page.</p>	<p>Talk to the children about how adding the sounds and animation to the pictures makes the pages of the story more fun to look at and how this could make the stories that they write in 2Create a Story more exciting. Open the Pirate Cat file and show the children how to add sounds to the pictures. Give the children the opportunity to explore all the different sound categories; these are often missed as the children need to use the drop-down menu to see all the choices. Having explored the range of sounds in 2Create a Story, move on to show the children how to record their own music and add it to the page. Give the children time to explore this option and to try making and creating their own tunes. Talk to the children about how adding the sounds might help people to 'feel' what the story is all about. How could you make music that made you feel happy, sad or scared? . In the final section of the sounds, talk to the children about making stories for people who may not be able to read or see very well and how you could help</p>			
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someone to understand the story better by recording your own voice to tell part of the story. The children will have 15 seconds of recording time to create a recording for the page. Talk to the children about all the different sound options and think about when you might want to use each one. Let the children explore the sound recording options and try adding different options to the pages they have created. REMEMBER, only one sound option can be added to a page; you cannot add a voice-over with a sound effect too. Finally, remind the children to save all the additions to their work and overwrite their existing file.

#### Differentiated Activities

Children to add sounds and music to their stories.

SEN to continue using simple version to add animations etc.

#### Challenges

#### Plenary

Look at sounds children have added, do they enhance their story? Which sounds would we

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		add to our current story?			
Lesson 4	<p><u>NC objective:</u> To use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p><u>Lesson objectives:</u> I can add a background to the page. I can copy and paste a page in the book.</p>	<p><u>Main Teaching</u> Using 2Create a Story, ask the children to click on the next level, My Story. The children are going to start their own story or continue with previous one. Explain to the children that this level has some new tools that they are going to explore. Show the children the Background Image tool and let them explore all the different backgrounds. They will want to spend some time doing this, so allow them some time to add backgrounds to a few pages. Show the children the different ways in which they could add a background to their page. • Using the clipart gallery. • Uploading their own image. • Painting their own background using the pens and the tools. Explain to the children that you can draw on top of the backgrounds, but you can only add animation to the picture that you draw, not the background. Remind the children about the story you have just read with them and</p>	<p>headphones microphones 2create a story Story maps</p>		<p>To add backgrounds and images to pages.</p>





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		<p>explain that they are going to retell the story using all the tools they have found out about in 2Create a Story.</p> <p><u>Differentiated Activities</u></p> <p>Create a story using all the features taught so far.</p> <p>SEN - Simple version</p> <p><u>Challenges</u></p> <p>.</p>			
Lesson 5	<p><u>NC objective:</u></p> <p>. To use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p><u>Lesson objectives:</u></p> <p>I can share my story book on a class story book</p>	<p><u>Main Teaching</u></p> <p>Let the children find and open their saved file in the My Story level of 2Create a Story. Give the children time to go back to their story and read the story so far. Let the children try all the features they have added so far to their story. Let the children continue with their story but show them how to copy and paste pages. Talk to the children about this feature and how it can help them to save time making pages.. Show the children how they could copy a page and then change the text or images on the page to make a new page. Let the children try this feature for the next pages that they are going to create</p>	<p>headphones</p> <p>microphones</p> <p>2create a story</p> <p>Story maps</p>		<p>To share the finished book on the classes online display board.</p>



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	display board.	and edit. <u>Differentiated Activities</u> <b>Completing stories</b> <u>Challenges</u>  <u>Plenary</u> Tell the children that they are going to create their own online library of all the stories that the children have written. Show the children a display board with the story example you created. Explain to the children how the display boards work and why they are used. Show the children how to use the share feature from the drop-down menu to send their story book to the class story book display board. Give the children the opportunity to view each other's story books on the display board.			
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