



Hallcroft Infant & Nursery School

Computing Knowledge Organiser



Autumn 1 - Year 1

Introduction to Purple Mash & Creative Computing

What we already know, remember and can do:

- Know that technology can be used in many ways at home.
- Know that technology can be used to achieve specific life tasks.
- Know that technology is used at home.
- Know that technology is used in the world around.
- Know that some things are private.
- Know how to find someone who can help me when I am feeling worried.
- Recognise that online and offline people can make them feel sad, uncomfortable, embarrassed or upset and it is ok to ask for help.

	Learning Objective	Knowledge What children will know	Skills What children will do	Revisited Vocabulary	New Vocabulary
1	Introduction to Purple Mash 1 Learning Objective To know how to log on to Purple Mash and create an Avatar.	✓ To know that it is important to keep passwords safe. ✓ To know that it is important to log out at the end of a session. ✓ To know an avatar is a virtual representation for online use. ✓ To know that online sites have a main page called the homepage.	✓ To log on to Purple Mash. ✓ To create an avatar image.		Login Log Out Password Avatar
2	Creative Computing 1 - Set 2 Paint as a 2Do Learning Objective To use paint tools to draw a picture.	✓ To know that digital tools can be used to create art.	✓ To choose the colours and tools to use to create a picture on the computer. ✓ To control the computer mouse, or my finger presses to achieve the effects that I want.	Login Log Out Password	Digital Art

3	Creative Computing 2 - Set Zoo Jigsaw as a 2Do. Set the Puzzle tool (in 2DIY) as a 2Do Learning Objective To create a jigsaw using a digital device and share it so that others can play	✓ To know that digital tools can be used to create art. ✓ To know that digital tools can be used to play and make simple games.	✓ To use drag and drop on a device. ✓ To create a jigsaw using the 2DIY tool	Login Log Out Password Digital Art Tools Saved	Drag Drop
4	Creative Computing 3 - Set Zoo Jigsaw as a 2Do. Set the Puzzle tool (in 2DIY) as a 2Do Learning Objective To create a placing game in 2DIY.	✓ To know that digital tools can be used to create art. ✓ To know that digital tools can be used to play and make simple games.	✓ To use drag and drop controls and either touchscreen gestures or arrow keys to complete 2DIY games. ✓ To make and share a placing game.	Digital Art Drag Drop	Arrow Keys Touchscreen Gestures
5	Being Safe in a Digital World – Self-Image & Identity 1 Learning Objective To recognise that there may be people online who could make someone feel sad, embarrassed or upset.		✓ To recognise that there may be people online who could make someone feel sad, embarrassed or upset.	Sad Embarrassed Upset	Virtual Online
6	Being Safe in a Digital World – Self-Image & Identity 2 Learning Objective To give examples of when and how to speak to an adult they can trust and how they can help when something has made them feel sad, worried, uncomfortable or frightened.		✓ To give examples of when and how to speak to an adult they can trust and how they can help when something has made them feel sad, worried, uncomfortable or frightened.	Positive Negative	Trusted Scenario



Year 1 Computing – Autumn 1 – Introduction to Purple Mash, Creative Computing & Self-Image and Identity



It is important to keep passwords safe and not share with others.



We need to logout at the end of a session to stay safe.



An avatar is a visual representation for online use.



We can use digital tools to create art and to play and make games.

