

Computing Outcomes Portfolio



Year 1 - Spring 1

Block Coding (Accessing Purple Mash, moving on to Chimp 1)

Intent

This unit consists of lessons that assume no prior coding knowledge. Children will be coding using the 2Code tool.

Children will need to be able to drag and drop to move code blocks around. If children have not had much practice with this then there are several example activities within the Activities section of 2DIY that help children to practise these skills in preparation: 2DIY activities to practise drag and drop. Within each category of activity, look for the example file then press the Play button. If the children have not used Purple Mash before, spend some time showing them how to log in and how to get to 2Code.

The Chimp guided activities provide further practice of the concepts that the children will be learning and can be used as extension activities. More able children can be encouraged to explore other things that they can change in their programs and experiment with the options available, such as image and scale in 2Code.

When children get stuck, they will often be able to solve their own problems either by reading through their code again or by asking their peers; this models the way that coding work is really done. More able children can be encouraged to support their peers, if necessary, helping them to understand but without doing the work for them.

Open Purple Mash; double-click on Purple Mash desktop icon.



Click on 'Guest user' in the top right corner.

The screenshot displays the Purple Mash website interface. At the top left is the 'purple mash' logo. Below it are three navigation icons: '2Dos' (a clipboard with a checkmark), 'Work' (a folder icon), and 'Sharing' (a network icon). A search bar with a magnifying glass icon and the text 'Search' is positioned to the right. Further right is a purple filter icon, a user profile icon labeled 'Guest user', and a purple square icon with a white arrow pointing right. Below the navigation bar are three large circular icons: 'Tools' (containing a calculator, a pencil, a pie chart, and a code block), 'Games' (containing a four-armed cross with mathematical symbols like +, -, x, / and numbers like 42, X, A), and 'Reading' (containing a purple book with stars). Below these are two main sections: 'Featured:' and 'Browse Subjects:'. The 'Featured:' section shows the 'DK Learning' logo and 'Dorling Kindersley' text, with a subtext 'Explore DK non-fiction books and associated'. The 'Browse Subjects:' section features a horizontal scrollable list of subject cards: 'English' (with a notebook and pen), 'Mathematics' (with a calculator and compass), 'Science' (with test tubes and a flask), 'Computing' (with a laptop showing '<code>'), and 'Art' (with a paint palette and brush). Navigation arrows are present on both sides of the subject cards. To the right of the 'Browse Subjects:' section is a 'See all >' link. At the bottom of the 'Browse Topics:' section, there is another 'See all >' link and a small circular icon with a right-pointing arrow.

Select your class, select your name, type your password.

purple
mash



2Dos



Work



Sharing

Search



Guest user



Login to Purple Mash



Select your class:

[I know my username/email](#) [Logout guest](#)

1ML 1MT 1RM 1SD 2KH 2LF 2MJ 2MP 2SP 3AT 3JE 3MC 3MJ 4KH 4SK 4TA 4YK 4ZK 5AG 5JR 5KB 5RT
5TF 6BS 6FI 6HM 6KH 6KS 6LD 6SK Institute of Computing

Featured:

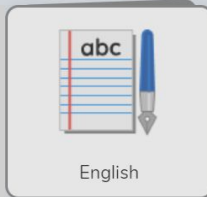
DK
Learning

Dorling
Kindersley

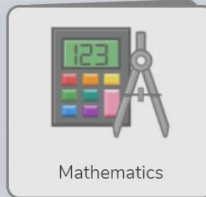
Explore DK non-fiction
books and associated

Browse Subjects:

See all >



English



Mathematics



Science



Computing



Art



Browse Topics:

See all >

Select a program, select a task, read the instructions before beginning work.

The screenshot shows a programming environment interface. At the top, there is a toolbar with icons for a menu, a 'Run' button (a green play button), a video camera icon, a help icon (a question mark), and a back arrow. Below the toolbar, on the left, is a 'Challenge: M' section with a 'Tuna' button featuring a fish icon. The main area is a purple panel titled '2Code: Fun with fish' with a close button (an 'X'). Below the title, it says 'Learn how to make the fish move in different directions.' There are four task cards, each with a small icon in the bottom right corner: 1. '1: Move the tuna right' with a fish icon, instruction: 'Make the tuna fish move right.' 2. '2: Move the crab left' with a crab icon, instruction: 'Make the crab move left.' 3. '3: Broken fish tank screen saver' with a crab icon, instruction: 'Fix the program so the fish move left and right.' 4. '4: Your own fish program' with a cat icon, instruction: 'Use design mode to add more fish. Try adding click events so the fish don't start moving until you click them.' On the right side, there is a 'Design' button with a grid icon. At the bottom right, there is a trash can icon and a small icon with a right-pointing arrow.

Challenge: M

Tuna

2Code: Fun with fish

Learn how to make the fish move in different directions.

- 1: Move the tuna right**
Make the tuna fish move right.
- 2: Move the crab left**
Make the crab move left.
- 3: Broken fish tank screen saver**
Fix the program so the fish move left and right.
- 4: Your own fish program**
Use design mode to add more fish. Try adding click events so the fish don't start moving until you click them.

Design

Select 'Menu' (purple button, top left), select 'Save', select 'My Work' folder, type name of activity, click 'Save'.

The screenshot shows a coding challenge interface. At the top, there is a navigation bar with a purple menu icon, a 'Next challenge' button, and icons for help, play, and back. The challenge text reads: "Challenge: Fix the program so the fish move left and right." Below the text is a scene with a tuna, a trout, and a clownfish in an aquarium. A 'Save file' dialog box is open in the center, showing the 'My Work' folder selected in the left pane. The right pane lists folders: 'Bubbles', 'Fun with Fish' (highlighted), 'Air Traffic Control', and 'Shapes'. The text 'Fun with Fish' is entered in the name field. At the bottom of the dialog are 'Save', 'Add New folder', and 'Cancel' buttons. In the bottom right corner, a console window shows the following log messages: "INFO: Move Tuna left", "INFO: Move Trout right", "INFO: Move Clown left", and "SUCCESS: It's working now! Thank you so much." A 'Slow' slider and other control icons are also visible in the bottom right.