




Unit	Key Learning			
On-line safety and exploring Purple Mash	<input type="checkbox"/> To log in safely.			
	<input type="checkbox"/> To learn how to find saved work in the 'Online Work' area and find teacher comments.			
	<input type="checkbox"/> To learn how to search Purple Mash to find resources.			
	<input type="checkbox"/> To become familiar with the icons and types of resources available in the 'Topics' section.			
	<input type="checkbox"/> To start to add pictures and text to work.			
	<input type="checkbox"/> To explore the 'Tools and Games' section of Purple Mash			
	<input type="checkbox"/> To learn how to open, save and print.			
	<input type="checkbox"/> To understand the importance of logging out			
Grouping and Sorting	<input type="checkbox"/> To sort items using a range of criteria.			
	<input type="checkbox"/> To sort items on the computer using the 'Grouping' activities in Purple Mash.			
Pictograms	<input type="checkbox"/> To understand that data can be represented in picture format.			
	<input type="checkbox"/> To contribute to a class pictogram.			
	<input type="checkbox"/> To use a pictogram to record the results of an experiment.			
Lego - Builders	<input type="checkbox"/> To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.			
	<input type="checkbox"/> To follow and create simple instructions on the computer.			
	<input type="checkbox"/> To consider how the order of instructions affects the result.			
Maze Explorers	<input type="checkbox"/> To understand the functionality of the direction keys.			
	<input type="checkbox"/> To understand how to create and debug a set of instructions (algorithm).			
	<input type="checkbox"/> To use the additional direction keys as part of an algorithm.			
	<input type="checkbox"/> To understand how to change and extend the algorithm list.			
	<input type="checkbox"/> To create a longer algorithm for an activity.			
	<input type="checkbox"/> To set challenges for peers.			
Animated Story Books	<input type="checkbox"/> To introduce e-books and the 2Create a Story tool.			
	<input type="checkbox"/> To add animation to a story.			
	<input type="checkbox"/> To add sound to a story, including voice recording and music the children have composed.			
	<input type="checkbox"/> To work on a more complex story, including adding backgrounds and copying and pasting pages.			
	<input type="checkbox"/> To share e-books on a class display board.			
Coding	<input type="checkbox"/> To understand what coding means.			
	<input type="checkbox"/> To use design mode to set up a scene.			
	<input type="checkbox"/> To add characters.			
	<input type="checkbox"/> To use code blocks to make the character perform actions.			
	<input type="checkbox"/> To use collision detection.			
	<input type="checkbox"/> To save and share work.			
	<input type="checkbox"/> To know the save, print, open and new icon.			

Spreadsheets	<input type="checkbox"/> To know what a spreadsheet program looks like.			
	<input type="checkbox"/> How to open 2Calculate in Purple Mash.			
	<input type="checkbox"/> How to enter data into spreadsheet cells.			
	<input type="checkbox"/> To use 2Calculate image tools to add clipart to cells.			
	<input type="checkbox"/> To use 2Calculate control tools: lock, move cell, speak and count.			
Technology Outside School	<input type="checkbox"/> To walk around the local community and find examples of where technology is used.			
	<input type="checkbox"/> To record examples of technology outside school.			