

Computing – 2DoItYourself – Purple Mash

ACTIVITIES

1. We are beginning a unit of work in which you will make a variety of quizzes and games for different audiences and on different topics. You will be using several different Purple Mash tools to do this.
2. Your 'audience' for the game you make today are the children in Reception and Year 1.
3. You are going to be making a game for these children based upon a popular story of your choice.
4. Think about the types of stories that these children will be familiar with. Fairy tales and picture books are good places to start.
5. In Purple Mash, open Computing and then click on 2DoItYourself and have a look at the Activities section.
6. These activities are suited to young children as they are mostly picture-based, with large buttons. Many also look like toys that children might have in class or at home, such as puzzles and pairing games.
7. There are some examples of such games in use within Purple Mash.
 - Search for 'pairs' in the search bar and then click on the folder 'Fairy Tales' and choose a pairs game – have a go! There are similar pairs games on Purple Mash for other stories, e.g. a Smartest Giant in Town game.

TASK

I would like you to create a puzzle or pairs activity using Purple Mash 2DoItYourself.

Choose a familiar story as the theme for your activity.

Save it in your work folder so that I can see it once it's done, and then I will share the finished ones via a class noticeboard page within Purple Mash.

You can add an instruction window to their activity by clicking on the button. Experiment with the different options here.

You can also set a time limit. Do you think this is needed for the selected audience?

You can add sounds for a correct and incorrect answer by clicking on the sound button.

Finalise your work and make sure you have saved it into your work folder, and then I can upload it to our 'display board', which you can open and look at via the green 'Sharing' tab at the top of your page.