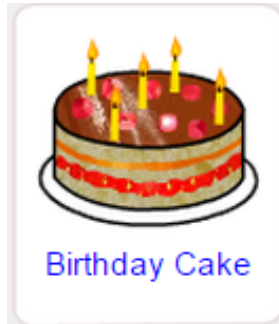




# The EYFS Areas of Learning and Development Linked to Purple Mash Resources



Linking the appropriate resources on Purple Mash to the areas of learning and development from the Statutory Framework for the Early Years Foundation Stage (2012).

- Communication and Language
- Personal, Social and Emotional Development
- Physical Development
- Literacy
- Mathematics
- Understanding the World
- Expressive Arts and Design

## Prime Area -Communication and Language

Early Learning Goal	Purple Mash resources to support.	Ideas and activities
<p><b>Listening and Attention</b> Children listen attentively in a range of situations. They listen to stories, accurately anticipating key events and respond to what they hear with relevant comments, questions or actions. They give their attention to what others say and respond appropriately, while engaged in another activity.</p>	<p><b>All Simple city resources (Slideshows).</b> <a href="http://www.purplemash.co.uk/#games/simplecity">http://www.purplemash.co.uk/#games/simplecity</a> The Farm The Café The Doctors The Vets The Zoo The Garden Centre The Builders. There are two sets of clips in each of the sections one showing the adults role in the second showing how the children have created their own environment.</p> <p><b>2Create a Story</b> <a href="http://www.purplemash.co.uk/#tools/2cas">http://www.purplemash.co.uk/#tools/2cas</a></p>	<p><b>Simple City</b> Use the slideshows in all the Simple City resources to talk about what is happening in the photographs. This is great way to introduce some of the topics like the garden centre and to be able to stop and start the image slide show talking about what is happening in the image and what the people in the images are doing. Provide opportunities for the children to copy what is happening in the slide show.</p> <p>Show the slideshow of how the children have created their own vets or garden centre etc. talk about how the children have created them, could we make our own in our classroom? What would we need? How would we do it? Leave the slideshow running on your whiteboard/screen for the children to go back to and listen to. Let the children create their own role play area setting up their own vet’s area etc.</p>
<p><b>Being Imaginative</b> Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art,</p>		<p><b>2 Create a Story</b> Use 2Create a story to create your own stories to read to the children on the whiteboard/screen. Use photographs of the children in the story, use stories familiar to the children and add the children’s photographs as characters in the story. Leave the story for the children to go and view on the whiteboard/screen, leave some blank pages and encourage the children to add to the story drawing their own images on the pages. Talk to the children about the story they have created. Act out the story. Add some sounds or show the children how to record their own voices. Make the sound of an animal or use instruments to make the sound of the rain or the twinkling of the stars etc. play the story pages with the sounds added to the</p>

<p>music, dance, role play and stories.</p> <p><b>Understanding</b> Children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences and in response to stories or events.</p> <p><b>Speaking</b> Children express themselves effectively, showing awareness of listeners' needs. They use past, present and future forms accurately when talking about events that have happened or are to happen in the future. They develop their own narratives and explanations by connecting ideas or events</p>	<p><b>2Paint</b> <a href="http://www.purplemash.co.uk/#tools/2paint">http://www.purplemash.co.uk/#tools/2paint</a></p> <p><b>2Paint (Projects)</b> <a href="http://www.purplemash.co.uk/#/home/3-5/paintprojects">http://www.purplemash.co.uk/#/home/3-5/paintprojects</a></p> <p><b>2Paint (Projects) Examples Using Textured pens</b> <a href="http://www.purplemash.co.uk/#pap/animals/dinosaur">http://www.purplemash.co.uk/#pap/animals/dinosaur</a></p> <p><a href="http://www.purplemash.co.uk/#pap/fairy_stories/monster">http://www.purplemash.co.uk/#pap/fairy_stories/monster</a></p> <p><a href="http://www.purplemash.co.uk/#pap/fairy_stories/witchesshelf">http://www.purplemash.co.uk/#pap/fairy_stories/witchesshelf</a></p> <p><a href="http://www.purplemash.co.uk/#pap/fairy_stories/cottage">http://www.purplemash.co.uk/#pap/fairy_stories/cottage</a></p> <p><b>Mashcams</b> <a href="http://www.purplemash.co.uk/#/home/3-5/purplemashcams">http://www.purplemash.co.uk/#/home/3-5/purplemashcams</a></p>	<p>story. Close your eyes and listen to the sounds which part of the story do you think we are listening to?</p> <p><b>2Paint Projects and 2Paint</b> Leave the 2Paint projects or 2Paint on the whiteboard/screen as part of continuous provision. Give the children opportunities to explore the other Painting tools in 2Paint (alongside the pens). What kind of marks can these tools make? What do the marks look like? Experiment with making the marks fatter and thinner. Use some of the 2Paint Projects which use the textured pens and explore the different pens and the textured effects you can create on the image.</p> <p>Print out the final images and laminate them. Use them in the malleable area for children to make their own creations on and use different materials and textures of</p> <p><b>Mashcams</b> Use the Mashcams to set up characters related to your topic e.g. characters from stories. Provide opportunities for the children to take their own images and add them to the Mashcam, use the recording tool to record the children 'getting into character.' Use the Mashcam on the whiteboard/screen to guess who the voice recording belongs to. Guess Who? Record a voice familiar to the children but without the photograph of the person, can the children guess whose voice it is? Do the same with the child pretending to be the character. Can they guess who it is? Mashcam mix ups.....Try mixing up the children's images with another child's voice. Does the voice match the person? Who is it? Let the children choose the character they want to be. How do you think that character will speak? With a quiet voice, a loud voice, a tiny voice? Choose a voice and</p>
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	<p><b>2Sequence</b>  <a href="http://www.purplemash.co.uk/#tools/2seq">http://www.purplemash.co.uk/#tools/2seq</a></p> <p><b>2 Beat</b>  <a href="http://www.purplemash.co.uk/#tools/2beat">http://www.purplemash.co.uk/#tools/2beat</a></p> <p><b>2Explore</b>  <a href="http://www.purplemash.co.uk/#tools/2explore">http://www.purplemash.co.uk/#tools/2explore</a></p>	<p><b>2Sequence</b>  Use the whiteboard/screen for a whole group or class activity to explore the different sounds the instruments make.  Which sounds make us feel happy? Use all the happy sounds to make a tune.  Which sounds make us feel sad? Use all the sad sounds to make a tune.  Does the tune change when we speed it up or slow it down? Which do you like the best?  Change some of the instruments you have used, how does the tune make us feel now?  If you are using Purple Mash on tablets let the children explore using 2Sequence on the tablet like a musical instrument. Let them explore all the different sounds in 2Sequence creating sound loops.  Make the tune longer by increasing the number of beats.</p> <p><b>2Beat</b>  Let the children experiment with all the different instruments, listening to the different types of drums, symbols and other sounds they can choose.  Choose the instruments and start with simple 6 or 8 beat tunes. Make some of the sounds loud and some of the sounds quiet.  Which sound do you think should be the loudest?  Which sound should be the quietest?  What happens when we make them all loud?  What happens when we make them all quiet?  Speed the sounds up and slow them down. Which is their favourite way of playing the sounds, fast or slowly?</p> <p><b>2Explore</b>  Choose from a selection of different instruments, listen to the different sounds the instruments make. Using the 6 different sounds you have chosen can you make a pattern using 2 sounds. Try looping the sounds. Can you speed the pattern of sounds up or slow them down which do you like the best? The fast or the slow sounds.</p>
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		<p>Experiment with some of the other instruments try making patterns using the sounds. Record the sounds you have made and play the tune back them back. Choose some of the instruments and make a tune which sounds like</p> <ul style="list-style-type: none"><li>The pitter patter of rain</li><li>Thunder and wind and a storm on its way</li><li>The big giant climbing down the beanstalk</li><li>The tiny mouse running around the house</li><li>The troll trotting over the bridge.</li><li>The Gruffalo dancing in the woods</li><li>The pirate sailing on the splashing sea.</li></ul> <p>Let the children explore using creating tunes to the stories they are reading. Give the children the opportunities to use the tablet (if available) as another musical instrument as part of percussion.</p>
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## Prime Area-Personal, Social and Emotional Development

Early Learning Goal	Purple Mash resources to support.	Ideas and activities
<p><b>Self-confidence and self-awareness</b>            Children are confident to try new activities, and say why they like some activities more than others. They are confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities. They say when they do or don't need help</p>	<p>All resources in the 3-5 (phase) section.  <a href="http://www.purplemash.co.uk/#/home/3-5">http://www.purplemash.co.uk/#/home/3-5</a></p>	<p>Give the children opportunities to use the resources on Purple Mash.            Introduce new activities to the children as a whole group and let the children 'try' some of the activities together.            Ask the children about the activities as and when they use them.            What did you like about the activity?            Can you show your friend what you did?            Save the activities which the children have created, show some of them on the whiteboard/screen and talk about them to the rest of the class. Encourage the children to talk about what they have created.            Put one of the children's painted images on the whiteboard/screen and prompt the children by asking,            I wonder who painted this wonderful picture            Look at all the colours...            I think it might be the three bears...            Does anyone know who is hiding in the picture?            Encourage the children to start to talk about the picture and the child who has created it to start to describe what they have painted.</p> <p>Use this as a regular activity with the children.            Look at some of the work the children have saved and encourage the children to talk about what they have created and how they created it.</p> <p>Share the children's work by creating a Mash Gallery in the classroom. Encourage parents to use Purple Mash with the children at home.            Create a class gallery of QR codes (which can be generated by Purple Mash when you save any picture in 2Paint). Use the QR gallery to share the images children have created with parents on parents evening!</p>

## Prime Area -Physical Development

Early Learning Goal	Purple Mash resources to support.	Ideas and activities
<p><b>Moving and Handling</b> Children show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.</p>	<p>2Paint <a href="http://www.purplemash.co.uk/#tools/2paint">http://www.purplemash.co.uk/#tools/2paint</a></p> <p><a href="#">2Paint Projects</a> <a href="http://www.purplemash.co.uk/#/home/3-5/paintprojects">http://www.purplemash.co.uk/#/home/3-5/paintprojects</a></p> <p>Simple City <a href="http://www.purplemash.co.uk/#games/simplecity">http://www.purplemash.co.uk/#games/simplecity</a></p>	<p>Give the children the opportunity to explore the resources in Purple Mash using a range of tools. Use the interactive whiteboard and 2Paint as part of continuous provisions and to encourage gross motor movements.</p> <p>Use 2Paint on an iPad to help with fine motor skills and movements.</p> <p>Use Simple City resources to encourage the hand eye coordination, by dragging and dropping different characters and objects to create different scenes.</p>

## Specific Area- Literacy

Early Learning Goal	Purple Mash resources to support.	Ideas and activities
<p><b>Reading</b> Children read and understand simple sentences. They use phonic knowledge to decode regular words and read them aloud accurately. They also read some common irregular words. They demonstrate understanding when talking with others about what they have read.</p>	<p><b>Talking Stories:-</b> A Trip to the Market Going to the Park Sally's Seaside Adventure</p> <p><a href="http://www.purplemash.co.uk/#games/ts">http://www.purplemash.co.uk/#games/ts</a></p>	<p><b>A Trip to the Market</b> Read the story together on the interactive whiteboard/screen. Give the children opportunities to find words which they recognise and can read. The story repeats the words, <b>beautiful, useful and delicious</b>, let the children repeat the words as part of the story, can they recognise the words when they appear? Can they make their own groups of presents which are <b>beautiful, useful and delicious</b>?</p> <p>What can they find in the classroom that they can put into these groups? Can they label the groups? Could they think of some others words to use to describe a present they would like? E.g. small, tasty, noisy.</p> <p>Let the children set up a role play market area with baskets selling different things. A beautiful stall, a small stall, a noisy stall, a delicious stall. Let them add the stall names and labels to their collections.</p> <p><b>Going to the Park</b> Read the story on the whiteboard/screen, the story is in rhyme. Can the children guess what is going to happen next to Liam in the story? Listen to the words in the story, which word do they think will rhyme in the story? Reinforce the repeated words, see if the children can remember the words, can they recognise the words?</p> <p>Think of some other things which might happen to Liam as he holds onto the kite. Can you think of some other rhyming words you could use in the story? e.g. Mud and thud</p>



		<p>Leave the story on the whiteboard/screen for the children to go and listen to as part of continuous provision. Let the children use tablets if available to revisit and listen to the story. Can they make their own map of the park Liam flew over and use small world to create their own park? In the creative area, make kites out of paper, string and straws.</p> <p><b>Sally's Seaside Adventure</b>  Read the story with the children on the whiteboard/screen. Encourage the children to look out for words that they recognise.  Can they remember what happened in the story?  Write some of the words from the story on your whiteboard/screen. Let the children use these words to make their own labels and create their own seaside using the sand (sandcastle competition) and water (rock pool) and role play area.  Set up an ice cream kiosk and encourage the children to write out their own list of ice creams and the prices.</p> <p>Create a souvenir shop use old postcards and new postcards for the children to write on.  Collect/make some things which you could sell in the shop. Label the objects.</p> <p>Use cardboard boxes and cut out holes for the children to pop their heads through (Paint pictures on the front of the boxes). Let the children take silly pictures using tablets and cameras.</p>
<p><b>Writing</b>  Children use their phonic knowledge to write words in ways which match their spoken sounds. They also write some</p>	<p><b>2Create a Story</b>  <a href="http://www.purplemash.co.uk/#tools/2cas">http://www.purplemash.co.uk/#tools/2cas</a></p>	<p><b>2Create a Story</b>  Use 2Create a story to make their own interactive story, it could be based on the Talking Stories they have read or on a storybook they have in the classroom.</p>

irregular common words. They write simple sentences which can be read by themselves and others. Some words are spelt correctly and others are phonetically plausible.

**2Publish**

<http://www.purplemash.co.uk/#tools/2publish>

**2Publish Extra**

<http://www.purplemash.co.uk/#tools/2pubExtra>

Encourage the children to use the keyboard to write some of the words they know.

Use the sound recorder to record the children retelling parts of the story they have created.

Set up pages ready for the children to use by uploading your own background images, these might be images which the children have painted and you have taken photos of or take photographs of the children in role play and use these as part of their story.

Try writing a class story together using familiar words. Leave the story on the whiteboard/screen for the children to keep referring to.

If tablets are available let the children use these to read their story together.

**2Publish and 2Publish Extra**

Use a range of writing templates in 2Publish to give the children opportunities to create their own pictures and type in words.

You could start by adding a sentence (using familiar words and text from the story) and ask the children to create a picture to match the sentence.

In 2Publish extra use the story sequencing template (3 boxes for images and 3 boxes for text). You can import your own images of the children in role play acting out the story and ask the children to add their own words under the image.

It's really useful to print the completed template off and use for writing activities away from the computer too.

## Specific Area-Mathematics

Early Learning Goal	Purple Mash resources to support.	Ideas and activities
<p><b>Numbers</b> Children count reliably with numbers from one to 20, place them in order and say which number is one more or one less than a given number. Using quantities and objects, they add and subtract two single-digit numbers and count on or back to find the answer. They solve problems, including doubling, halving and sharing</p> <p><b>Shape, Space and Measures</b> Children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.</p>	<p><b>Maths City 1</b> <a href="http://www.purplemash.co.uk/#games/mc1">http://www.purplemash.co.uk/#games/mc1</a></p>	<p><b>Maths City 1</b> <b>Car race</b> <b>(Select this activity from the main Maths City 1 page).</b> <b>Now choose the middle icon on the top row.</b> Move the different cars onto the road and drag a number onto the flag. Press the go button to see what happens. Why do some cars go faster than other cars? Which numbers goes the slowest, which number goes the fastest? Put the numbers on the cars in order from 1-10, what will happen to the cars when you press go? Use the other activities in this section to reinforce numbers to 10.</p> <p><b>Toy Shop</b> <b>(Select this activity from the main Maths City 1 page).</b> <b>Now choose the middle icon on the top row.</b> Create sets of toys using numbers 1-10. Add a number and the toy to a section and work with the children to complete the set. Can you make a set of 6 ducks? How many more ducks do we need to make eight? How many have we got if we take 2 away? How many have we got if we add another three? Use the other activities in this section to reinforce numbers to 10.</p> <p>In the final activity, create your own toy shop adding toys to the shelves and give them a price. Which is the most expensive toy in your shop window? Which is the cheapest toy in the shop window?</p> <p><b>The Farm</b> <b>(Select this activity from the main Maths City 1 page).</b> <b>Now choose the middle icon on the top row.</b></p>

## Maths City 2

<http://www.purplemash.co.uk/#games/mc2>

Create sets of animals using numbers 1-10.

Add a number and the animal to a section and work with the children to complete the set.

Use in the same way as the toy shop activity above.

### **Rockets**

**(Select this activity from the main Maths City 1 page).**

**Now choose the middle icon on the top row.**

Move the different rockets into space and drag a number onto the rocket. Press the go button to see what happens. Why do some rockets go faster than other rockets?

Which numbers goes the slowest, which number goes the fastest?

Put the numbers on the rockets in order from 1-10, what will happen to the rockets when you press go?

### **Shapes**

Use the last activities in the section to create shape aliens. What shapes can you see? Talk to the children about their choices of different shapes they have used to create the alien, size, colour and shape.

### **The Playground**

**(Select this activity from the main Maths City 1 page).**

**Now choose the middle icon on the top row.**

Create sets of objects using numbers 1-10.

Add a number and an object to the playground and work with the children to complete the sets. (In the same way you carried out the activity in the farm section).

Use the other activities in this section to reinforce numbers to 10.

## Maths City 2

### **The Shoe Shop**

#### **Design a pair of socks**

Explore colour and shape and patterns by creating a design for a sock.

Use this activity as a starting point for introducing pairs.  
Which sock shall we use the long or the short?  
What colours shall we use? Shall we make a pattern? What shapes should we use?  
Give the children 2 cut out paper templates of socks. Do the same activity using coloured paper shapes to make their own socks to hand on the washing line.

### **The Party House**

#### **Design a birthday cake**

Use the birthday cake template to create patterns on the cake using shapes and colours.

Make repeat patterns using shapes.

Count the numbers of candles on the cake, add one more, how many now?

Take one away, how many now?

#### **Create a party**

Use this activity for a simple addition activity.

Use the two tables to create two sets of objects. Add a number and the amount of objects e.g. 3 robots.

And 4 ducks.

How many are there altogether?

What happens if we take a robot away?

What happens if we add 2 more ducks?

### **The Builders**

#### **Design a building**

Create your own house, will your house be a tall or short building?

What colour will it be?

How many doors and windows will it have?

How many people will live in the house?

What other things will you find inside the house?

#### **Match the windows to the buildings**

	<p><b>2DIY</b>  <a href="http://www.purplemash.co.uk/#tools/2diy/Shapes">http://www.purplemash.co.uk/#tools/2diy/Shapes</a></p>	<p>Select the right shapes of windows to the shape of the building using squares triangles and semi circles.          What shape do you need to choose to match the building?          Does your shape have any corners?          What happens in your shape if you choose the right one?          Find the triangle building.          Find the round building.          Find the rectangle and square building.</p> <p>Use all the other activities in Maths City 2 to explore number, shape, space and measure.</p> <p><b>2DIY</b>  <b>Activities- Shapes</b>  <b>For the teacher-</b> Create a number of activities for the children to complete using the shapes activity in 2DIY.          Start by using a couple of shapes.          Then make other activities using more complex shapes.          Let the children explore creating their own shape pictures or give the children printed pictures of some which you have created and see if they can use the same colours and shapes to create their own pictures.          Don't forget, the children can use the arrow keys on their keyboards to make the images bigger, smaller and rotate.</p> <p><b>Activities- Pairs</b>  <b>For the teacher-</b>Create simple pairs games with matching shapes,          Matching shapes and colour.          Matching numbers          Matching numbers with the right number of objects</p>
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	<p><b>Paint Projects- Shape</b>  <a href="http://www.purplemash.co.uk/#pap/size_and_shape/basic_shapes">http://www.purplemash.co.uk/#pap/size_and_shape/basic_shapes</a>  <a href="http://www.purplemash.co.uk/#pap/size_and_shape/round_things">http://www.purplemash.co.uk/#pap/size_and_shape/round_things</a>  <a href="http://www.purplemash.co.uk/#pap/size_and_shape/rectangular_things">http://www.purplemash.co.uk/#pap/size_and_shape/rectangular_things</a>  <a href="http://www.purplemash.co.uk/#pap/size_and_shape/square_things">http://www.purplemash.co.uk/#pap/size_and_shape/square_things</a>  <a href="http://www.purplemash.co.uk/#pap/size_and_shape/star_things">http://www.purplemash.co.uk/#pap/size_and_shape/star_things</a>  <a href="http://www.purplemash.co.uk/#pap/size_and_shape/triangular_things">http://www.purplemash.co.uk/#pap/size_and_shape/triangular_things</a></p> <p><b>2Paint</b>  <a href="http://www.purplemash.co.uk/#tools/2paint">http://www.purplemash.co.uk/#tools/2paint</a></p> <p><b>2Count</b>  <a href="http://www.purplemash.co.uk/#tools/2count">http://www.purplemash.co.uk/#tools/2count</a></p>	<p><b>Quizzes</b>  <b>Maths Quiz</b>  <b>For the teacher-</b> Use the maths quiz to create a number of simple maths quizzes which use numbers up to 10 for simple addition and subtraction.</p> <p><b>Paint Projects- Shape</b>  Use a range of paint projects with templates for different shapes for children to paint.</p> <p><b>2Paint</b>  Use 2Paint to create and paint your own shape picture. Can the children create a picture with 3 triangles in it?  Can they make a picture using square and rectangles?</p> <p><b>2Count</b>  Create a class pictogram (use the emotions images to ask the children how they are feeling today). This could be done as part of a circle time activity.  Start to add the images to the pictogram as you ask the children to choose the right picture.  happy  sad  upset  angry  poorly  tired  Count the numbers as you add the children to the pictogram.  When all the children are added, find out how many children feel happy, how many are sad.  Are there any poorly children?  Are any children feeling sleepy? How many are there?</p>
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**2Go**

<http://www.purplemash.co.uk/#tools/2go>

**2Go**

Use the simple up, down, left and right setting to get started. In the settings (general) turn on the toggle grid.

Choose a background (e.g. fairy tales).

Set a route e.g. Can we take the little girl to the gingerbread house?

Use the grid to help estimate the number of steps needed, count with the children the number of squares she will need to move.

Which way will she need to go first?

Choose the arrow to give the direction of the character.

Familiarise the children with using the direction buttons, then introduce the next level of directions where the children need to count and use the correct number e.g. forward 3.

Turn off the toggle button in the settings area and encourage the children to try to estimate how many steps are needed to move.



## Specific Area –Understanding The World

Early Learning Goal	Purple Mash resources to support.	Ideas and activities
<p><b>The World</b> Children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environments might vary from one another. They make observations of animals and plants and explain why some things occur, and talk about changes.</p>	<p><b>2Paint Projects</b> <b>My garden</b> <a href="http://www.purplemash.co.uk/#pap/home/garden">http://www.purplemash.co.uk/#pap/home/garden</a></p> <p><b>Habitats</b> <a href="http://www.purplemash.co.uk/#pup/habitats2">http://www.purplemash.co.uk/#pup/habitats2</a></p> <p><b>Spring</b> <a href="http://www.purplemash.co.uk/#pap/nature/spring">http://www.purplemash.co.uk/#pap/nature/spring</a></p> <p><b>Summer</b> <a href="http://www.purplemash.co.uk/#pap/nature/summer">http://www.purplemash.co.uk/#pap/nature/summer</a></p> <p><b>Winter</b> <a href="http://www.purplemash.co.uk/#pap/nature/winter">http://www.purplemash.co.uk/#pap/nature/winter</a></p> <p><b>Simple City</b> <a href="http://www.purplemash.co.uk/#games/simplecity">http://www.purplemash.co.uk/#games/simplecity</a></p> <p>Zoo <a href="http://www.purplemash.co.uk/#games/simplecitydest/zoo">http://www.purplemash.co.uk/#games/simplecitydest/zoo</a></p> <p>Farm <a href="http://www.purplemash.co.uk/#games/simplecitydest/vets">http://www.purplemash.co.uk/#games/simplecitydest/vets</a></p> <p>Vets <a href="http://www.purplemash.co.uk/#games/simplecitydest/vets">http://www.purplemash.co.uk/#games/simplecitydest/vets</a></p>	<p><b>2Paint Projects</b> Use the paint templates to talk to the children about the different types of plants, animals, insects and habitats we have all around us and what they look like. Talk about how things change around us like the seasons and use the 2Paint projects templates to create pictures of the different seasons and the changes that we see happening all around us.</p> <p><b>Simple City</b> Visit the Simple City Zoo and the Simple City Farm. Look the different types of animals and talk about where the animals come from. Why do some animals live in the zoo and some on a farm? What makes animals different? What makes them the same? Can they do the same things we do? How do we look after animals? What are pets? How do we look after our pets? (Visit the Simple City vets surgery)</p>

<p><b>Technology</b> Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</p>	<p><a href="http://www.purplemash.co.uk/#/home">http://www.purplemash.co.uk/#/home</a></p>	<p>Use the Purple Mash resources on a range of different technology with the children. Give them opportunities to use Purple Mash on different types of technology.</p> <p><b>PC/ laptop</b> Using the mouse or glide pad to paint images using 2Paint.</p> <p><b>iPads/tablets</b> Let the children explore 2 Paint on the iPad using their fingers to control to the painting tools.</p> <p><b>Whiteboards/screen</b> Allow them the opportunity to see 2Paint being used on a large surface like the whiteboard or screen.</p> <p><b>Logging in at home</b> Give the children opportunities to have access to Purple Mash at home so they can see it being used on technology which may be used in their home.</p> <p><b>Making choices</b> Allow children choices in their setting using Purple Mash on the different technology which is available for them.</p>
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## Specific Area-Expressive Arts and Design

Early Learning Goal	Purple Mash resources to support.	Ideas and activities
<p><b>Exploring and Using Media and Materials</b>            Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function</p>	<p><b>2Paint</b>  <a href="http://www.purplemash.co.uk/#tools/2paint">http://www.purplemash.co.uk/#tools/2paint</a></p> <p><b>2Paint Projects</b>  <a href="http://www.purplemash.co.uk/#/home/paintprojects">http://www.purplemash.co.uk/#/home/paintprojects</a></p> <p><b>2Sequence</b></p>	<p><b>2Paint</b>            Experiment in 2Paint changing the size of the brush and using all the different drawing tools. Try using the outline shape tools and changing the thickness of the shape. Fill the shapes with different colours. Look at pictures of stained glass windows, make your own pattern for a stained glass window using black to make the shape outline then fill the shapes with colour. If you are looking at the work of other artists this is a great way of creating Mondrian style images.</p> <p><b>2Paint Projects</b>            Look at the 2Paint projects with the textures pens and experiment using the different colours. Use the Paint Projects link to find the paint projects which use textured pens, experiment using the different pens and colours. My Monster template has a range of textured pens to draw with, great for encouraging children to describe textures, form, colour and size. Can you find pen to make a big, hairy monster? Which pen will make your monster look slimy? Can you give your monster a long stripy tail? Can you make a monster with skin like snake? Can you make its skin look like fur? Now make some changes your monster, change its colour, eyes tail etc.</p> <p><b>2Sequence</b></p>

	<p><a href="http://www.purplemash.co.uk/#tools/2seq">http://www.purplemash.co.uk/#tools/2seq</a></p> <p><b>2Beat</b>  <a href="http://www.purplemash.co.uk/#tools/2beat">http://www.purplemash.co.uk/#tools/2beat</a></p>	<p>Experiment with different ways of using 2Sequence to create your sounds.</p> <p>Add some sounds e.g. different chimes across the top row, now add some bells in row two and play the two together. Now try adding some drums in row three etc. Play the sequence of sounds fast and slow, delete sounds which you don't want to use and add sounds which you think make your sound sequence sound better.</p> <p>Can you make a sound sequence to match a story you are reading</p> <p>E.g. The sounds of the Gruffalo running through the woods. Cinderella running away as the clock strikes twelve. The Trolls trip trapping over the bridge.</p> <p>Let the children use their own instruments too and play along with the sequence they have created.</p> <p>Now use the same idea to create your own sounds for your story using 2Beat. This time you can clap to the beat of the sounds.</p> <p>How do you want the Gruffalo to walk? Listen to the different beats you can make and clap along. Would the Gruffalo walk with a slow stomp or a quick beat.</p> <p>Experiment with the children listening to the sound that every beat would make, then miss 1 beat, 2 beats, which do you think sounds the best? What does it sound like if we add another sound to the beat e.g. a clapping sound? Does this make it sound louder and more like a monster? Try creating different beats for different animals.</p> <p>What would we use for a mouse? Would it be fast or slow? What would we use for an elephant, a lion, a bird a snake etc.?</p> <p>Let the children move as the animal to the beat they have created.</p>
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	<p><b>2Explore</b> <a href="http://www.purplemash.co.uk/#tools/2explore">http://www.purplemash.co.uk/#tools/2explore</a></p> <p><b>2Create a Story</b></p>	<p>Using the instruments the children have become familiar with in 2Beat and 2Sequence, let the children explore putting together all the different sounds to create a little 'sound track' to use in their story. Record the sound sequence for the story they have chosen. Read the story and let the children run their little sound track at as you tell the story.</p> <p>The children could also make and record sound tracks for their own stories.</p> <p>Using My Story, in 2Create a Story import an image onto the page as a starting point for the children to create their own music to.</p> <p>You could start by using pictures the children are familiar with from a story and create music to match the picture in a similar way to using 2Beat and 2Sequence. Using the sound tool in 2Create a Story explore using the music tools to make your own music from the different instruments, or explore recording your own voice, singing or recording playing with musical instruments.</p> <p>Why not import photographs of the children and create music to go with their own pictures, it could be a picture of them in role play. Use the story book as a little slide show to play on your whiteboard/screen with the images and the sounds the children have created.</p>
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