

**purple
mash**

England 

Supporting the Early Years Framework 2021 with Mini Mash

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Communication and Language

ELG: Listening, Attention and Understanding		
Children at expected level of development will:	Resource	Ideas and Activities
Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.	Simple City Videos: The Farm The Café The Doctors The Vets The Zoo The Garden Centre The Builders	Use the videos in Simple City as a starting point for discussion for various topics. Allow children to respond to what they see with questions and comments.
Make comments about what they have heard and ask questions to clarify their understanding. Hold conversation when engaged in back-and-forth exchanges with their teacher and peers.	Topic Picture Slide Shows: (also found within individual topic pins) About Me About Me – What I Like Autumn Baby Animals Feeding Baby Animals Builders Building Parts Castles 1 Castles 2 Chinese New Year 1 Chinese New Year 2 Christmas 1	Slide shows can be used to initiate discussion about various topics. These slideshows can be found within each topic pin on Minimash.

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	<ul style="list-style-type: none"><u>Christmas 2</u><u>Colours 1</u><u>Colours 2</u><u>Dinosaurs 1</u><u>Dinosaurs 2</u><u>Easter 1</u><u>Easter 2</u><u>Fairy Tale Stories</u><u>Fairy Tale – The Gingerbread Man</u><u>Fairy Tale – Little Red Riding Hood</u><u>Fairy Tale – Elves and the Shoemaker</u><u>Fairy Tale – Tortoise and the Hare</u><u>Farm</u><u>Farm – Animal Homes</u><u>Feelings</u><u>Feelings – What Makes Me Happy</u><u>Garden</u><u>Garden – Berries and Nuts</u><u>Garden - Growing a Seed</u><u>Grocers</u><u>Growing</u><u>Minibeasts 1</u><u>Minibeasts 2</u><u>Numbers 1</u><u>Numbers 2</u><u>People Who Help Us 1</u><u>People Who Help Us 2</u><u>Pirates</u><u>Pirates - Treasure</u><u>Shoes 1</u>	
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	<p>Shoes 2 Shapes 1 Shapes 2 Seasons Seasons - Clothing Seaside Seaside in the Past Summer 1 Summer 2 Space 1 Space 2 Spring Teddy bear's Picnic Toys Toys from the Past Transport Under the Sea Under the Sea - Divers Vehicles Vehicles from the Past Vets 1 Vets 2 Weather 1 Weather 2 Winter 1 Winter 2 Zoo</p>	
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	<p>Ready-made topic stories: (found within individual topic pins)</p> <ul style="list-style-type: none"> Autumn Dinosaurs Fairy Tales Farm Feelings Food Garden Minibeasts Pets People Who Help Us Pirates Seaside Space Spring Superheroes Toys Transport Under The Sea Weather Zoo 	<p>Create your own or use the ready-made stories to introduce a new topic of discussion. The ready-made stories contain pictures and simple sentences with audio.</p>
	<p>2Create a Story</p>	<p>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.</p> <p>Leave the story for the children to go and view on the whiteboard/screen, leave some blank pages and encourage the</p>

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		<p>children to add to the story drawing their own images on the pages.</p> <p>Add some sounds or show the children how to record their own voices. Make the sound of an animal or use instruments to add in sound effects.</p>
	<p>Sound Slide Shows</p>	<p>Slideshows including audio based around a sound and words beginning with that sound.</p> <p>Use the sound slideshows to evoke discussion about different sounds and words which start with each sound. Can children think of any other words beginning with that sound?</p>
	<p>2Beat</p>	<p>2Beat allows children to experiment with beats and rhythms.</p> <p>Let the children experiment with the different instruments, listening to the different types of drums, symbols and other sounds they can choose.</p> <p>Choose the instruments and start with simple 6 or 8 beat tunes.</p> <p>Make some of the sounds loud and some of the sounds quiet and create discussion around questions such as the following: 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>

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	<p>2Explore</p>	<p>2Explore allows children to experiment with different instrument sounds and create their own simple tune.</p> <p>Choose from a selection of different instruments, listen to the different sounds the instruments make.</p> <p>Ask the children if they can make a pattern using 2 sounds. Can they speed the pattern of sounds up or slow them down? Which sounds do they like best?</p> <p>Let the children create tunes to the stories they are reading.</p>
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ELG: Speaking		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.</p> <p>Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate.</p> <p>Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.</p>	<p>Mashcams</p>	<p>Mashcams allow children to role play a wide variety of different roles and characters, with space to input their picture and write or record their voice.</p> <p>Use the Mashcams to set up characters related to your topic. Provide opportunities for the children to take their own images and add them to the Mashcam. They can then use the recording tool to record their speech.</p>
	<p>Topic Picture Slide Shows: (also found within individual topic pins)</p> <p>About Me About Me – What I Like Autumn Baby Animals Feeding Baby Animals Builders Building Parts Castles 1 Castles 2 Chinese New Year 1 Chinese New Year 2 Christmas 1 Christmas 2</p>	<p>Slide shows can be used to initiate discussion about various topics. These slideshows can be found within each topic pin on Minimash.</p> <p>Children can be invited to share their experiences of these topics, talk about what they can see on the slide show and ask or answer relevant questions.</p> <p>Slide shows could be left on the screen during continuous provision to promote independent discussion with peers.</p>

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[Colours 1](#)
[Colours 2](#)
[Dinosaurs 1](#)
[Dinosaurs 2](#)
[Easter 1](#)
[Easter 2](#)
[Fairy Tale Stories](#)
[Fairy Tale – The Gingerbread Man](#)
[Fairy Tale – Little Red Riding Hood](#)
[Fairy Tale – Elves and the Shoemaker](#)
[Fairy Tale – Tortoise and the Hare](#)
[Farm](#)
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	<p>Shapes 1</p> <p>Shapes 2</p> <p>Seasons</p> <p>Seasons - Clothing</p> <p>Seaside</p> <p>Seaside in the Past</p> <p>Summer 1</p> <p>Summer 2</p> <p>Space 1</p> <p>Space 2</p> <p>Spring</p> <p>Teddy bear's Picnic</p> <p>Toys</p> <p>Toys from the Past</p> <p>Transport</p> <p>Under the Sea</p> <p>Under the Sea - Divers</p> <p>Vehicles</p> <p>Vehicles from the Past</p> <p>Vets 1</p> <p>Vets 2</p> <p>Weather 1</p> <p>Weather 2</p> <p>Winter 1</p> <p>Winter 2</p> <p>Zoo</p>	
	<p>2Create A Story</p>	<p>Children can use 2Create a story to produce their own stories. Children can draw simple pictures, use the simple animation tools and record their voice to tell their story in full sentences.</p>

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Personal, Social and Emotional Development

ELG: Self-Regulation		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Show an understanding of their own feelings and those of others and begin to regulate their behaviour accordingly.</p> <p>Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate.</p> <p>Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.</p>	Topic Pin - Feelings	<p>Various resources including slide shows, jigsaws and paint projects on the topic of feelings.</p> <p>Children can discuss the different feelings that they experience, what can make them feel like that as well as any physical responses they might have with that feeling.</p>
	<p>Paint Projects: Myself (Found within 'People' paint projects)</p>	<p>A variety of paint projects which could be used to aid discussion on themselves, their emotions and how they are feeling in a specific situation.</p>

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ELG: Managing Self		
Children at expected level of development will:	Resource	Ideas and Activities
Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.	Topic Pin - Food	Within the topic pin, children will find a range of activities, games and stories around the topic of food which can be used as a basis for discussion about the importance of making healthy food choices.
Explain the reasons for rules, know right from wrong and try to behave accordingly.		
Manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices.		

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ELG: Building Relationships		
Children at expected level of development will:	Resource	Ideas and Activities
Work and play cooperatively and take turns with others.		
Form positive attachments to adults and friendships with peers.		
Show sensitivity to their own and to others' needs.		

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Physical Development

ELG: Gross Motor Skills		
Children at expected level of development will:	Resource	Ideas and Activities
Negotiate space and obstacles safely, with consideration for themselves and others.		
Demonstrate strength, balance and coordination when playing.		
Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.		

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ELG: Fine Motor Skills		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paint brushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>	2Handwrite	<p>Use 2Handwrite to demonstrate, record and play back letter formation, handwriting joins and spelling patterns. Works well with an Interactive Whiteboard or touchscreen.</p> <p>The lines can be made wider by clicking on the magnifying glass icon. Teachers can demonstrate and model letters or words on an interactive whiteboard, or children can access the application on a tablet to practice letter formation.</p>
	2Paint a Picture	<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 provision to encourage gross motor movements.</p> <p>Use 2Paint on an iPad to help with fine motor skills and movements. Opportunities for children to practise their accuracy and care in drawing.</p> <p>Paint Projects – a range of pictures on various topics for children to colour in with different coloured and textured pens.</p> <p>Children will develop fine motor skills through completing these activities.</p>
	Paint Projects	<p>Children can practice fine motor skills and movements through playing games which include dragging and dropping.</p>
	Mini Mash games – Jigsaws and 2Pairs	

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		Either using a mouse on a PC or fingers on an iPad, children will develop hand and eye coordination.
	2Create A Story	Children can create their own stories with illustrations, working on their fine motor skills and their accuracy with drawing.

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Literacy

ELG: Comprehension		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.</p> <p>Anticipate – where appropriate – key events in stories.</p> <p>Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role-play.</p>	<p>Fairy Tale Slide Shows:</p> <p>Fairy Tale Stories</p> <p>Fairy Tale – The Gingerbread Man</p> <p>Fairy Tale – Little Red Riding Hood</p> <p>Fairy Tale – Elves and the Shoemaker</p> <p>Fairy Tale – Tortoise and the Hare</p>	<p>Slide show of images from popular fairy tales.</p> <p>Children can retell the stories through the images on the slide show, adding in their own narrative details, identifying the key events.</p>
	<p>2Create A Story</p>	<p>You could use 2Create a Story to write simple stories for the children to read based upon the stories they know.</p>
	<p>Mashcams</p>	<p>Mashcams allow children to role play a wide variety of different roles and characters, with space to input their picture and write or record their voice.</p> <p>Use the Mashcams to set up characters related to your topic. Provide opportunities for the children to take their own images</p>

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		<p>and add them to the Mashcam. They can then use the recording tool to record their speech.</p> <p>Children can write or record their understanding of a certain story or topic from the point of view of the character with an emphasis on using new vocabulary to show their understanding.</p>
	<p>Paint Projects: Fantasy & Fairy Tales</p>	<p>Paint Projects based on Fairy Tales that the children might be aware of.</p> <p>Can be used to aid discussion and retelling of the story.</p>

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ELG: Word Reading		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Say a sound for each letter in the alphabet and at least 10 digraphs.</p> <p>Read words consistent with their phonic knowledge by sound-blending</p> <p>Read aloud simple sentences and books that are consistent with their phonic knowledge, including some common exception words.</p>	<p>Alphabet Sound Slide Shows</p>	<p>Slide shows for all sounds of the alphabet including pictures and sound recordings of words beginning with that sound.</p> <p>Use the slideshows as to teach the sounds for each letter of the alphabet, including recognising the sound in common words. Children can practise saying the words, as well as thinking of their own words beginning with that sound.</p> <p>Children could use 2Create a Story to make their own sound books.</p>
	<p>Initial Sound Quizzes</p>	<p>Quizzes based around each letter of the alphabet where children have to choose the word with the correct initial sound.</p> <p>Could be used to cement children's understanding of certain sounds whilst developing their word recognition and problem-solving skills.</p>
	<p>Alphabet Jigsaws: 4 Piece Jigsaws 6 Piece Jigsaws</p>	<p>Jigsaws based around each letter of the alphabet containing pictures of objects with the same initial sound.</p> <p>Could be used to cement children's understanding of certain sounds whilst developing their problem-solving skills.</p> <p>Could be used in continuous provision after learning about certain sounds.</p>

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	<p>Alphabet Pairs Games: 4 Card Game 8 Card Game</p>	<p>Pairs games based around each letter of the alphabet where children need to match pictures of objects beginning with that sound.</p> <p>Could be used to cement children’s understanding of certain sounds whilst developing their problem-solving skills.</p> <p>Could be used in continuous provision or on the whiteboard, reiterating the initial sound of the object shown.</p>
	<p>Missing Sound Spelling Quizzes</p>	<p>Topic based cloze quizzes where children need to select the correct sound that is missing from the word.</p> <p>Children can practise identifying a word based on the picture, sounding out a word and dragging in the missing sound. These sounds are sometimes initial sound, final sound or within the word.</p> <p>The quizzes cover a range of phonemes and some common diagraphs including ee, sh and oo.</p>
	<p>Phonics Resources: Phase 2 Cloze Quizzes Phase 3 Cloze Quizzes Printable Flash Cards – Phase 2 Printable Flash Cards – Phase 3</p>	<p>Cloze activities and flash cards to help teach and practise phase 2 & 3 phonics.</p> <p>Cloze quizzes can be completed in order which matches the progression of phased phonics teaching. The quizzes include finding the missing sound in words, and also the creation of 2 syllable compound words.</p>

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	<p>Topic stories:</p> <ul style="list-style-type: none">AutumnDinosaursFairy TalesFarmFeelingsFoodGardenMinibeastsPetsPiratesSeasideSpaceSpringSuperheroesToysTransportUnder The SeaWeatherZoo	<p>Topic based picture stories with simple sentences for children to read.</p> <p>Children can listen with the audio or turn the sound off on the device if you would like children to sound out the sentences themselves.</p> <p>This could be used as a basis for children to create their own topic stories.</p>
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ELG: Writing		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Write recognisable letters, most of which are correctly formed.</p> <p>Spell words by identifying sounds in them and representing the sounds with a letter or letters.</p> <p>Write simple phrases and sentences that can be read by others.</p>	Alphabet Paint Projects	<p>Paint projects for each letter of the alphabet.</p> <p>Children can practise letter formation as well as drawing pictures of objects or writing words which begin with that letter.</p>
	2Create A Story	<p>Children can create their own stories using 2Create A Story.</p> <p>Other ideas could include:</p> <ul style="list-style-type: none"> • Make a class story based on a story you are reading about, or a new story that you are going to write as a class. • Change the story to be 'your' story. Change the characters/the ending, for example write your own version of the story of Little Red Riding Hood. • Teachers could begin story by adding some pictures and animation ready for the children to add the writing. • Create class story, letting the children compose the sentences whilst teacher types.
	Mashcams	Mashcams allow children to put themselves into a role of character. They are able to use their own picture and there is a speech bubble for them to write their speech.

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		<p>Mashcams can be used as useful tool to engage and inspire children to write as they can write as if they are a different character.</p> <p>As well as typing sentences on the computer, the mashcams can be printed off as PDFs for children to write their own simple sentences.</p>
	<p>2Handwrite</p>	<p>Use 2Handwrite to demonstrate, record and play back letter formation, handwriting joins and spelling patterns. Works well with an Interactive Whiteboard or touchscreen.</p> <p>The lines can be made wider by clicking on the magnifying glass icon. Teachers can demonstrate and model letters or words on an interactive whiteboard, or children can access the application on a tablet to practice letter formation.</p>
	<p>Writing Templates:</p> <p>All About Picture and Text Celebration Card Symmetry Picture and Writing Postcard List</p>	<p>A variety of writing templates that can be used on the computer/device or printed off.</p> <p><u>All About</u> – Two pictures and space to write sentences. Children could choose to write about their two favourite animals and write a sentence about it.</p> <p><u>Picture and Text</u> – One picture and writing space. Children could complete and save a paint project, import the picture into this template and write about their picture.</p>

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		<p><u>Celebration Card</u> – Children could create a celebration card for any occasion. They could then print the card out.</p> <p><u>Symmetry Picture and Writing</u> – Children can create a pattern picture using the symmetry tool and then write about their picture.</p> <p><u>Postcard</u> – Children could write a postcard pretending they are on holiday. They can use the sentence starters to write a message to a friend.</p> <p><u>List</u> – Children can write a simple list of anything. It could be a shopping list, a list of minibeasts they have seen, or a list of materials they need to make something.</p>
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Mathematics

ELG: Number		
Ideas and Activities		
<p>Have a deep understanding of number to 10, including the composition of each number.</p> <p>Subitise (recognise quantities without counting) up to 5.</p> <p>Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts</p>	<p>Maths City 1 Users will find the topics below by clicking on the different areas on the city screen.</p> <p>Car Race Toy Shop The Farm Space The Playground</p>	<p>Maths City 1 allows children to explore practical everyday maths.</p> <p>Car Race Activities here include matching cars to their correct position and deciding which vehicle will win a race based on their number.</p> <p>There are also activities here on completing a pattern and deciding which car will fit into a certain space.</p> <p>Why do some cars go faster than other cars? Which numbers goes the slowest, and which number goes the fastest?</p> <p>Toy Shop Activities include creating sets of toys using numbers 1-10. Another activity invites children to count out a certain amount of each toy correctly.</p> <p>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?</p>

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		<p>In Activity 2, children need to match the number digit to the correct quantity. In the final activity, children their own toy shop adding toys to the shelves and give them a price.</p> <p>Which is the most expensive toy in your shop window? Which is the cheapest toy in the shop window?</p> <p>The Farm Create sets of animals using numbers 1-10. Children need to put the correct number of animals in the correct field to match the quantity.</p> <p>In Activity 2, children need to match the number digit to the correct quantity. In the final activities, Children need to look closely at finding the correct animal and the correct quantity.</p> <p>There are further activities were children need to complete an animal pattern.</p> <p>The Farm Create sets of animals using numbers 1-10. Children need to put the correct number of animals in the correct field to match the quantity.</p>
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There are further activities were children need to complete an animal pattern.

Space

In the first activity, children need to move the different rockets into the correct space, taking note of the number. The race will begin when they press play.

Why do some rockets go faster than other rockets?

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

Children can place the rockets into space and predict which rocket will come first and which will come last, based on their number.

The Playground

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 Activity 2, children need to match the number digit to the correct quantity. Use the other activities in this section to reinforce numbers to 10.

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	<p>2Count</p>	<p>2Count is a tool which can be used to create simple pictograms. Within the category you are given different options of things to count.</p> <ul style="list-style-type: none"> • The <u>Emotions</u> 2Count could be used on the whiteboard at the beginning of a day for children to record how they are feeling. • The <u>Cars</u> or <u>Vehicles</u> 2Count could be used during observations of traffic going past the school. • Children could record the features of children in the class using the <u>Eye Colour</u> and <u>Hair Colour</u> 2Count. • The <u>Shapes</u> 2Count could be used when observing shapes in the classroom or playground. • The <u>Leaves</u> or <u>Minibeasts</u> 2Count could be used to count how many of each are found in the playground. <p>Children could produce a pictogram of class favourites of <u>Food</u>, <u>Pets</u>, <u>Fruit</u>, <u>Farm Animals</u> and <u>Weather</u>.</p>
	<p>Number Paint Projects 1</p>	<p>Paint projects for numbers 1-10 allowing children to decorate a number and draw a picture.</p> <p>Children can use the space to practise number formation or they could draw the right quantity of objects to match the number.</p>

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	Number Paint Projects 2	<p>Paint projects for numbers 1-10 allowing children to practise number formation and colouring in the correct number of blocks and objects.</p> <p>Children can develop their understanding of counting and quantity.</p>
	Lady Bird Doubles	<p>A selection of paint projects for children to practise doubles up to 10.</p> <p>Children are presented with a ladybird which they need to complete to find the double.</p>
	<p>2Race</p> <p>Addition up to 5</p> <p>Addition up to 10</p> <p>One more and one less to 21</p> <p>Number bonds to 5</p> <p>Number bonds to 10</p> <p>Odds and evens to 20</p> <p>Comparing up to 20</p>	<p>Racing games where children need to answer quick questions in order to win the race.</p> <p>A range of mathematical questions to solidify number facts knowledge including number bonds, one more and one less and comparing different quantities.</p>

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	<p>Maths 2Quiz Quizzes (Quizzes also found in individual topic pins)</p> <p>Counting Numbers Ordering Numbers</p>	<p>Ready-made quizzes around different aspects of numbers to 10.</p> <p>These quizzes are based around different Early Years topics so can also be found within individual topic pins.</p>
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ELG: Numerical Patterns		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Verbally count beyond 20, recognising the pattern of the counting system.</p> <p>Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.</p> <p>Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.</p>	<p>Maths City 1 Users will find the topics below by clicking on the different areas on the city screen.</p> <p>Car Race Toy Shop The Farm Space The Playground</p>	<p>Maths City 1 allows children to explore practical everyday maths.</p> <p>Car Race Activities here include matching cars to their correct position and deciding which vehicle will win a race based on their number.</p> <p>There are also activities here on completing a pattern and deciding which car will fit into a certain space.</p> <p>Why do some cars go faster than other cars? Which numbers goes the slowest, and which number goes the fastest?</p> <p>Toy Shop Activities include creating sets of toys using numbers 1-10. Another activity invites children to count out a certain amount of each toy correctly.</p> <p>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?</p>

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		<p>In Activity 2, children need to match the number digit to the correct quantity. In the final activity, children their own toy shop adding toys to the shelves and give them a price.</p> <p>Which is the most expensive toy in your shop window? Which is the cheapest toy in the shop window?</p> <p>The Farm Create sets of animals using numbers 1-10. Children need to put the correct number of animals in the correct field to match the quantity.</p> <p>In Activity 2, children need to match the number digit to the correct quantity. In the final activities, Children need to look closely at finding the correct animal and the correct quantity.</p> <p>There are further activities were children need to complete an animal pattern.</p> <p>Space In the first activity, children need to move the different rockets into the correct space, taking note of the number. The race will begin when they press play. Why do some rockets go faster than other rockets? Which numbers goes the slowest and which number goes the fastest? Children can place the rockets into space and predict which rocket will come first and which will come last, based on their number.</p>
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		<p>The Playground</p> <p>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.</p> <p>In Activity 2, children need to match the number digit to the correct quantity. Use the other activities in this section to reinforce numbers to 10.</p>
	<p>2Count</p>	<p>2Count is a tool which can be used to create simple pictograms. Within the category you are given different options of things to count.</p> <ul style="list-style-type: none"> • The Emotions 2Count could be used on the whiteboard at the beginning of a day for children to record how they are feeling. • The Cars or Vehicles 2Count could be used during observations of traffic going past the school. • Children could record the features of children in the class using the Eye Colour and Hair Colour 2Count. • The Shapes 2Count could be used when observing shapes in the classroom or playground. • The Leaves or Minibeasts 2Count could be used to count how many of each are found in the playground. <p>Children could produce a pictogram of class favourites of Food, Pets, Fruit, Farm Animals and Weather.</p>
	<p>Number Paint Projects 1</p>	<p>Paint projects for numbers 1-10 allowing children to decorate a number and draw a picture.</p>

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		Children can use the space to practise number formation or they could draw the right quantity of objects to match the number.
	Number Paint Projects 2	Paint projects for numbers 1-10 allowing children to practise number formation and colouring in the correct number of blocks and objects. Children can develop their understanding of counting and quantity.
	Lady Bird Doubles	A selection of paint projects for children to practise doubles up to 10. Children are presented with a ladybird which they need to complete to find the double.
	2Race Addition up to 5 Addition up to 10 One more and one less to 21 Number bonds to 5 Number bonds to 10 Odds and evens to 20 Comparing up to 20	Racing games where children need to answer quick questions in order to win the race. A range of mathematical questions to solidify number facts knowledge including number bonds, one more and one less and comparing different quantities.
	Maths 2Quiz Quizzes (Quizzes also found in individual topic pins)	Ready-made quizzes around different aspects of numbers to 10.

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	Counting Numbers Ordering Numbers	These quizzes are based around different Early Years topics so can also be found within individual topic pins.
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Understanding the World

ELG: Past and Present		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Talk about the lives of the people around them and their roles in society.</p> <p>Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class.</p> <p>Understand the past through settings, characters and events encountered in books read in class and storytelling.</p>	<p>Simple City</p> <p>The Farm The Café The Doctors The Vets The Zoo The Garden Centre The Builders</p>	<p>Children can visit the different areas within Simple City to find out more about people's roles and responsibilities in different areas of the community.</p> <p>This could also be used as a point to begin researching how these places and people worked in the past.</p>
	<p>Topic Pins:</p> <p>People Who Help Us Vets Builders</p>	<p>Within the topic pins, children will find a range of slide shows, activities and stories around these topics which can be used as a basis for discussion about how these people play a role in our society.</p>
	<p>Old and New Slide Shows:</p> <p>Toys Toys from the Past Vehicles Vehicles from the Past Seaside Seaside in the Past</p>	<p>Slideshows of images from the present and past to compare.</p> <p>Children can discuss the differences which they recognise and use a starter for discussion about how other things have changed from the past.</p>

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ELG: People, Culture and Communities		
Children at expected level of development will:	Resource	Ideas and Activities
Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.	Simple City The Farm The Café The Doctors The Vets The Zoo The Garden Centre The Builders	Children can visit the different areas within Simple City to find comparisons between their own experiences and environments and those of those around them. This could also be used as a point to begin researching how these places and people worked in the past.
Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class.	Topic Pins: About Me My Feelings Growing Christmas Easter Chinese New Year	Within the topic pins, children will find a range of slide shows, activities and stories around these topics which can be used as a basis for discussion. Using the About Me pin, children can draw on their own experiences of their own lives and their immediate environments.

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<p>Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, non-fiction texts and – when appropriate – maps.</p>	<p>Cultural Celebration Paint Projects:</p> <ul style="list-style-type: none"> Birthday Cake Chanukiah Chinese Fan Chinese Lion Christmas Plate Easter Egg Fireworks Harvest Basket Chinese Lantern 1 Chinese Lantern 2 Mehndi Mosque Rangoli pattern 1 Rangoli pattern 2 Seder Plate Diwali Diya <p>Clothes:</p> <ul style="list-style-type: none"> Sherwani Rungun Sari 	<p>A variety of paint projects allowing children to learn about different cultural celebrations and clothing.</p> <p>These can be used to promote discussion around celebrations that different children are familiar with.</p>
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ELG: The Natural World		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Explore the natural world around them, making observations and drawing pictures of animals and plants.</p> <p>Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.</p>	<p>Paint Projects:</p> <p>Animals</p> <p>Nature</p>	<p>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.</p> <p>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>

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<p>Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.</p>	<p>Topic Pins:</p> <ul style="list-style-type: none"> Under the Sea Seasons Autumn Winter Summer Spring Growing Garden Baby Animals Farm Minibeasts Pets Seaside Space Weather Zoo 	<p>Within these topic pins, you will find stories, slide shows, paint projects and games around the specific topic for children to explore.</p> <p>The slide shows and stories can be used as a starting point for discussion. You will find these pins within Mini Mash.</p>
	<p>Simple City</p> <ul style="list-style-type: none"> The Zoo The Farm The Vets 	<p>Visit the Simple City Zoo and the Simple City Farm. Look the different types of animals and talk about where the animals come from.</p> <p>Visit the Vets Surgery to aid discussion on how to look after animals.</p>

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Expressive Arts and Design

ELG: Creating with Materials		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p> <p>Make use of props and materials when role playing characters in narratives and stories.</p>	<p>2Paint A Picture:</p> <p>Simple</p> <p>Slice</p> <p>Spinner</p> <p>Wet paint</p> <p>Swirly</p>	<p>A range of painting tools to help children to produce a masterpiece, experimenting with a range of textured paints, effects and colours.</p> <p>Children can change the size of brush and import backgrounds, including photos, to their work.</p>
	<p>Paint Projects:</p> <p>Animals</p> <p>Size & Shape</p> <p>Transport</p> <p>Food & Drink</p> <p>Nature</p> <p>People</p> <p>Celebrations</p> <p>Clothes</p> <p>Fantasy & Fairy Tales</p> <p>At Home</p>	<p>Children can use the Paint Projects to complete pictures on various topics.</p> <p>The projects contain a variety of textured pens so children can experiment using different pens, thickness and colours.</p>

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	2Create A Story	<p>Children can use 2Create A Story to display their pictures. They can draw directly into the application or import saved pictures from their Tray or My Work folder.</p> <p>As well as space to write, 2Create A Story has a recording function so children can record themselves talking about their picture, explaining the processes they have used.</p>
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ELG: Being Imaginative and Expressive		
Children at expected level of development will:	Resource	Ideas and Activities
<p>Invent, adapt and recount narratives and stories with peers and their teacher.</p> <p>Sing a range of well-known nursery rhymes and songs.</p> <p>Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.</p>	2Create A Story	Children can use 2Create a story to create their own stories. They can include words, pictures, sound effects, music and voice recordings to express their stories.
	2Beat	<p>2Beat allows children to experiment with beats and rhythms.</p> <p>Let the children experiment with the different instruments, listening to the different types of drums, symbols and other sounds they can choose.</p> <p>Choose the instruments and start with simple 6 or 8 beat tunes, experimenting with volume and speed.</p>
	2Explore	<p>2Explore allows children to experiment with different instrument sounds and create their own simple tune.</p> <p>Children can choose from a selection of different instruments and listen to the different sounds the instruments make.</p> <p>Ask the children in they can make a pattern using 2 sounds. Can they speed the pattern of sounds up or slow them down? Which sounds do they like best?</p>

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	<p>Mashcams</p>	<p>Let the children become the character they want to be by using their own photograph as the face of the character.</p> <p>Many of the Mashcam characters are linked to themes or topics which could be developed through role play activities e.g. People who help us, pirates, zookeeper etc.</p> <p>Use the Mashcam characters to support role play. Children can become the character who they wish to be in their imaginative play.</p> <p>Mash Cams can also be printed out blank, laminated and left in the Role Play Area for children to engage with independently.</p>
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