



Purple Mash Computing Scheme

Sound Stories

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Overview

This unit introduces children to 2Cast, an audio recording tool in Purple Mash. Children will explore the features of effective audio books and work as a team to script, record and edit their own.

Key Learning

- To understand what makes audiobooks effective and identify the key features that make them engaging.
- To plan and write a script for an engaging audiobook.
- To record clear narration and add sound effects to an audiobook.
- To edit, improve and finalise an audiobook using recording and sound design tools.

Knowledge Organiser and Learning Mat

These resources can be used to support learning across the unit.

- [Knowledge Organiser](#)
- [Learning Mat](#)

Concept Map and Quiz

Use these resources to gauge children's understanding before or after the unit has been taught.

- [Concept Map](#)
- [Quiz](#)

Lesson 1: Exploring Audiobooks

Aim

- To understand what makes audiobooks effective and identify the key features that make them engaging.

Success Criteria

- I can describe what an audiobook is and why people enjoy them.
- I can identify features that make audiobooks interesting to listen to.
- I can suggest improvements for an audiobook using sound effects and music.

Preparation

- Set **The Whispering Willow - Audio** as a 2Do.
- This lesson has some external links to listen to audiobooks on BBC, Soundcloud and YouTube. As these links take you out of Purple Mash, ensure that you check them before the lesson in case of any inappropriate comments etc.

Please find all lesson resources and additional teaching notes below.

Resources

- [Slideshow - Lesson 1](#)
- [The Whispering Window - Audio](#)

Teaching Notes

The external links in this lesson are just suggestions and you may wish to find your own audiobooks to share with the class. You might be prompted to sign up for a Soundcloud account, however this is not necessary to listen to these clips. Please ensure that you check any external website links before the lesson.

Lesson 2: Scripting an Audiobook

Aim

- To plan and write a script for an engaging audiobook.

Success Criteria

- I can recognise the key features of an audiobook script.
- I can work in a group to identify roles for creating a group audiobook.
- I can help write a script, marking out the narration, dialogue and sound effect cues.

Preparation

- Print off the **Audiobook Extracts** - 1 per group of 4.
- Print off **Audiobook Plan and Script** - 1 per group of 4.

Please find all lesson resources below.

Resources

- [Slideshow - Lesson 2](#)
- [The Whispering Window - Effects](#)
- [Audiobook Extracts](#)
- [Audiobook Plan and Script](#)

Lesson 3: Recording and Sound Design

Aim

- To record clear narration and add sound effects to an audiobook.

Success Criteria

- I know what a clear, expressive voice should sound like for narration.
- I know how to use 2Cast to record audio for an audiobook.
- I can help select and add appropriate sound effects to an audiobook.

Preparation

- Set **2Cast** as a 2Do.
- Groups will need their **Audiobook Plan and Script** documents from the last lesson. Ideally, they will have finished the script – allow children time for this if they need it.
- Gather equipment needed for recording, depending on what is available – headphones and microphones, or tablet with a microphone built in.

Please find all lesson resources and additional teaching notes below.

Resources

- [Slideshow - Lesson 3](#)
- [2Cast](#)

Teaching Notes

Children will be working in their groups of around 4 to begin creating their audiobooks. It would be helpful if they started today with a completed script, giving them plenty of time for recording.

Ideally, groups will need to be spread out to ensure they can hear what they are recording, preferably in a quiet place.

If microphones and headphones are available, these will result in a cleaner sound. However, tablets or laptops with built-in microphones will also work fine.

Lesson 4: Editing an Audiobook

Aim

- To edit, improve, and finalise an audiobook using recording and sound design tools.

Success Criteria

- I can help use software tools to edit audio and remove mistakes.
- I can help arrange narration, sound effects, and music to match the story.
- I can help review and improve our audiobook.

Preparation

- Children will need to continue working in their group of four so they can access their audiobook plan, script and saved 2Cast files.
- Check external links before the lesson for any inappropriate content and to see whether they are appropriate for your class.

Please find all lesson resources and additional teaching notes below.

Resources

- [Slideshow - Lesson 4](#)
- [2Cast](#)

Teaching Notes

There are some websites suggested where children can find free background music to add to their audiobooks. It is up to you whether you wish children to use these. Ensure you check the links first or find your own website to share with them if you would like. There are music extracts built into 2Cast so you may decide that you want children to solely use those, rather than download from an external website.

Part of this lesson is for children to share their finished audiobooks with others. To maximise time for children to edit their audiobooks, you may choose to set aside some time at another point for them to share their finished projects with their classmates.

Assessment

The following information is an exemplar of what a child at an expected level would be able to demonstrate when completing this unit with additional exemplars to demonstrate how this would vary for a child with emerging or exceeding achievements.

Emerging

- Children show a developing understanding of audiobooks and how sound can help tell a story. They can describe what an audiobook is and may identify features like background music or sound effects when prompted. In a group setting, they might contribute simple ideas for the script or sound effects and are willing to try reading lines aloud. They may need help to use 2Cast independently, requiring guidance when recording, editing, or placing sounds on a timeline. They benefit from working alongside more confident peers, gradually developing confidence in using tools like microphones or selecting suitable effects.

Expected

- Children can understand the key features of a good audiobook and can apply this knowledge when working in a team. They contribute to planning a script, allocating roles like narrator or sound technician, and demonstrate growing independence with 2Cast. They rehearse narration using expression, help select and place sound effects, and contribute to recording and editing sessions. Children use the timeline to arrange audio tracks and can identify parts that need trimming or re-recording. They understand terms like “track,” “timeline,” and “playback,” and they reflect thoughtfully on their final mix. Their work results in a cohesive audiobook that shows attention to timing, clarity, and mood.

Exceeding

- Children take initiative in all aspects of the project, showing creativity and technical skill. They lead, or actively guide, group planning, helping structure the script with narration, dialogue, and sound cues. They confidently use 2Cast to record clear, expressive voice tracks and carefully timed sound effects, sometimes layering multiple tracks for dramatic impact. They may source their own background music or create sound effects independently. During editing, they show precision; cutting mistakes; balancing volumes and refining the mix for professional polish. They can explain how choices in tone, music, and effects shape the listener’s experience. They give constructive feedback during playback and may even assist others with technical or storytelling suggestions.