

mash club

The Purple Mash Computing Club
An Introduction



Welcome to Mash Club!

What is Mash Club?

Mash Club is a pack of resources for running a computing coding club at your school using Purple Mash tools. Currently this includes an eight week course on Coding and Blogging using 2Code and 2Blog. We aim to expand this offering into other areas of Computing in the future.

What is 2Code?

2Code is a tool to introduce computer programming (coding) to children.

What is 2Blog?

2Blog is a simple and versatile way to set up blogs for classes, groups and schools. It includes a system to approve posts and comments and can be linked to on your school's website to showcase the work that you are doing in Mash club.

Every child works at a different pace, some children might need more than one session to create a game while others may whizz through the sessions.

How does Mash Club work?

In each session of Mash club, children will make a game and blog about their game or comment on others' blog posts. There is no general 'Introduction to 2Code' lesson as it is hoped that the instructions for making the games are detailed enough that children will learn this along the way and the idea is for a club atmosphere rather than a lesson/classroom one. If you feel that your children need a general introduction then the 2Code User manual can guide you in this.

Let the children lead the club!

The club plans are designed to be self-led by the children. They click on the link to the session and are led through a tutorial on how to make their game or blog.

Adults can support children in solving problems or give them ideas to improve their computing.

Allow children to use their own ideas. For example, if they want witches instead of the planned dragons, that's great! Support them and adapt the guidance to make the game their own.

However, facilitators do need to tread a line between encouraging excitement and restraining children from getting carried-away. Children can get excited about coding and want to skip straight to making their own version of games that they play: games that have taken professional developers years to create and debug.

2Code is designed to develop children's skills and knowledge progressively and they may experience frustration if they try to create something too complicated too soon. If a child is whizzing through the session plans, there are challenges included in the tutorials that you can suggest to improve their games. Encourage the children to add improvements to make a better, more playable game and gradually make a more complex game in this manner.

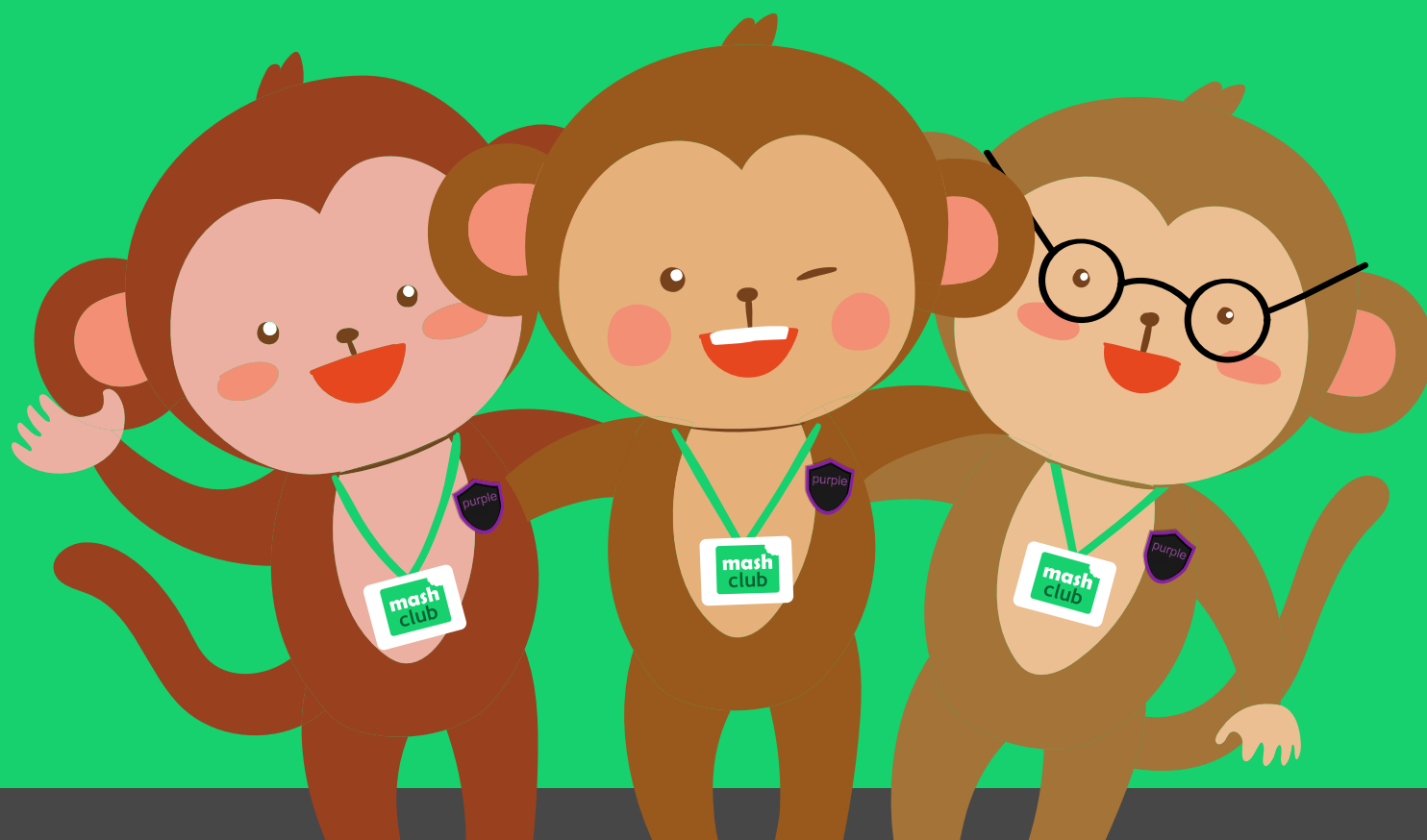


Digital Leaders

A good way to spread the word about Mash Club to your school is through an assembly led by the school's digital leaders. Your digital leaders could be your first Mash Club participants, they could then support the subsequent Mash Clubs as part of their role.

Digital leaders are children with a passion for technology who promote the use of all things digital throughout their school.

Being a digital leader is a fantastic opportunity to take on responsibility, demonstrate leadership skills and get involved with Mash Club!



The Purple Mash Digital Leader scheme is easy to implement and comes with a free resource pack with everything you need to get started, including posters and certificates.

Visit www.2simple.com/digital-leaders to find out more.

Preparation

- ★ Children will need a Purple Mash login. They should use the login that they use at school.
- ★ The person at school who is responsible for setting up Purple Mash logins will need to set up a Group for the Mash Club and add all of the children to this group. They will also need to set the facilitator up as a teacher and assign them to this group. For information about how to do this, see section 5 of the Create & Manage Users Guide in the Teacher area of Purple Mash.

It might be useful to print off all of the children's login cards in case they have forgotten their passwords or login details.



Facilitators should ensure that they know how to login to Purple Mash and open 2Code Gorilla Freecode so that they can assist any children who do not. Again, the Purple Mash Admin in school can help with this.

- ★ Facilitators can prepare for sessions by reading through the instructions to make sure that they understand what the children will be doing. Sometimes the session will begin with a short group discussion about what the children will be doing (see session 2 for example). Contact us at 2Simple if you need any help.

- ★ Children and facilitators can access the sessions from the Mash Club area, which can be found in the Computing section, accessible straight from the Purple Mash home page.

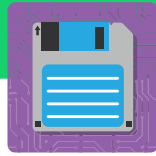


There is a user guide to 2Code and 2 Blog in the teacher area of Purple Mash, but familiarity with 2Code is not required to facilitate the sessions.

A printable PDF version is available, though we encourage children to use the online interactive instructions, which open in a new internet tab. Children can then cross-out steps that they have completed online. This also saves the expense of printing. The facilitator might want a paper copy for reference.



Online Tutorials Information



Save

A reminder to save work after every few changes so in the event of computer crashes or if children completely mess up their code, they can go back to a good saved version and don't have to create the whole thing again.



Think

This might be something to try to extend children's understanding of coding knowledge or the program. It appears when the step is prompting children to spend a moment to think rather than do something.



Test and Debug

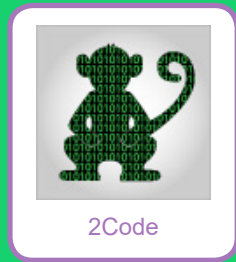
A reminder to test how the program is working so far and fix any problems before adding more complexity to the code.



Extra Challenges

Ideas and suggestions to enhance the code and make the programme better. It is also a way to slow children down as the club isn't a race to finish all the sessions.

At the beginning of the first session, make sure that all children can login and then show them how to open 2Code Free Code Gorilla level; this is the most advanced version of 2Code which means coders will have all the possible tools available to them. We will be starting simple, but they will quickly learn more.



2Code

In the **Tools** section of Purple Mash



Free Code Gorilla

In the **Resources** part of Mash Club

Sharing



Sharing

Once a 2Code program has been saved into Purple Mash, it can be shared by clicking on the globe button in the toolbar. See the sharing guide in Purple Mash for more information. The embed code can be used to embed a 2Code program into a blog or a website. A Purple Mash login is not required to run a shared 2Code program.

Words shown in bold within the tutorials are usually coding terms that the children won't be familiar with initially, but they will see them in use often through the sessions. There is a coding glossary available at the top of the main 2Code page where terms can be searched for.

Blog Preparation

For the blogging aspects of the club, the facilitator will need to set up a blog using 2Blog before the first session. There are two linked blog tools within Purple Mash: **class blogs** and **pupil blogs**.



Pupil blogs are self-contained blogs that only the creating pupil can see and add to; these do not go through an approval process.



Class blogs are set up so that several people can add posts, view and comment. All pupil comments and posts go through an approval process before others can see them.

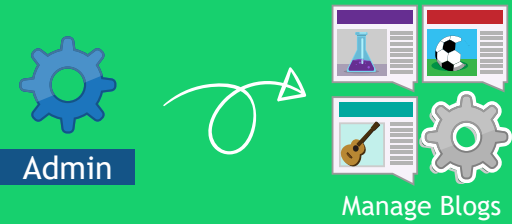
A teacher can convert pupil blogs into class blogs if required. During the session, you can turn off the approvals process so that children will be able to blog and comment freely and the workflow won't be delayed by you having to approve every blog and comment.

It is advisable to turn the approvals process on after the session so that you can monitor whether the attendees are being appropriate in their comments. Use your own discretion to decide whether this should be turned off after pupils have proved themselves to be sensible in this regard.

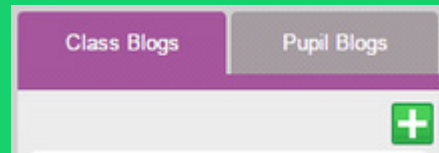


Class Blog Setup Step-by-step

1 To set up the blog, go to the Admin tab in Purple Mash and click on 'Manage Blogs'.



On the Class Blogs tab, click on the green cross to add a new blog.



2 Fill in the Name and Description. Then select an icon image and a cover image. You can select to hide pupil names, which might be sensible if the blog is being shared beyond the school.

3 Next, select who can see the blog, who can comment and who can post; you might want to restrict this to just the members of the club. Click on the Save button to save your options.

4 Now you will be able to tick the box to make the blog visible to the public. You can get the link and give it to the school website manager to share the blog on the school website.

5 View Blog

Click on View Blog. This will show you the blog page.

Make sure you have the Edit toggle on, or you won't see the 'Add Post' button!

To add a blog post, click the green 'Add Post' button.

6 Write the title, summary and the content of the post. You will probably want to add to this after the first session.

7 You can format the text font, size and style using the toolbar. It is also possible to attach a picture such as a piece of clip art or a painted picture, or attach a piece of work such as a 2Code program.

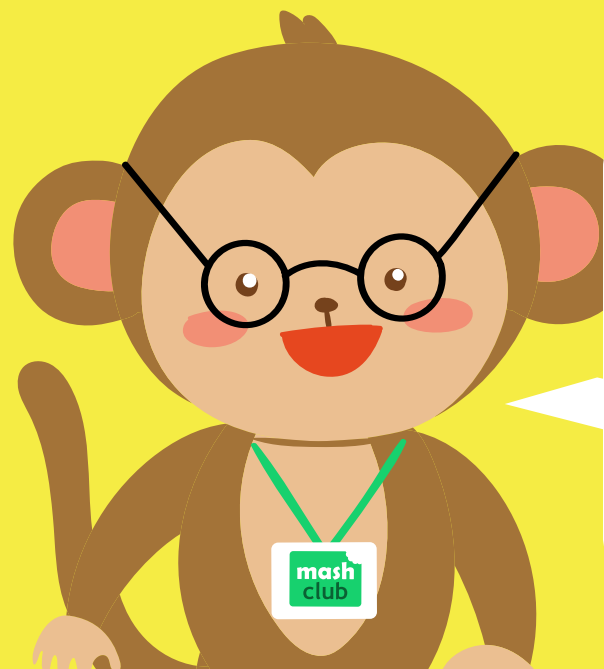
8 Children access blogs by clicking on the Sharing tab at the top of the Purple Mash page.

Save the blog ready for introducing it to the children in session 2.



If you wish to demonstrate from a pupil perspective, you can impersonate a user using the Admin tool **Impersonate Pupil Login**. To do this, click on the Admin tab and open the Impersonate Pupil Login tool. Select one of your students to impersonate.

Weekly Projects



In Free Code mode, children can create any kind of program they like. There is a Free Code tool for each of the levels of 2Code. The Free Code button is found on the main page, in each levels' sections and also in a section called Free Code.

This table contains a summary of the games that children will be developing in each session of Mash Club and includes the coding skills that they will be introduced to.

Session	Aims	Computing skills and coding concepts to master	Game to be Created
1	Introduction to 2Code	<ul style="list-style-type: none"> The screen layout and language used Adding backgrounds and objects in design view Creating code by dragging blocks Sequencing code Collision detection Responding to key presses or swiping Keeping score Using a timer Conditionals ('If' statements) Testing and improving code 	Escape the Dragon
2	Blogging	<ul style="list-style-type: none"> What a blog is How to blog and comment How to add a blog post to showcase your work and games How to evaluate and comment in a constructive way on others' games How to respond positively to constructive comments Improving your game 	Chance to improve Escape the Dragon
3	Selection	<ul style="list-style-type: none"> Selection in coding Changing the appearance of objects using code Repetition; how to code to repeat processes infinitely Making a character repeat actions using a timer Debugging and improving code 	Fun with Robots 1

Session	Aims	Computing skills and coding concepts to master	Game to be Created
4	Responding to the user	<ul style="list-style-type: none"> Using tabs to make code readable in 2Code Creating and changing variables Using the Variable Watch window Coding to respond to user input Using Repeat loops that respond to user input Debugging and improving code 	Fun with Robots 2
5	The graphical interface and Competitive Gaming	<ul style="list-style-type: none"> Creating a game area using the paint tools and walls Using and editing a vehicle object type Exploring the difference between different object types Considering designing for different device types Making a game that responds to user input Debugging and improving code 	Racing game
6	Functions	<ul style="list-style-type: none"> Programming the turtle object Organising code in tabs Creating functions Designing the GUI (graphical user interface) Making use of the paint tools to design graphics Using buttons Designing programs that give the user creative choices 	Painting with a turtle
7	Turning a story narrative into a game	<ul style="list-style-type: none"> Making an adventure game based upon a story. Planning by storyboarding. Using other Purple Mash tools to create graphics to use in 2Code. Deciding which objects types are most appropriate for their required functionality. Deciding how best to create the story narrative in code. Testing and debugging. 	Adventure Mystery
8	Get Creative	<ul style="list-style-type: none"> Decomposition of a game idea into its components Going through a structured program design process Designing your own program from scratch Working as part of a team Evaluating your own and others' programs constructively Debugging and improving your program 	Your own game



The Purple Mash Computing Club

Designed for you,
led by you.

Need more support?
Contact us:



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