



2Do It Yourself (2DIY) User Guide



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1 Introduction

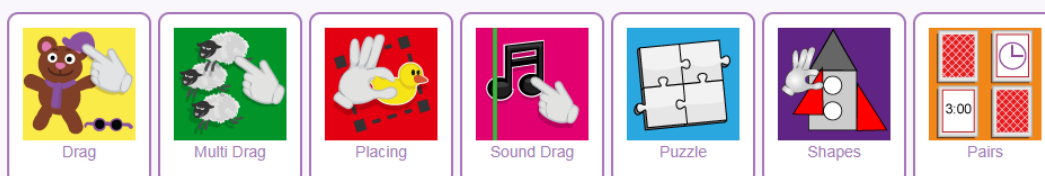


2Do It Yourself (2DIY) is a tool which allows both teachers and pupils to create their own activities, quizzes and games.

When you enter the tool, you will be presented with the choice of types of 2DIY activity/quiz/game to create. These are detailed in the sections that follow. **Click on the image to be taken to information for that category.**

There are also help videos for each activity type and these can be found on [the main 2DIY page](#) and in the [2DIY 2Quiz Teacher area](#).

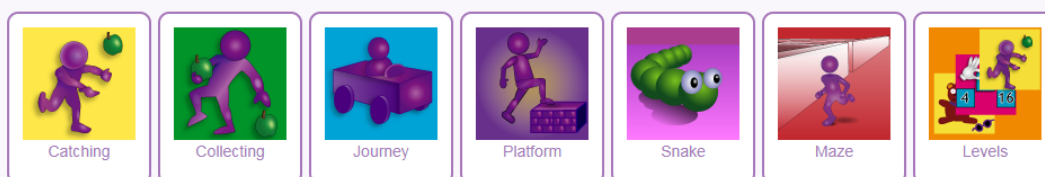
Activities:



Quizzes:



Games:



1.1 Top Menu Bar

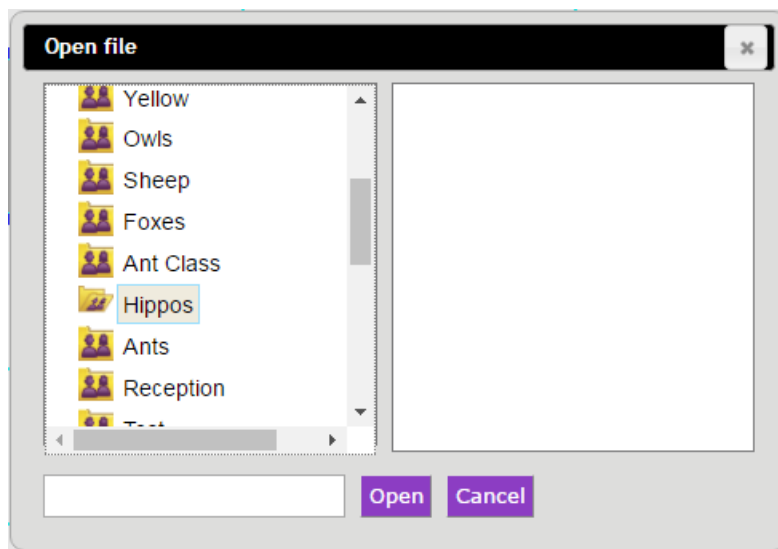
The top menu bar uses familiar icons to perform actions.



New File button: use this to open a new file.



Open button: this will give you the options of opening 2DIY documents from your device or from your saved work.



Save button: this will give you the options of saving the file that you have created to your online documents (My Work), online folders or device.



Export as Image: you can right-click on the image to save it to your computer or click on the Download button to save it in your Downloads folder.



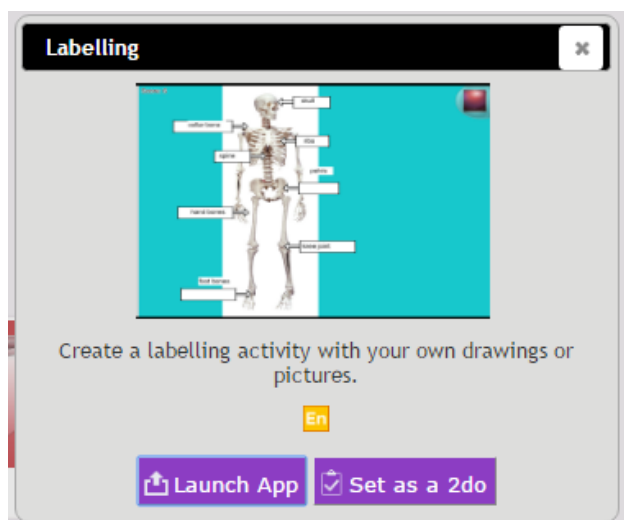
Print button: this generates a pdf of the screen image that you can print.



Share button: this will give you various options for sharing your file including by Email, Setting as a 2Do, QR codes and Links, Blogging and Display boards. To see the latest sharing options use the [Share Link Guide in the Teacher section](#).

2 Pre-made Activities using 2DIY

You will often find activities made using the 2DIY tool in the subjects or topics categories. Opening these will open the **Launch** screen. From here you can launch the activity or set it as a 2Do.



You can also set 2DIY resources that you have made as 2Dos either by clicking on the button from



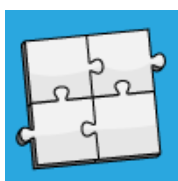
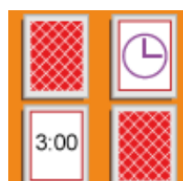
within the file or through your **Work** tab.

For further details about Share Links see the guide at [Share Link User Guide](#).

For further details about 2Dos, see the manual at [2Dos User Guide](#).

3 Activities

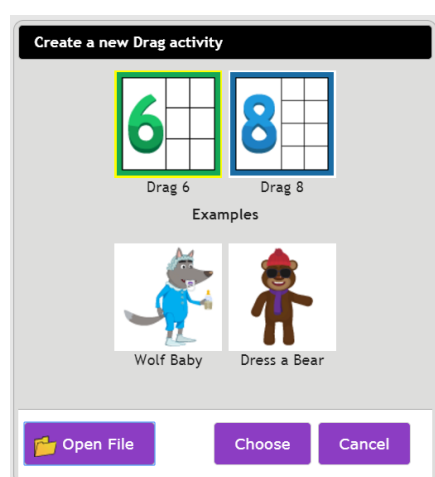
The activities include 7 tools that can be used to make picture based games. Click any one for full details.

[Drag](#)[Multi-Drag](#)[Placing](#)[Sound-Drag](#)[Puzzle](#)[Shapes](#)[Pairs](#)

3.1 Drag

In a drag activity, you drag small pictures onto a background picture. The small pictures can be placed anywhere on the larger picture.


There is a choice of two screen layouts with either 6 or 8 images to drag onto a background and two examples.

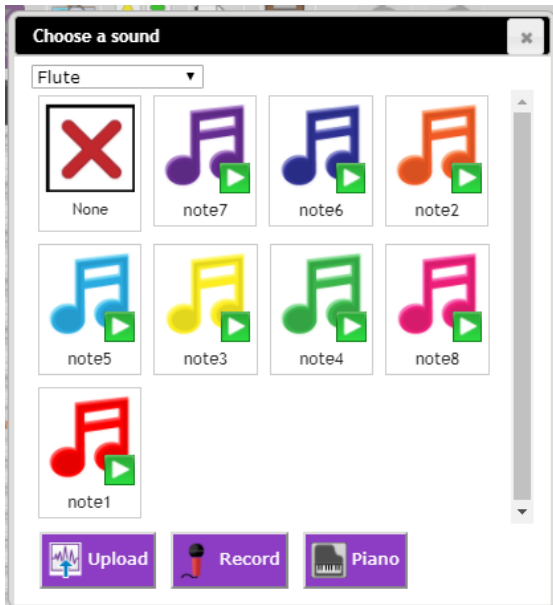


Firstly click on the large picture frame to draw the main image. You can also add clipart using the upload an image from your computer or device.

Next click on the smaller boxes to add the images to be dragged. You do not have to fill every box.



Clicking on the  enables you to add a sound that will play when the image is dropped onto the background. There are pre-recorded sound effects or you can upload, record or compose (using the Piano button) your own.



See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



To test the activity, press the  button.

The images can be dragged into place.

To resize the image using a mouse and keyboard, hold the mouse button down on the image and use the arrow keys.

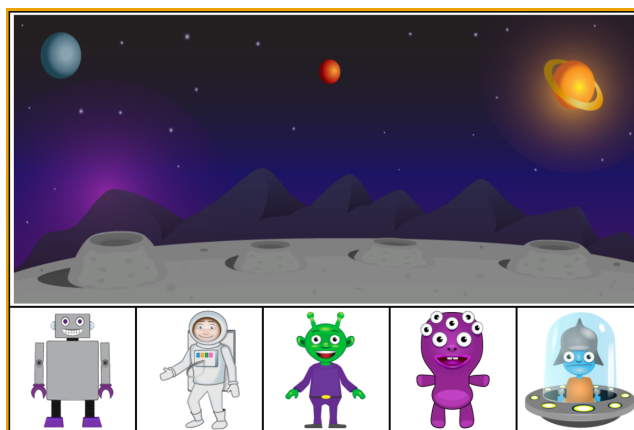
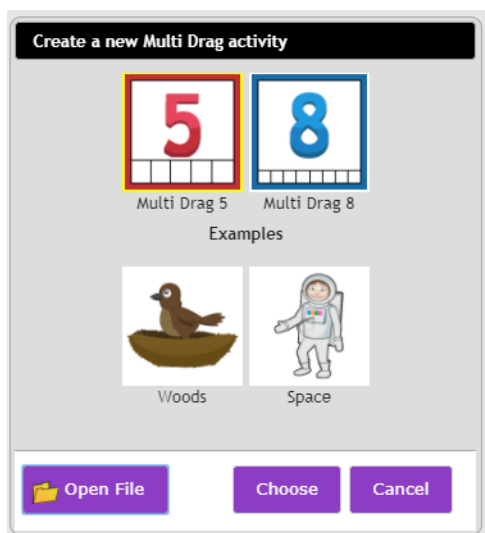
To resize on a touch-screen, use two fingers.

To rotate, click and release on the image and then use the arrow keys or use two fingers on a touch-screen.

3.2 Multi Drag

In a Multi-Drag activity, you drag small pictures onto a background picture. Each picture can be dragged onto the background image multiple times. The small pictures can be placed anywhere on the larger picture. The images to be dragged can also be animated and have associated sounds.

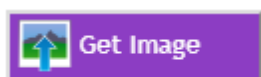
There is a choice of two screen layouts with either five or eight images to drag onto a background and two examples.



Firstly click on the background picture to draw it, upload an image from your computer or add clipart



(using the button) or upload an image from your device (using the button followed by

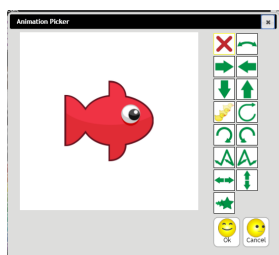


).


Next click on the smaller boxes to add the images to be dragged. You do not have to fill every box.

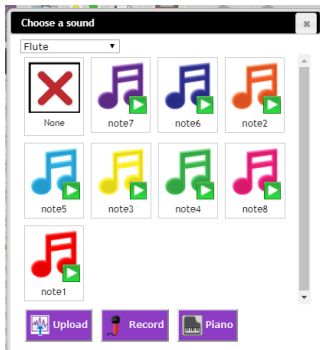


Clicking on the button allows you to add animation to your image. Select an animation from the Animation Picker screen. The fish will provide a preview of the animations when you click on them.





Clicking on the  enables you to add a sound that will play when the image is dropped onto the background. There are pre-recorded sound effects or you can upload, record or compose (using the Piano button) your own.



See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



To test the activity, press the  button.

The images can be dragged into place. To bring a dragged image to the foreground of the picture, click on it and it will move in front of any other images.

To resize an image using a mouse and keyboard, click on the image and use the up and down arrow keys.

To resize on a touch-screen, use two fingers.

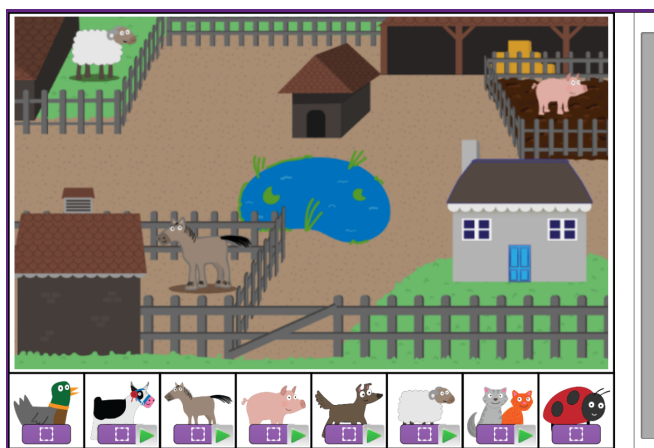
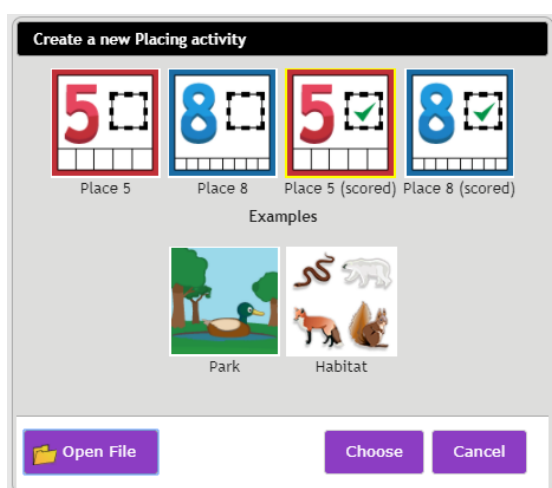
To rotate, click on the image and then use the right and left arrow keys or use two fingers on a touch-screen.

3.3 Placing



In a Placing activity, you drag small pictures onto a background picture in a similar way to multi-drag. However, each of the small images has one 'correct' location on the background picture.

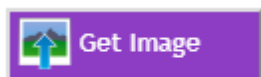
There are two versions of Placing; scored and non-scored each with two layouts.

- In the non-scored version, the small images can be dragged multiple times onto the background but they will only make their associated sound and animation when they are placed in the correct location.
- In the scored version, each image can only be put on the background once but can be moved around. Once it is the correct location, the player gets a point and the animal will then perform its sound and animation when clicked on.



Firstly click on the background picture to draw it, upload an image from your computer or add clipart


(using the  button) or upload an image from your device (using the  button followed by

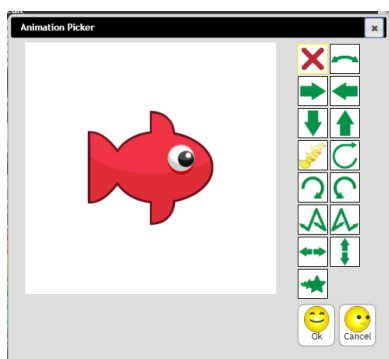



).

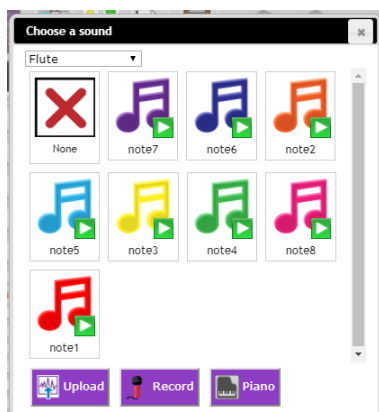
Next click on the smaller boxes to add the images to be dragged.



Clicking on the  button allows you to add animation to your image. Select an animation from the Animation Picker screen. The fish will provide a preview of the animations when you click on them.



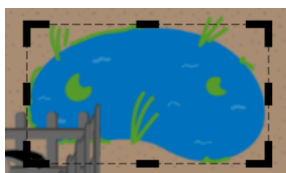
Clicking on the  enables you to add a sound that will play when the image is dropped onto the background. There are pre-recorded sound effects or you can upload, record or compose (using the Piano button) your own.



Next add the hotspots which will mark the correct locations for the small images. Click on the



button for the small image and a hotspot marker will appear on the main screen. Drag this to enclose the correct area for that image. Repeat this process for all the small images. You do not have to fill every box.



See the section [Creating Instruction Screens and Titles](#) for information about customising the Title screen.



To test the activity, press the  button.

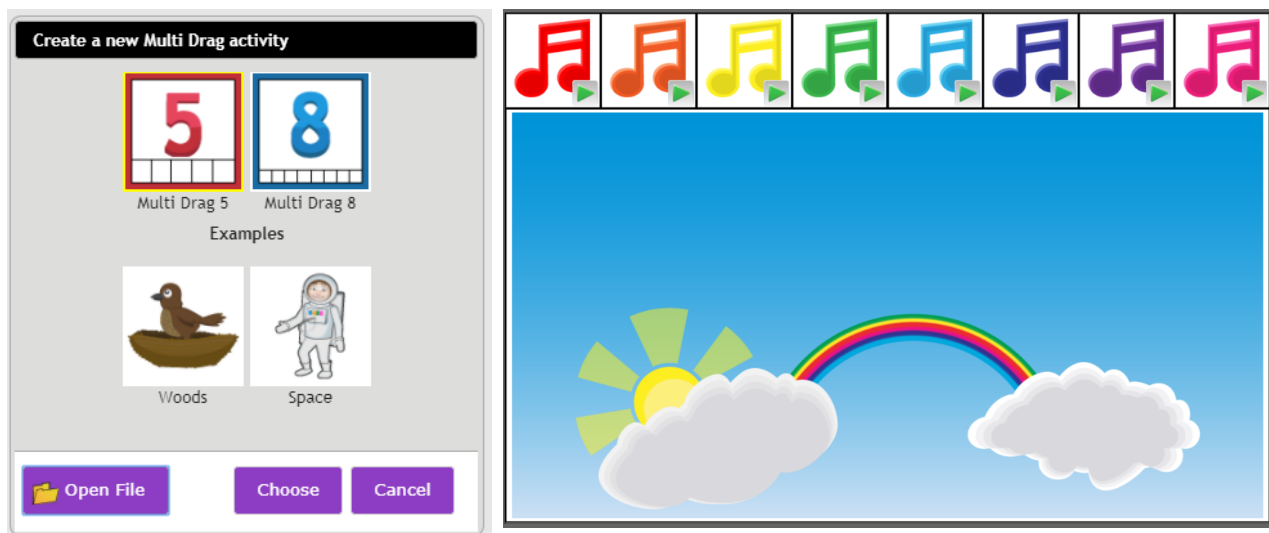
The images can be dragged into place. In the non-scored version, they can also be dragged to the bin symbol in the bottom right to delete them.

3.4 Sound Drag




In a Sound-Drag activity, you drag small pictures onto a background. The background has a green bar moving across the screen. Each picture has an associated sound and every time the bar passes a picture, the sound is made.

The speed of the bar can be altered to change the tempo.

There is a choice of two screen layouts with either five or eight images to drag onto a background and two examples.



Firstly click on the background picture to draw it, upload an image from your computer or add clipart

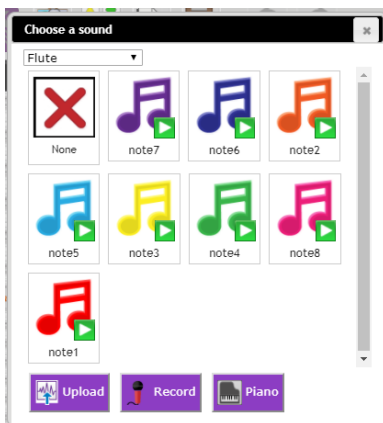
(using the  button) or upload an image from your device (using the  button followed by ).

Next click on the smaller boxes to add the images to be dragged.

The sound picker screen will open first, select the sound that will play when the bar passes the image. There are pre-recorded sound effects or you can upload, record or compose (using the Piano button) your own.

This activity can be effectively used as a sentence builder if you record spoken words like in the

Sentence example.



Add an image for the box and repeat this process for the other boxes. You do not have to fill every box.

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



To test the activity, press the button.

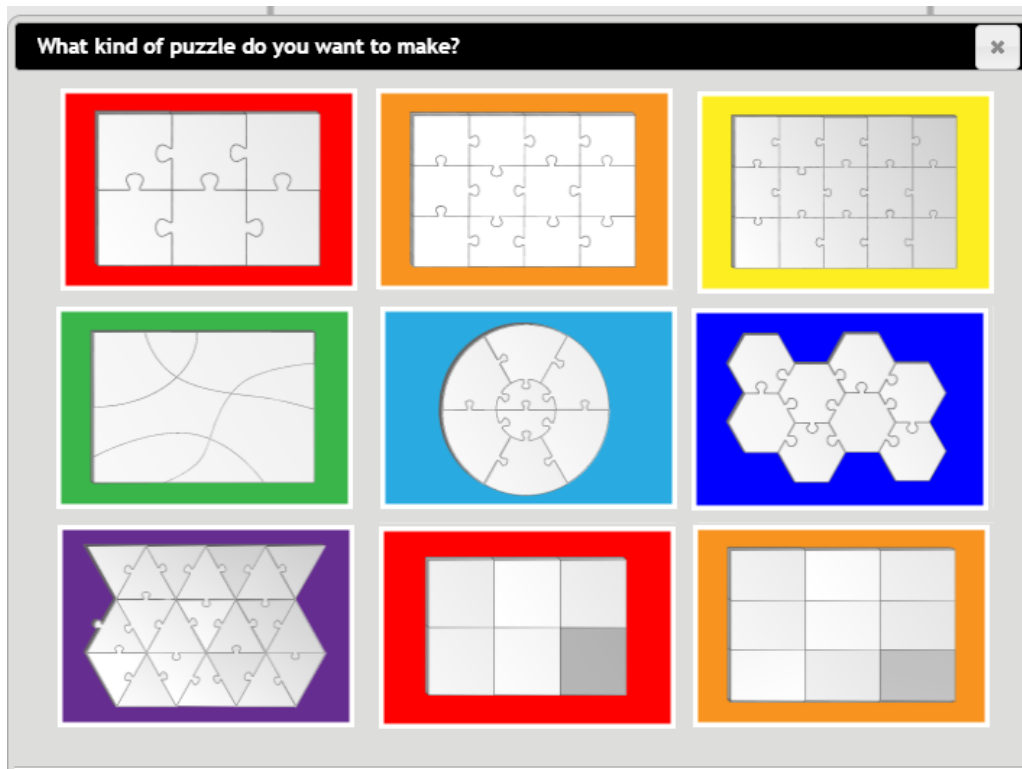
The images can be dragged into place. Each sound can be used multiple times.


Use the tempo slider to control the speed that the green bar moves.

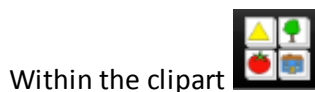



3.5 Puzzle

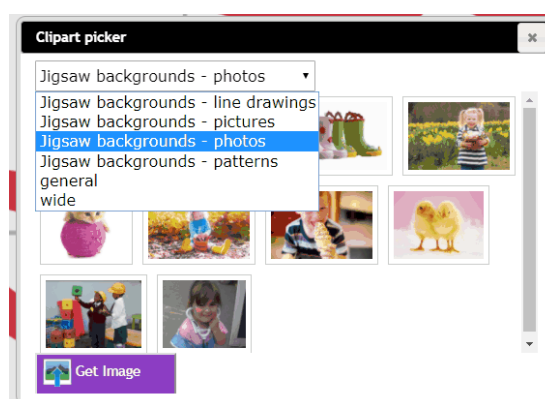
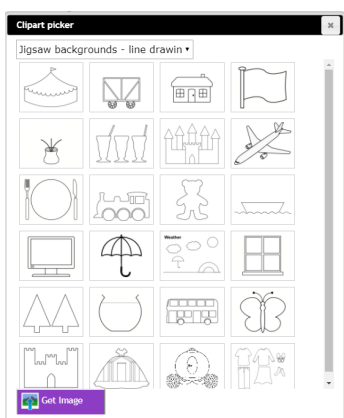
Use puzzle to make your own images into puzzles. There are nine styles of puzzle including two slider puzzles in which one piece is removed and the others are jumbled, the player needs to unscramble the puzzle by sliding the pieces correctly.



Choose a style and then draw the main image for the puzzle. You can also add clipart using  and upload an image from your computer or device.



Within the clipart  are a variety of pre-made colouring outlines and pictures to use:



Once an image has been added from the clipart, you can draw on top of it if you wish.



To clear any drawing click .

To clear the clipart click the small cross at the top right of the image.



Clicking this button will give you the option to change to a different style of puzzle.



This button makes the puzzle piece lines hide or appear. The lines will hide when you are drawing the puzzle.

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



To test the activity, press the button.

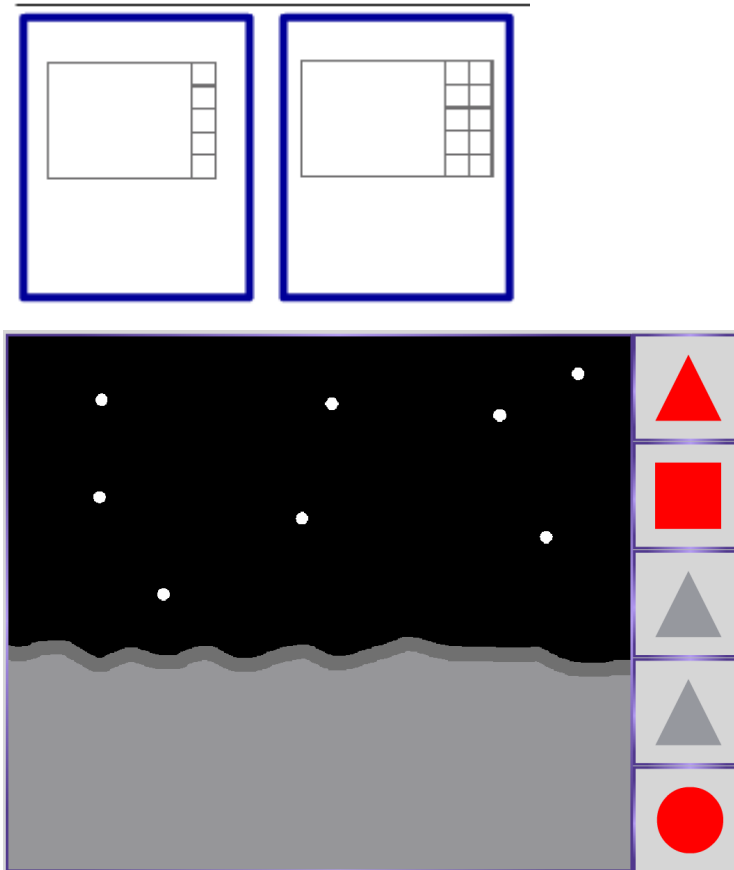


There is a puzzle hint button at the top right , this will reveal the finished image as a hint.

3.6 Shapes

In a shape activity, you drag shape pictures onto a background picture. The small pictures can be placed anywhere on the larger picture.

There are two possible layouts and one example.



Firstly click on the large picture frame to draw the background image.



You can add clipart



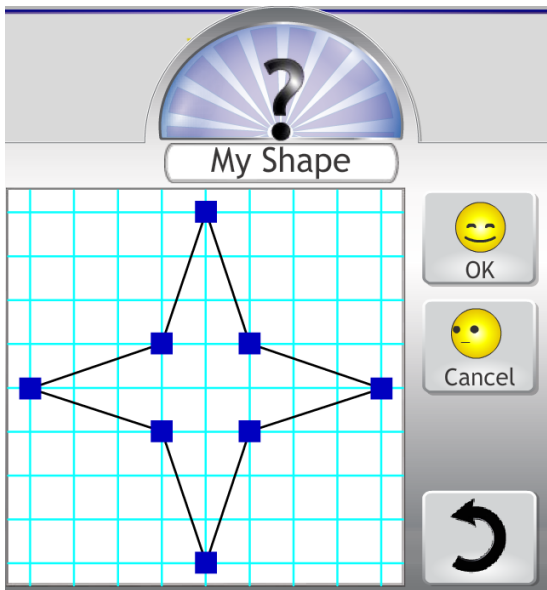
You can use an image from a connected web-cam.



You can import an image from your computer or device.

Next click on the smaller boxes to add the shapes to be dragged. If you click on 'My Shape', you can drag

the blue points to design your own shape.



The title screen for the Shape tool is different from the other tools:



Drag the small images to change them to a different image used in the game.

You can set an animated border by selecting one of the small images in the white box on the top right in the same way and choosing an animation effect.

The selected image is repeated around the edge of the screen.

Similar to the previous option but the images are closer together.

Images rotating in jumbled way.

Images rotating in a more uniform way.

Images moving around the edge of the screen.



To test the activity, press the button.

The shapes can be dragged from the boxes onto the main picture.

To change colour, drag a colour block onto the shape that you want to change to that colour.

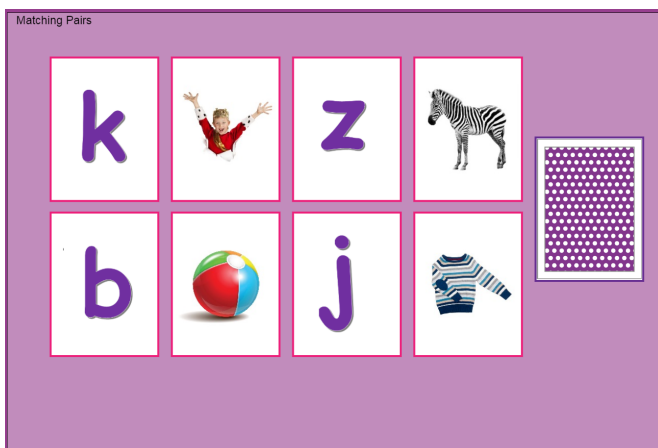
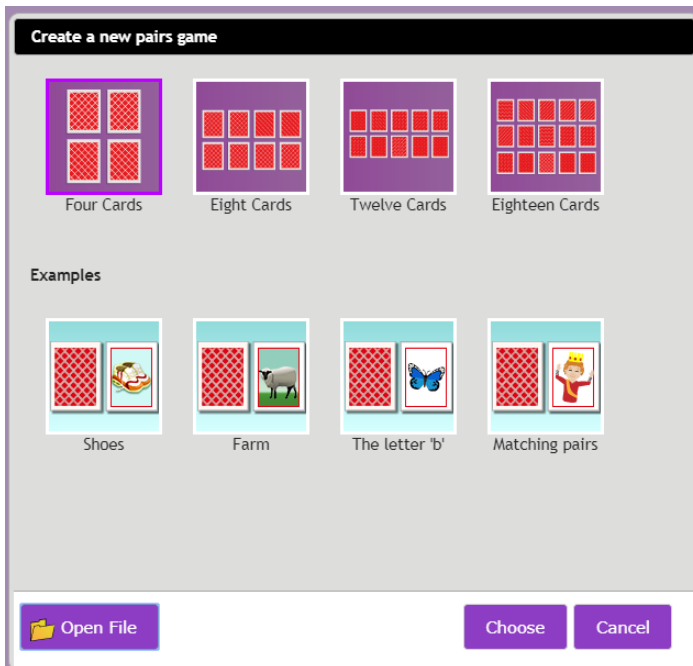
To enlarge shapes use the up and down arrow keys.

To rotate shapes use the left and right arrow keys.



3.7 Pairs

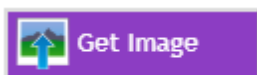
A Pairs activity follows the format of a memory card game, you have to find the pairs of images that go together.

There are four layouts with different numbers of pairs to find and four example games.



Click on the blank cards and draw an image, upload an image from your computer or add clipart (using

the  button) or upload an image from your device (using the  button followed by



).



You can also add a sound for each card using the  button. The card will have a small play button on it that players can use to hear the sound.


The pairs are grouped with yellow borders.



Click on the card back to select a card back design, there are several alternative card designs in the clipart or you can use alternative clipart, upload an image from your device or draw your own card backs.

See the section [Creating Instruction Screens and Titles](#) for information about customising the Title screen.



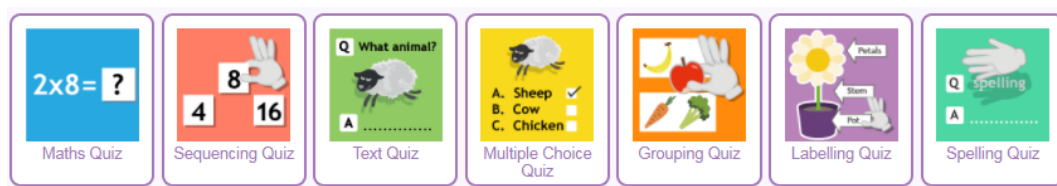
To test the activity, press the  button.

4 Quizzes



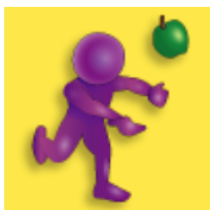
The Quiz section of 2DIY contains the 2Quiz tool. There is a separate [2Quiz user manual in the Teachers section](#) which contains full up-to-date details for using 2Quiz.

In the original version of 2Quiz you can make quizzes with a mixture of questions types. If you wish to set pupils a quiz to make and you want to restrict them to only one type of question, you can use the question type buttons in 2DIY and set these as 2Dos.



5 Games

The activities include 7 tools that can be used to make picture based games.



[Catching](#)



[Collecting](#)



[Journey](#)



[Platform](#)



[Snake](#)



[Maze](#)

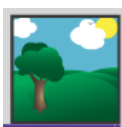
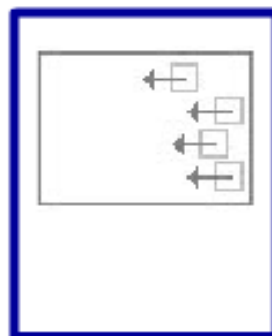
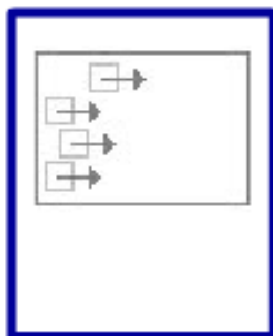
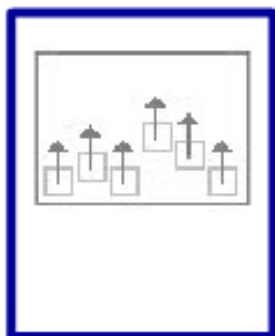
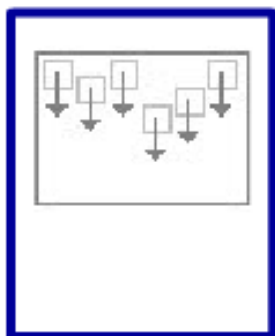


[Levels](#)

5.1 Catching

In Catching, you create a game to catch the point scoring objects.

There is a choice of four screen layouts with objects going in different directions.



Firstly click on the picture button and draw the background.



You can add clipart




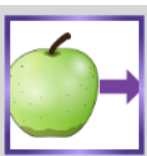
You can use an image from a connected web-cam.



You can import an image from your computer or device.



Now click on the  to select a character who will be doing the catching. Again you can draw or use clipart for this.



The apples are the items to catch. Click on an apple and add an image. Set the points score for catching this image. The score can be a negative number for items. For example, if you are making a game to catch all objects that begin with 'ch' you could have a minus score for catching objects that don't begin 'ch' and a higher score for catching a 'choir' than a 'chick'.

You can also add a sound effect that plays when the object is caught by selecting one of the sounds on the right-hand side.

Next set the game options:

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.

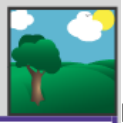


To test the activity, press the  button.

To move the character click or tap on the screen or use the arrow keys.

5.2 Collecting

In Collecting, you create a game to collect the point scoring objects.



Firstly click on the picture button and draw the background. This will be the area that your character moves around in to collect objects.



You can add clipart




You can use an image from a connected web-cam.

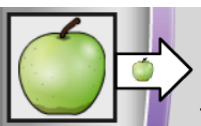


You can import an image from your computer or device.

The game screen has a selection of game icons.

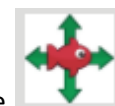


Click on the  to select a character who will be doing the collecting. Again you can draw or use clipart for this. On this screen you also select how many lives your character should have and write a game over message for when they have lost all of their lives.



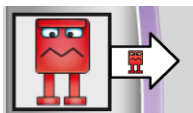
The apples are the items to collect. Click on an apple and add an image. Set the points score for collecting this item.

You can also add a sound effect that plays when the object is caught by selecting one of the sounds on the right-hand side.

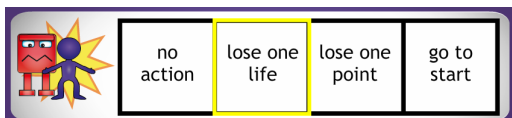


You can also add an animation by clicking on the animate tab on the right-hand side

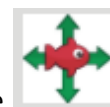
Go back to the game screen and drag up to six of these items onto the play area.



Use this button to add a baddie. Add an image. Select the option for what happens if your character touches the baddie:



You can also add a sound effect that plays when the object is caught by selecting one of the sounds on the right-hand side. **Note**; too many sound effects can make the game confusing!



Next, add an animation by clicking on the animate tab on the right-hand side. This will make your baddie move around the play area. Click on the animation choices to see a small preview of how



the baddie will move. The animation will make the baddie chase the character.

Go back to the game screen and drag up to six baddies onto the play area as you wish to have.



If you wish to add further animated objects, use this button. These objects can move but don't interact with the characters in the game.

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



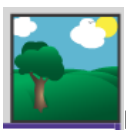
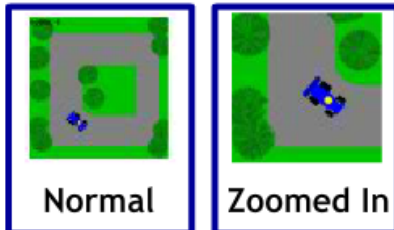
To test the activity, press the button.

To move the character use the arrow keys or the image of a joystick that appears on a tablet.

5.3 Journey

In Journey, you navigate around the screen to collect the point scoring objects.

There are two possible layouts. They only differ when in Play mode. The Zoomed In layout presents part of the game screen at a time so the player cannot see the full journey in one go.



Firstly, click on the picture button and draw the background. This will be the area that your character moves around in to collect objects. The character will only move well in one colour area, this might be a black 'road' for a racetrack, the blue of under the sea etc. When the player tries to make the character go out of this area, it will move very slowly.



You can add clipart

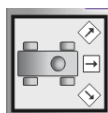


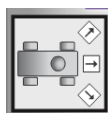
You can use an image from a connected web-cam.

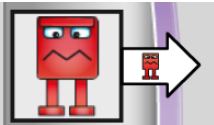
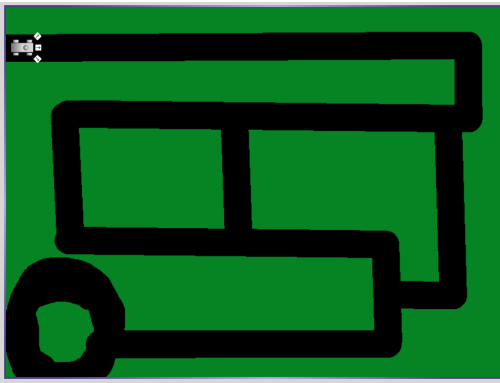


You can import an image from your computer or device.

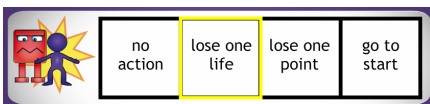
The game screen has a selection of game icons.



Now click on the  to create the character who will be making the journey. Again you can draw or use clipart for this. On this screen you also select how many lives your character should have and write a game over message for when they have lost all of their lives. Drag the character onto the colour that you wish them to move through.




Use this button to add an obstacle to avoid. Add an image. Select the option for what happens if your character touches the obstacle:



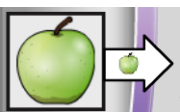
You can also add a sound effect that plays when your character collides with the obstacle by selecting one of the sounds on the right-hand side. **Note**; too many sound effects can make the game confusing!



Next, add an animation by clicking on the animate tab on the right-hand side. This will make your baddie move around the play area. Click on the animation choices to see a small preview of how

the baddie will move. The  animation will make the baddie chase the character.

Go back to the game screen and drag up to six obstacles onto the play area as you wish to have.



The apples are the items to collect. Click on an apple and add an image. Set the points score for collecting this item.

You can also add a sound effect that plays when the object is caught by selecting one of the sounds on the right-hand side.



You can also add an animation by clicking on the animate tab on the right-hand side.

Go back to the game screen and drag up to six of these items onto the play area.



If you wish to add further animated objects, use this button. These objects can move but don't interact with the characters in the game.

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



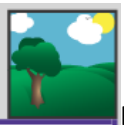
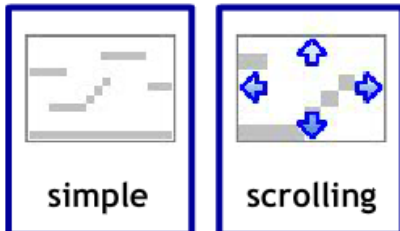
To test the activity, press the button.

To move the character use the arrow keys or the image of a joystick that appears on a tablet.

5.4 Platform

In Platform, you jump from platform to platform, collecting points and avoiding baddies.

There are two possible layouts. They only differ when in Play mode. The scrolling layout presents part of the game screen at a time so the player cannot see the full game in one go.



Firstly, click on the picture button and draw the background. This area does not need much detail as the platforms will go in front of the background to add the detail.



You can add clipart




You can use an image from a connected web-cam.



You can import an image from your computer or device.

The game screen has a selection of game icons.

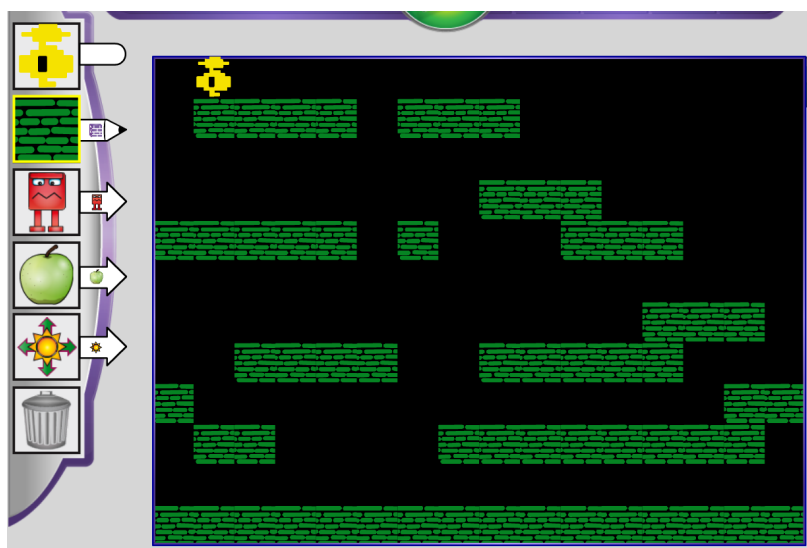


Now click on the  to create the character who will be playing. Again you can draw or use clipart for this. On this screen you also select how many lives your character should have and write a game over message for when they have lost all of their lives. Drag the character onto the place that you want them to start.

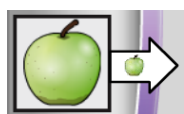


Next design the platforms. Design one block and then go back to the game screen

and 'draw' the platforms with the block highlighted (yellow square around the block):



To remove platform blocks that are in the wrong place, click on the bin symbol on the left and then on the platform to remove.



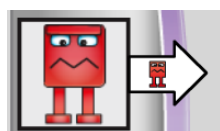
The apples are the items to collect. Click on an apple and add an image. Set the points score for collecting this item.

You can also add a sound effect that plays when the object is caught by selecting one of the sounds on the right-hand side.

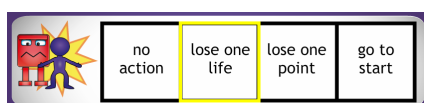


You can also add an animation by clicking on the animate tab on the right-hand side.

Go back to the game screen and drag up to six of these items onto the play area.

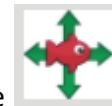


Use this button to add baddies to avoid. Add an image. Select the option for what happens if your character touches the obstacle:



You can also add a sound effect that plays when your character collides with the obstacle by selecting

one of the sounds on the right-hand side. **Note;** too many sound effects can make the game confusing!



Next, add an animation by clicking on the animate tab on the right-hand side. This will make your baddie move around the play area. Click on the animation choices to see a small preview of how

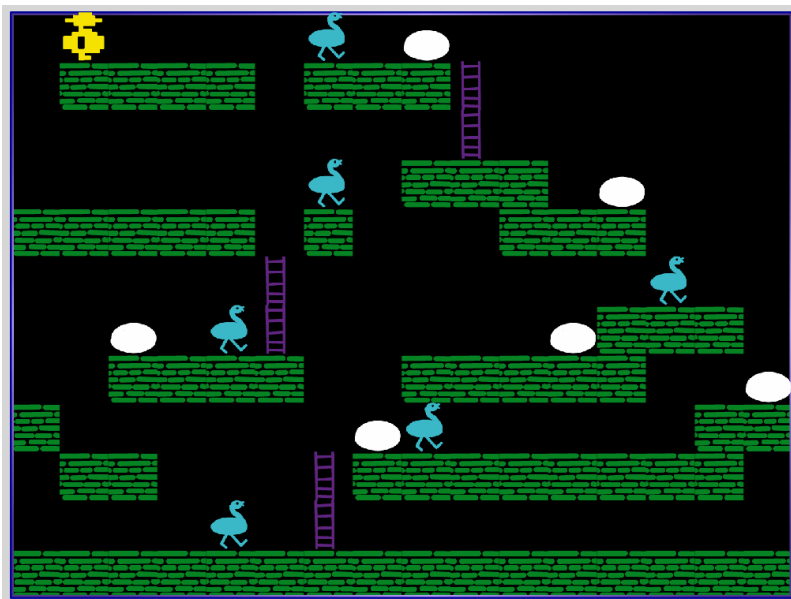


the baddie will move. The animation will make the baddie chase the character.

Go back to the game screen and drag up to six obstacles onto the play area as you wish to have.



If you wish to add further animated objects, use this button. These objects can move but don't interact with the characters in the game.



See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.

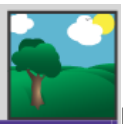
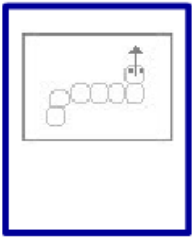


To test the activity, press the button.

To move the character use the arrow keys and space bar to jump or the image of a joystick that appears on a tablet.

5.5 Snake

In Snake the player has to slither a snake around the screen, collecting points and avoiding baddies.



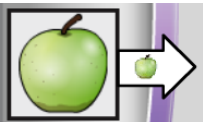
Firstly, click on the picture button and add a simple background. This will be the area that your character moves around in to collect objects. The background shouldn't have objects drawn on it as this will confuse the player.

The game screen has a selection of game icons.

The 'snake' is made up of a head and several body parts that increase as the game progresses. Click on



the and then to create the snake head and body parts. Again you can draw or use clipart for this.



The apples are the items to for the snake to eat. Click on an apple and add an image and set the number of points that the player gets for eating the item. Drag the item to the playing area and then click to change the image and drag it again. The items can all have different images or all the same.



You can add clipart



You can use an image from a connected web-cam.



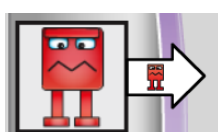
You can import an image from your computer or device.

You can also add a sound effect that plays when the object is caught by selecting one of the sounds on the right-hand side.

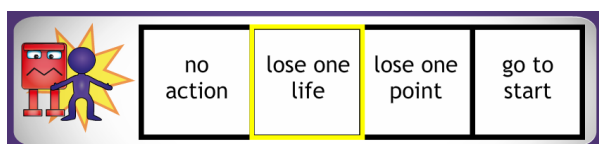


You can also add an animation by clicking on the animate tab on the right-hand side

Go back to the game screen and drag up to six of these items onto the play area.



Use this button to add an obstacle to avoid. Add an image. Select the option for what happens if your character touches the obstacle:



You can also add a sound effect that plays when your character collides with the obstacle by selecting one of the sounds on the right-hand side. **Note**; too many sound effects can make the game confusing!



Next, add an animation by clicking on the animate tab on the right-hand side. This will make your baddie move around the play area. Click on the animation choices to see a small preview of how



the baddie will move. The animation will make the baddie chase the character. **Note**: as your snake grows, having obstacles makes game play very difficult.

Go back to the game screen and drag up to six obstacles onto the play area as you wish to have.

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



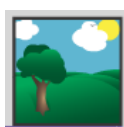
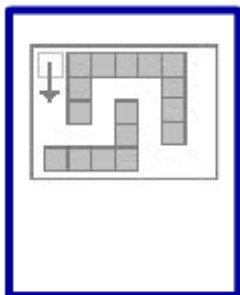
To test the activity, press the button.

To move the character use the arrow keys or the image of a joystick that appears on a tablet.

5.6 Maze

In Maze, you navigate around a maze-type environment, looking at the environment from a birds-eye view. You collect points and avoid baddies.

If you are looking for a 3D style maze game look at the 2DIY 3D tool.



Firstly, click on the picture button and draw the background. This will be the floor area that your character moves around in to collect objects. The walls of the maze will be on top of this image.



You can add clipart




You can use an image from a connected web-cam.



You can import an image from your computer or device.



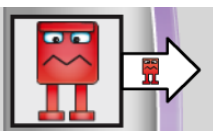
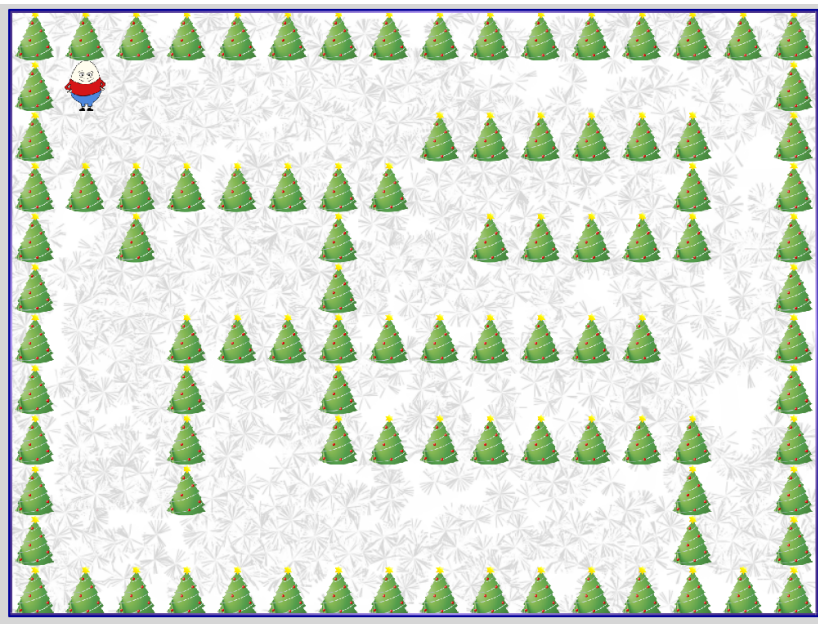
Next click on the  to create the character who will be moving around the maze. Again, you can draw or use clipart for this. On this screen you also select how many lives your character should have and write a game over message for when they have lost all of their lives. You can set the character image to rotate as they move around but depending upon what image you use for the character, it might look strange as they could end up upside down. Drag the character onto the position you wish them to start in.



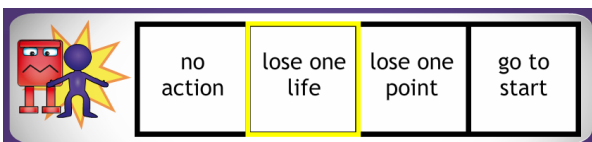
Next design the walls. Design one block by clicking on the button and then go back to the game screen and 'drag' one wall. This will highlight the wall design (yellow square around the



block) and you can then 'draw' the other walls. Click on the and then the wall to remove walls.



Use this button to add a baddie to avoid. Add an image. Select the option for what happens if your character touches the obstacle:



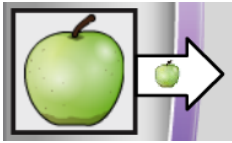
You can also add a sound effect that plays when your character collides with the obstacle by selecting one of the sounds on the right-hand side. **Note**; too many sound effects can make the game confusing!



Next, add an animation by clicking on the animate tab on the right-hand side. This will make your baddie move around the play area or chase your character. Click on the animation choices to see a

small preview of how the baddie will move.

Go back to the game screen and drag up to six obstacles onto the play area as you wish to have.



The apples are the items to collect. Click on an apple and add an image. Set the points score for collecting this item.

You can also add a sound effect that plays when the object is caught by selecting one of the sounds on the right-hand side.



You can also add an animation by clicking on the animate tab on the right-hand side

Go back to the game screen and drag up to six of these items onto the play area.

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.



To test the activity, press the button.

To move the character use the arrow keys or the image of a joystick that appears on a tablet.

5.7 Levels

Levels enables you to put many games together into one game with many levels. When you complete one game, you automatically move on to the next game.


First create your individual games using any of the games types in the Games section.

Open the Levels tool. It has a maximum of 9 levels.



The screenshot shows a vertical list of 9 levels, each with a colored header (Level 1 to Level 9) and a folder icon to its right. Below the levels are two buttons: 'End of level' and 'End of Game', each followed by a text input field.



Click on the  icon for level 1 and locate the first game which can be in your online folders or on your device.

Repeat this for all of the levels you wish to have. Add an end of level and an end of game message.

See the section [Creating Instruction Screens and Titles](#) for information about customizing the Title screen.

6 Creating Instruction Screens and Titles



Click on the button so set up an Instruction screen.

The available options will vary depending upon the type of 2DIY file you have created. The [Games](#) have different options to the [Activities and Quizzes](#).

6.1 Activities and Quizzes



Click in the text areas to add a title and instructions as required. Click on the central box to upload an image or use clipart.

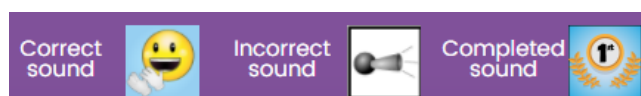


Use the , and to change the background colours, text fonts and size and to add a recorded instruction.

For activities with correct answer(s)



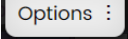
Allows you to set the time limit for the activity.



Dependent upon the activity type, buttons or

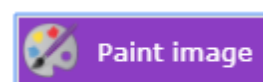


buttons allow you to set the sound effect that plays when you get a question correct or incorrect and a sound for the end of the activity. Default sounds are pre-set for your convenience.

Quizzes that contain spelling questions have additional , these are detailed in [the Quiz section](#).


For activities with small pictures

Images used for the activity, automatically populate the small boxes. You can change these by clicking



on them and either selecting a different image from the activity or clicking

From here you can:

- add clipart, using the  button,

- upload an image from your device using the  button followed by ,

- or draw a picture.

You can also add text under the small pictures where there is a text field, click and type over the existing text (usually 'abc').

For Puzzles



For a puzzle you can blur the main image in the title screen so the whole picture is not revealed.

The more times you click the blur button, the blurrier the image becomes. You can turn it back to normal by clicking the undo blur button.

6.2 Games



Click in the text areas to add a title and instructions as required.

Drag the small images left or right to change them to a different image from those used in the game.

You can set an animated border by selecting one of the small images in the white box on the top right in the same way and choosing an animation effect.

The selected image is repeated around the edge of the screen.

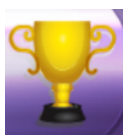
Similar to the previous option but the images are closer together.

Images rotating in jumbled way.

Images rotating in a more uniform way.

Images moving around the edge of the screen.

Next set the game options:



This button allows you to set a target score by clicking on the green arrow and setting a number of points to aim at.



Then add a congratulatory message and sound effect that will play when the score is reached.




Click here to set a time limit for the game.

7 Saving and Sharing

Files that you have made can be saved and shared as 2Dos like any other resource. Teachers can then go into the submitted 2Dos to see how individual children responded.



Save the file and then click on the  for sharing options.

For further details about Share Links see the guide at [Share Link User Guide](#).

For further details about 2Dos, see the manual at [2Dos User Guide](#).

There is also a brief guide to setting a quiz as a 2Do within the 2Quiz help videos which can be accessed from the main 2DIY page or from the 2DIY Teacher Resources.

8 Reviewing pupil work and scoring

Reporting of players' scores for 2DIY activities, quizzes and games will vary according to the type of activity, quiz or game.

It will also depend upon whether the child is set a 2do to make their own activity, quiz or game or to complete one that the teacher has made.

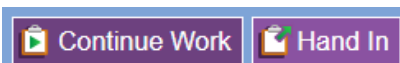
Activities

If a child is set an activity to create as a 2Do:

- Once they have completed it, they can save it by clicking on the save button and it will automatically save into their 2Do folder.



2dos



- They can open their 2Do tab and click the buttons.
- The teacher can then see the activity that the child has created.

If a child is set a pre-created activity to complete as a 2Do:



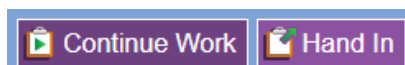
- Once they have completed it, they should click on the to save an image of their activity to



their computer or click to print their work.



2dos



- They can open their 2Do tab and click the buttons.
- The teacher can then see whether the child has handed in the work but cannot directly see what they have produced.

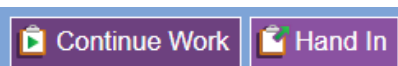
Quizzes

If a child is set a quiz to create as a 2Do:

- Once they have completed it, they can save it by clicking on the save button and it will automatically save into their 2Do folder.



2dos



- They can open their 2Do tab **2dos** and click the **Continue Work** **Hand In** buttons.
- The teacher can then see the activity that the child has created.

If a child is set a pre-created quiz to complete as a 2Do:

Teachers can access a comprehensive report on what a child and class score in quizzes. For more details see the [2Quiz Teacher Guide](#).

3	Applications:	2quiz	
4	Run For:	Elephant (Class)	
5	For The Period:	All Stats	
6			
7		2Quiz	
8		(2Do: "Y6 grammar vocab quiz")	
9		Latest Score	Earliest Score
10	Bella Cobalt	Elephant	Score: 9/13 (69%) Questions correct: Q1,Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q13 Questions incorrect: Q2,Q5,Q6,Q12 Time taken(seconds): 184
11	Elkie Chlorine	Elephant	Score: 8/13 (69%) Questions correct: Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5,Q6 Time taken(seconds): 168
12	Emily Lithium	Elephant	Score: 8/13 (69%) Questions correct: Q3,Q4,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5,Q6 Time taken(seconds): 181
13	Eva Aluminium	Elephant	Score: 8/13 (69%) Questions correct: Q3,Q4,Q6,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5,Q12 Time taken(seconds): 142
14	Jessica Nitrogen	Elephant	Score: 10/13 (77%) Questions correct: Q3,Q4,Q6,Q7,Q8,Q9,Q10,Q11,Q12,Q13 Questions incorrect: Q1,Q2,Q5 Time taken(seconds): 171
15	Lacey Arsenic	Elephant	Score: 6/13 (46%) Questions correct: Q3,Q4,Q7,Q8,Q10,Q13 Questions incorrect: Q1,Q2,Q5,Q6,Q9,Q11,Q12 Time taken(seconds): 101
16	Summary		Average score: 66.5%
17			Average score: 58.83%
18		Legend	
19	Red	Pupils who scored less than < 25%, and questions that were answered correctly by less than 25% of pupils	
20	Orange	Pupils who scored between 25% and 50%, and questions that were answered correctly by at least 25% of pupils	
21	Yellow	Pupils who scored between 50% and 75%, and questions that were answered correctly by at least 50% of pupils	
22	Light green	Pupils who scored between 75% and 90%, and questions that were answered correctly by at least 75% of pupils	
23	Dark green	Pupils who scored greater than 90%, and questions that were answered correctly by at least 90% of pupils	
24			

Example quiz score report

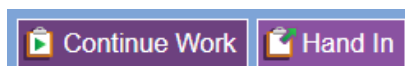
Games

If a child is set a game to create as a 2Do:

- Once they have completed it, they can save it by clicking on the save button and it will automatically save into their 2Do folder.



2dos



- They can open their 2Do tab **2dos** and click the **Continue Work** **Hand In** buttons.
- The teacher can then see the activity that the child has created.

If a child is set a pre-created game to complete as a 2Do:



2dos



Continue Work



Hand In

- They can open their 2Do tab and click the buttons.
- The teacher can then see whether the child has handed in the work but cannot see any scoring information.