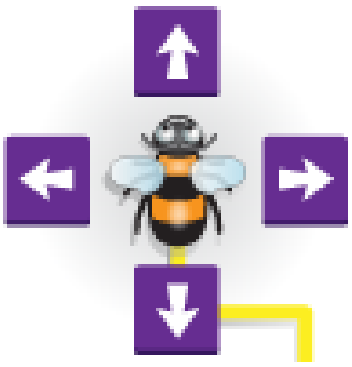


purple mash

2Go User Guide

2simple

Contents

1 Introduction

2Go gives children the opportunity to control an object on a screen using a range of instructions. It can be used as an introduction to programming. Many teachers use 2Go as a follow on from using a floor robot. It is aimed at children between the ages of 6 and 8.

There is an in-built bank of turtle images and matching backgrounds to allow 2Go to be adapted to a variety of purposes from exploration of mathematical concepts such as angles and shapes, to coordinate mapping using maps to History and Geography topic themed exercises.

There are in-built 2Go challenges which can be differentiated and set as 2dos for pupils.

Teachers can design their own 2Go files and then set them as 2Dos for their pupils. Pupils can also create their own resources.

For more information about 2Dos see the 2Dos User Guide.

2 Launching 2Go

When 2Go is launched you are given some starting options. These are explained below.

Choose a background

Choose this option to set up your own file using one of the built-in backgrounds and 'turtle' images. Click the arrows to scroll through the options and select OK when you are happy.

Challenges

There are eight different challenges, each of these can be differentiated in terms of input instructions. They recognise when the child has reached the goal. They can all be set as 2dos. To set one as a 2Do, open and then click on the sharing button  for the option to share as a 2do.

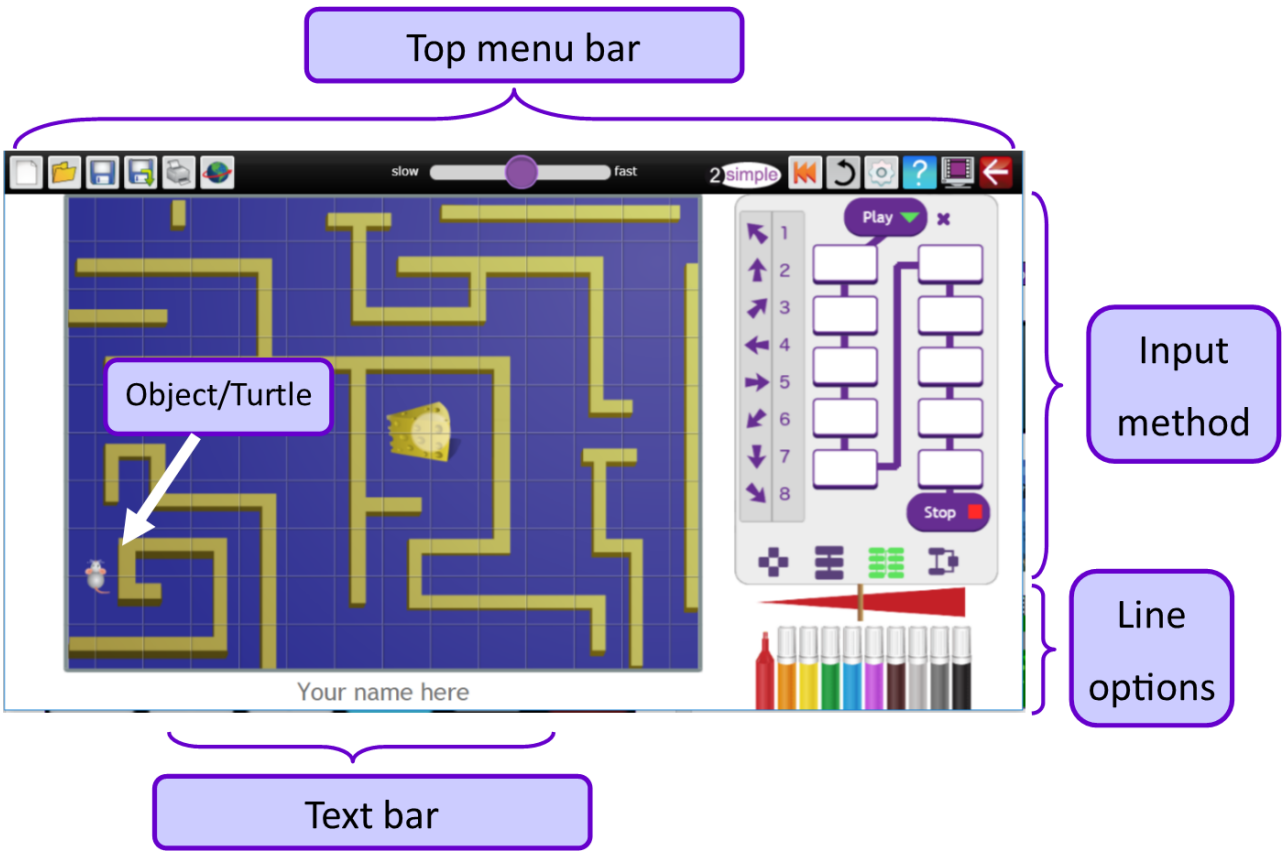
Make my own

You can make your own backgrounds and 'turtles'. Backgrounds can be uploaded from your device or webcam, drawn using the paint tools or from clipart. They can also be edited once added.

Teachers can save these and share as 2dos.

3 2Go Screen layout

Screen Layout



See the sections below for details of the functionality.

Top menubar

 New File

 Open a saved pictogram

 Save the current pictogram

 Print the pictogram

 Export the pictogram as an image

 Share the file to a displayboard or blog, create a QR code or link, set as a 2Do or send by 2Email. See the Generating Share Links Guide for more information about these features.

Change the run speed of the 'turtle'. When in programming mode, use this to control the run speed of the program.

 Restart the activity

 Undo the last step

 Settings; click here to change the input method (see below for details), to allow programming (see below for details), to alter the step length, switch the grid lines on or off or stretch the diagonals*.

*This means that one step diagonally will go from one corner of a grid square to the diagonally opposite corner rather than 1 step being a set distance irrespective of angle.

Text bar

Enter some text here, this area can be used for instructions for an activity.

Line options

Change the pen colour and thickness of the line draw by the 'turtle'.

Input method and Programming

See the section Input Methods for differentiation.

Object/Turtle

The object that the children control can change to a pre-made example or by creating a new one. Click on the pencil on the top right of the object.

Most of the toolbar buttons are the same as all other tools in Purple Mash.

You can then select an object or click 'make my own'. This will allow the user to choose from clip art, draw their own, import an image from their device or use a device webcam.

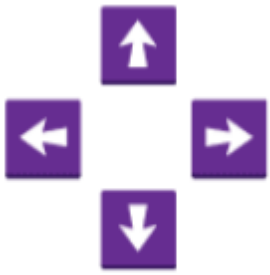
The starting position can be changed by dragging the turtle.

4 Input Methods for differentiation

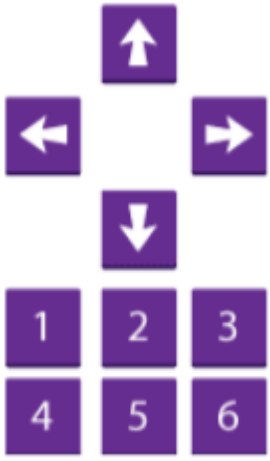
The input method for 2Go can be changed in the following ways to differentiate work.

Click on the Settings button  .

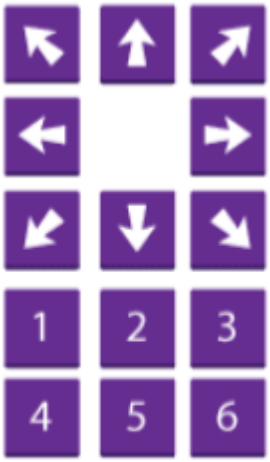
Choose the input method suited to your pupils from the following:



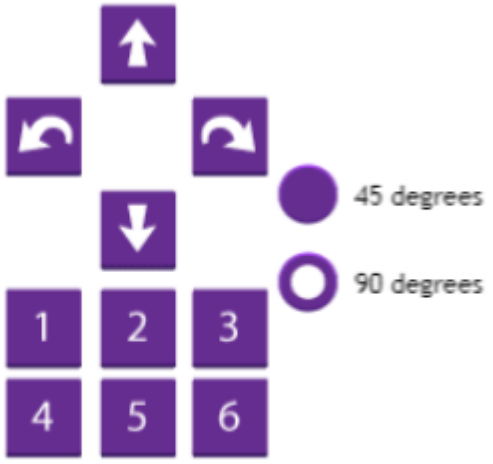
Simple up down, left, right



Use number keys to say how many steps to take



Use diagonals and number keys to control the turtle



Program the turtle to turn on the spot and move forwards or backwards

Clicking on the General tab in Settings allows you to toggle the 'Allow programming' option on or off. When programming is on, pupils can build up a set of instructions (a procedure) and then run them by pressing the Play button.

There are four programming options which can be selected on the main screen using the programming

buttons below the instruction keys:

They are as follows:

No programming; steps are taking as they are input:	Simple Sequence:	Longer sequence:	Repetition: