

# 2Question User Guide





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# 1. Introduction



2Question is a tool for creating branching (binary) databases.

- A branching database is sometimes referred to as a binary tree or a key.
- Branching databases are a way of classifying a groups of objects.
- A branching database id a way to identify an object by answering a series of simple questions and yes/no questions.

## 2. Getting Started

When using in class, start by doing lots of sorting and classifying activities with the children and thinking about the different ways you could sort your objects. You can use the images within the [2Question resources area of Purple Mash](#).

There are some teaching ideas in the [Lesson Ideas](#) section of this guide.

You can also fin examples branching databases in the [teachers section](#). You can print off the image banks to go with the databases to try them out.

- Fruit
- Vegetables
- My friends
- Musical instruments



## 2.1 Top menubar



New File



Open a saved file



Save the current date



Print the graph and data



Export the graph and data 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.

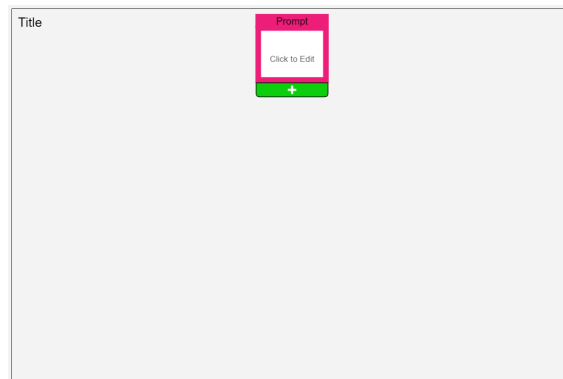


Play: Once the table has been created it can be played to identify and object. See [Playing a branching database](#) for details

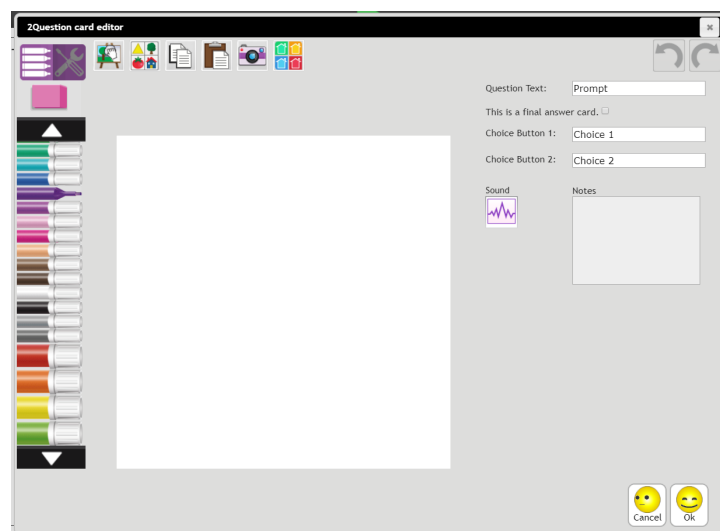


## 2.2 Main Screen

When you open a new file, the screen will look like this:




This is the first question of the database. Click on the 'Click to Edit' box to open the editor





Fill in the Question Text and wording for the answer choices; this will usually be 'yes' and 'no'. You have the following additional options:



- Add sound from the sound picker. This includes the ability to record your own sound or upload from your device.
- Add an image; this could be an image of the final object or something that represents the choice made. For example, if the question was 'Does it have teeth?', the image could be some teeth. This

adds interest to the look of the database. Images can be selected from clip-art , drawn using

the paint tools or uploaded from your device  or the device web-cam .



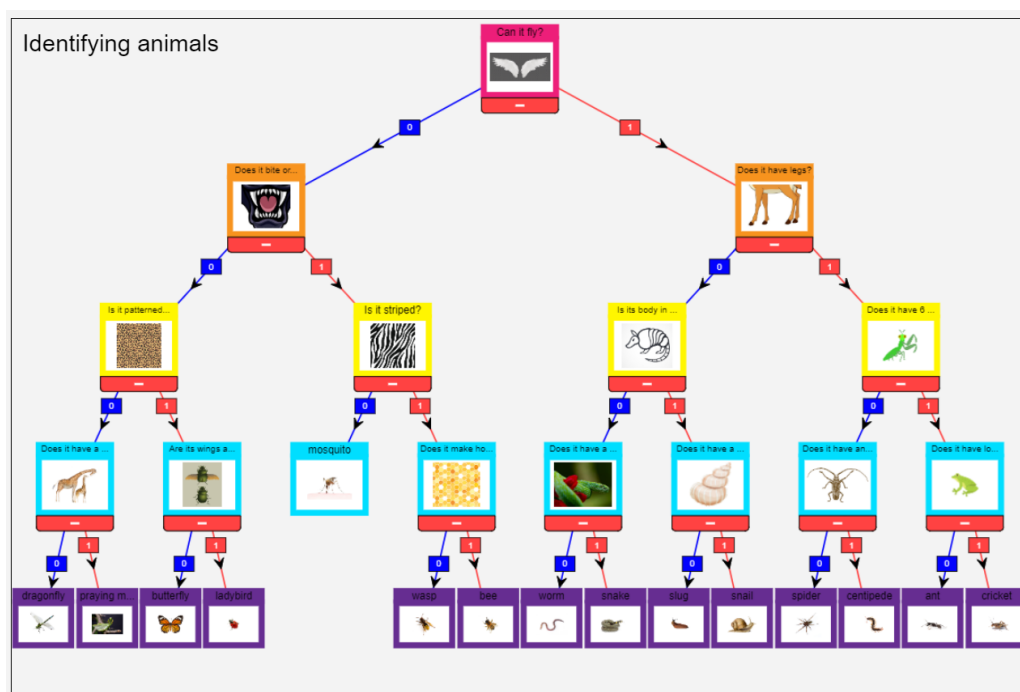
- Add additional notes; perhaps some more information about the question or the feature that the question asks about.

Once you click 'OK', branches will be added to the database and you can add further questions until you are left with just one item (the end of a branch).

Tick the check-box 'This is a final answer and the answer choice boxes will disappear. Put the answer into the box that says 'Question Text'.

Repeat this process until all items have been classified.

Add a title and Save the database, it is now ready to [Play](#)'.








### 3. Playing a branching database


Once a database has been saved, it can be 'played' to identify an item. Click the Play button and answer each of the questions as they are presented until the answer is reached.


Identifying animals

  
Can it fly?

  
Does it have legs?

  
Is its body in sections?

  
Does it have a shell?



H

Well Done You've reached the end

Play Again



## 4. Lesson Ideas

There is a unit within the Computing Scheme of Work about Branching databases: [Unit 2.4 - Questioning](#).

This can be used with your class or adapted to children of different ages.

There are [example materials PDFs](#) that can be printed and used for off-line activities.

### Fruits examples:

#### How could we sort the fruits into groups?

- Fruits that have a skin
- Fruits that have pips
- Fruits that have a stone
- Fruits that are round

### My friends examples:

#### Think about the children in class, how could you sort them?

- Boys and girls
- Children with long hair
- Children with short hair
- Children with blue eyes
- Children with brown eyes

### Guess What? Now play some games!

Use the pictures of the fruit to play a game.

- Put the images faced up on the desk, choose a fruit (but leave the card in place).
- Tell the children you are going to have some fruit for lunch can they guess which fruit you have chosen.
- Tell the children they can ask you 1 question at a time about the fruit you have chosen but you are only allowed to answer yes or no.





Example questions:

- Is your fruit orange (eliminates the orange straight away!)
- Is your fruit long (That takes care of the banana!)
- Do you usually eat the skin on the fruit? (The lemon is out!)
- Is your usually bought as a bunch? (Possibly the grapes!)

You could play similar games using images of the children.

Let the children play 'Guess Who?' games with photographs of themselves or using their Purple Mash avatars. Play in small groups with images of the children on the table.

### Try making a fruit branching database using the example picture cards, arrows and yes/no cards

- Use the 6 fruit images.
- Use the blank boxes to write your questions and the yes no card and arrows to display your database.
- Write your own questions in the blank boxes.

Using yes and no answers, create a branching database with the pictures (there are some yes/no cards for you to print out too).

Think about the game you have just been playing, guessing the fruit.

Start with a question which will group the fruits into 2 groups. For example, is your fruit green? To make a well functioning branching database, the questions should split the remaining choices into equal groups (or as equal as possible), this means that, on average, you will get to the correct answer in the fewest steps.

Use the cards to help you make your branching database on the floor.

Test your branch, get a child to choose a picture of a fruit, use the questions to find out what it is.