2Race User Guide

purple mash

2simple

Contents

1. Introduction

What is 2Race?

- 2Race is a real-time virtual racing environment which helps children with their maths skills.

- Children can play against the computer/device or collaboratively with their fellow pupils.

- The flexibility of 2Race allows teachers to set their own collaborative play racing rooms where they can choose the pupils, track and question genres with ease.

For ease, this user guide has been broken down into the following main sections:

Orientation

Use case 1: Pupil playing on their own to practice, of their own accord – non-live players.

Use case 2: Teacher sets game as 2do - non-live players.

Use case 3: In classroom racing game - live players in real time.

Use case 4: Pupils own racing game - live players in real time.

2. Orientation

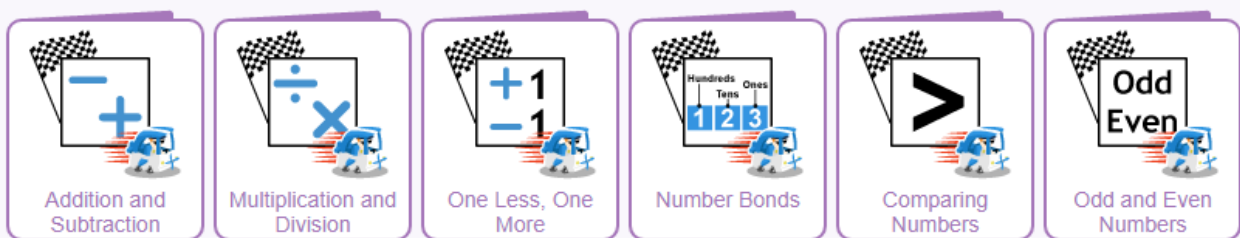2Race can be found in the Games and Maths areas of Purple Mash.
Click either the 2Race icon (to access game rooms) or click icons relating to ready-made games covering specific maths areas.

Only teachers have access to the 2Race settings. More details about settings can be found in the Use case 3 section.
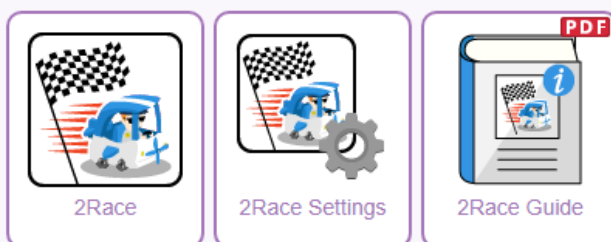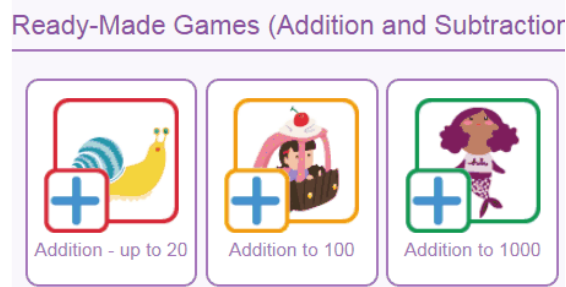
3. Use case 1: Pupil playing on their own to practice

A pupil has the option to play a game whenever they want against simulated players.

They should select a game from one of the maths areas. For example, they might decide to play a race which focuses on 'Addition to 20'.
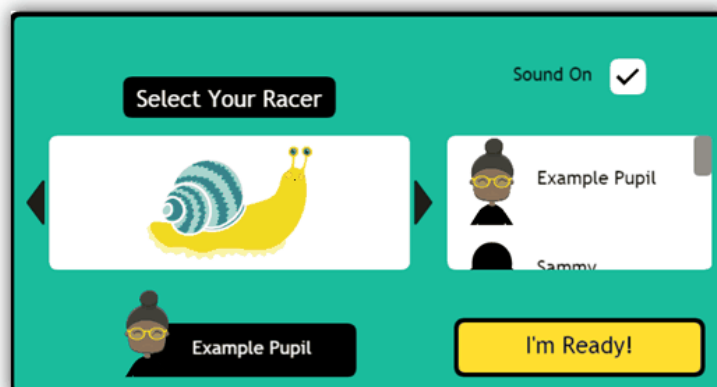

3.1 Options

When a pupil has selected the game of their choice, they will be presented with the screen below where they can select their racer style. They should also select whether they want sound on or off. When selecting a ready-made game from a maths category, the choice of race track is disabled. Simulated player names will be shown below the pupil's name.

3.2   Play mode

During the game, the pupil will see a screen similar this with the track type, racer category and question types appropriate to the game selected.


The objective of each game is to answer as many questions correctly as possible.

The speed of each 'racer' will be reflective of the accuracy and speed of answering the questions. If for example, a pupil selects incorrect options for an answer, their 'racer' would slow down. Conversely, if a pupil was selecting options with greater accuracy and pace, their 'racer' would speed up.

- The pupil's racer will have their name in red text.
- At the top of the screen a bar indicates the position of all players in relation to one another and the overall length of the track.
- The a player's position is displayed on the top right of the screen.
- The questions are displayed at the bottom middle of the screen. There will be three possible answers to select. A new question will not be displayed until the pupil selects the correct answer.

Upon completion of a game, the pupil will be presented with a results screen. Details about their position in relation to four CPU players will be displayed.
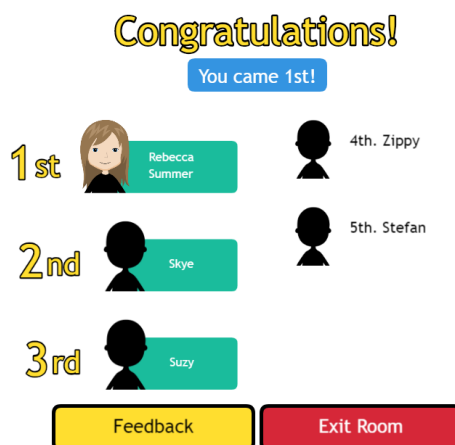
4. Use case 2: Teacher sets game as 2do - non-live players

A teacher sets a ready-made 2Race game from one of the categories. This game is a non-collaborative game that the pupil will be playing against the CPU. All scores collected in this game will be reported in Data Dashboard.
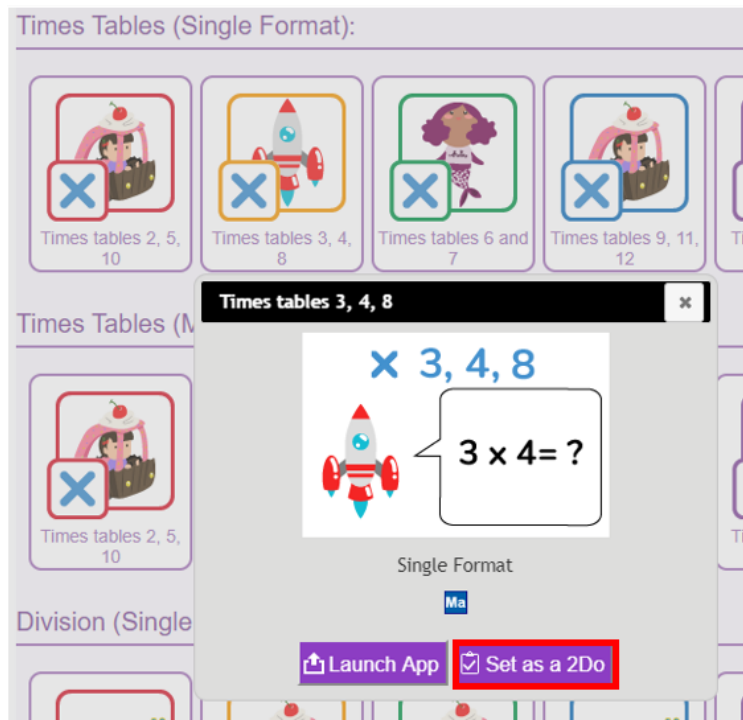
4.1   Setting the 2Do

Teachers can set ready-made 2Race activities for pupils.

This can be used where the teacher has a particular maths focus they want the pupil to complete. Pupils will play against simulated players.

Setting as a 2Do will generate scores reports for teachers to review.

Take the following steps to set a game as a 2Do:

• Select the game to be set as a 2Do from the available selection of ready-made games.

• When presented with the launch screen, choose 'Set as 2do'. For more details about 2dos, see the

  2dos User Guide

4.2   Reporting the Data

Any game that is set as a 2do will generate data in the Data Dashboard once a pupil has completed the set game.

Use the Data tab to access the Data.

For more information, see the Data Dashboard user guide at https://www.purplemash.com/app/ guides/Data_Dashboard_Users_Guide.

Pupil Name ⇕	Class Name ⇕	Questions Asked ⇕	Correct Count ⇕	Incorrect Count ⇕	Accuracy ⇕	Finish Time ⇕	Finish Position ⇕	Finish
	Averages	24.42	23.42	6.55	83%	1m 53s	2.07	41%
George Matthews	Maple	25.50	24.50	0.50	97%	56s	1.00	20%
Alan Thompson	Ants	8.00	7.00	6.00	54%	6m 58s	5.00	100%
Jacob Hart	Purple	23.00	22.00	4.00	85%	1m 11s	1.00	20%
Abigail Potassium	Panther	29.00	28.00	1.00	97%	44s	1.00	20%
Jazz 2Simple	2Simple class	18.50	17.50	3.50	84%	1m 9s	1.00	20%
Billy 2Simple	2Simple class	25.50	24.50	8.50	74%	1m 50s	3.00	60%
2Simple1	2Simple class	16.00	15.00	0.67	96%	1m 7s	1.00	20%

5. Use case 3: In classroom racing game - live players in real time

Teachers can create their own rooms which they can invite pupils to join and play against one another in real time.
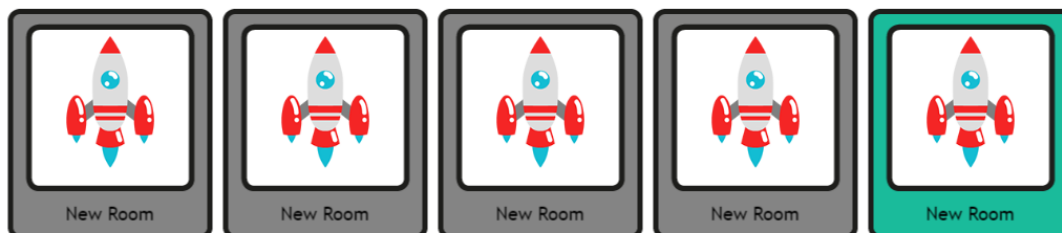
Superb for Maths starters!

5.1   Creating a room

- Click on the 2Race icon, then on the Play button.
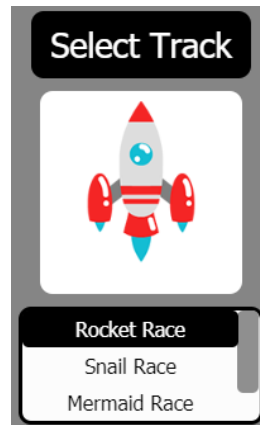

Select A Room

- At the first screen, click the **Create Room** button.

- Fill in the following:

  o Room Name; type into the box

  o Question topic; choose from options presented, you will then be presented with further options to refine your requirements and you will see example questions.

  o Select Track; there are a variety of tracks with matching racers.

Select Track

Rocket Race
Snail Race
Mermaid Race

o Select access; select the classes, groups or individual pupils who can enter the room by expanding the folders and ticking the required options.
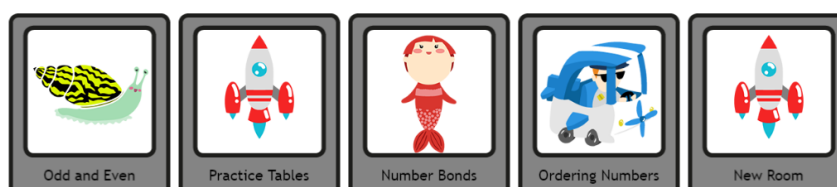
Access

▸ 📁 Classes
▸ 📁 Groups
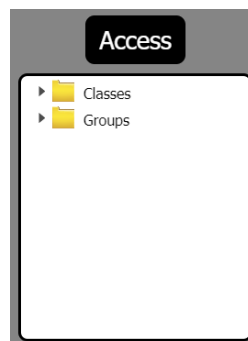
- You can choose to either 'Start' the race straight away. In which case tell your pupils to open the 2Race application and join your room or save the room for another time.
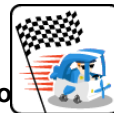
5.2   Joining a room
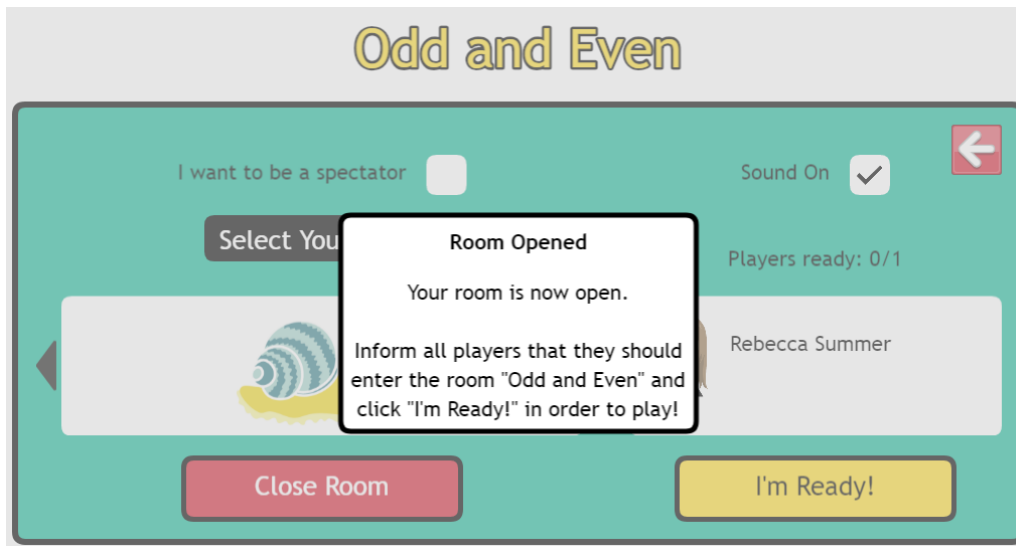
- Click on the 2Race icon, then on the Play button.

Select A Room

Odd and Even | Practice Tables | Number Bonds | Ordering Numbers | New Room

Create Room   Delete Rooms   Show Rooms   Hide Rooms   Edit

Click on the room and click the [Play Now] button to open it. Then ask pupils to join; see pupil view. You will see a list of names being populated as they join the room. There is a cut off time of one minute for all the expected children to press 'I'm Ready!' on their screens.
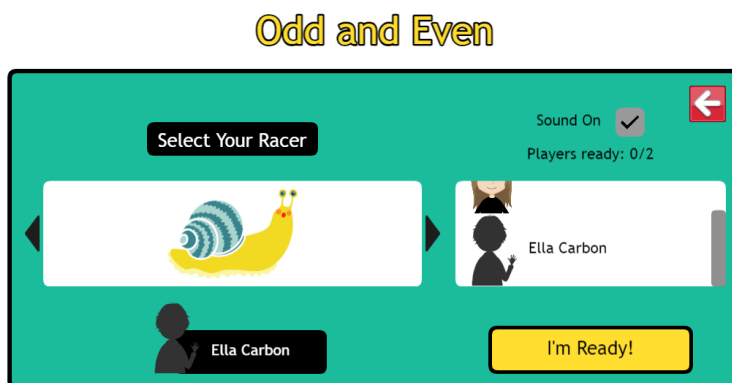

Teachers can join in or tick 'I want to be a spectator' to observe the game. Use this on the interactive whiteboard so everyone can see the game.

Pupil View

- Click on the 2Race icon, then on the Play button.

- Pupils will see all the open rooms and should click on the one that they want to join.

- Pupils should select their racer choice.

- Pupils should click **I'm Ready!** then a countdown timer will appear. There is a cut off time of one minute for all the expected children to press 'I'm Ready!' on their screens.
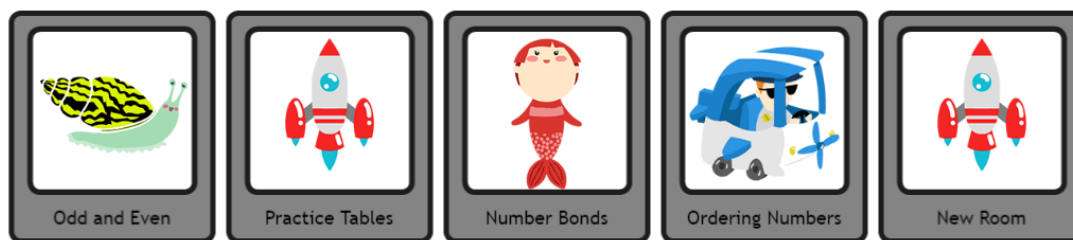
Game Starting...

53 ▶ ▶ ▶ ▶ ▶ ▶ ▶

5.3   Editing rooms

Rooms can be hidden, shown or deleted with ease.

- Click on the 2Race icon, then on the Play button.

Select A Room

| Odd and Even | Practice Tables | Number Bonds | Ordering Numbers | New Room |

Create Room Delete Rooms Show Rooms Hide Rooms **Edit**

- Click on the **Edit** button at the bottom right. You can then select one or more rooms and perform the following actions:

o Delete the room(s).

o Show the room(s); this means that pupils can enter them and begin racing.

o Hide the room(s); this means that previously shown rooms can be hidden.

- 'Green' rooms are those shown to pupils, while 'Grey' rooms are hidden.
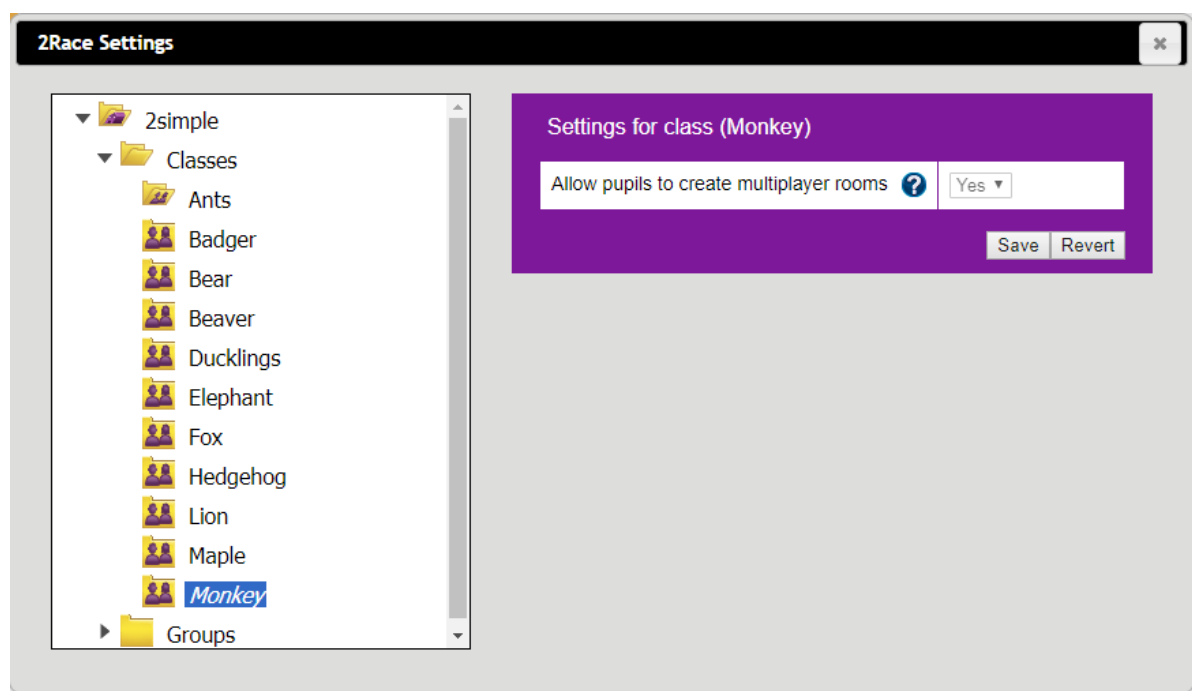
5.4   2Race Settings

Teachers have the option to decide on which pupils they would like to be allowed to create and participate in their own multi-player games.

- Open the 2Race Settings tool.

2Race Settings
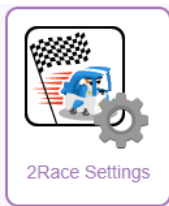
- Select the classes and/or groups you wish to change.

5.5   Reporting the Data

Games will generate data in the Data Dashboard.

Use the Data tab to access the Data.

For more information, see the Data Dashboard user guide at https://www.purplemash.com/app/ guides/Data_Dashboard_Users_Guide.

Pupil Name ⬍	Class Name ⬍	Questions Asked ⬍	Correct Count ⬍	Incorrect Count ⬍	Accuracy ⬍	Finish Time ⬍	Finish Position ⬍	Finish
	Averages	24.42	23.42	6.55	83%	1m 53s	2.07	41%
George Matthews	Maple	25.50	24.50	0.50	97%	56s	1.00	20%
Alan Thompson	Ants	8.00	7.00	6.00	54%	6m 58s	5.00	100%
Jacob Hart	Purple	23.00	22.00	4.00	85%	1m 11s	1.00	20%
Abigail Potassium	Panther	29.00	28.00	1.00	97%	44s	1.00	20%
Jazz 2Simple	2Simple class	18.50	17.50	3.50	84%	1m 9s	1.00	20%
Billy 2Simple	2Simple class	25.50	24.50	8.50	74%	1m 50s	3.00	60%
2Simple1	2Simple class	16.00	15.00	0.67	96%	1m 7s	1.00	20%

6. Use case 4: Pupils own racing game - live players in real time.

It is possible for pupils to create their own rooms or join rooms other pupils have made. This works in exactly the same way as a teacher setting up a room. Pupils cannot however, select the players they want to join their rooms.

6.1 Rules and Exceptions

Teachers can decide on whether their classes and groups can have the ability to join and create their own rooms. See the section 2Race Settings.