

2Go Guide

1 2Go Guide



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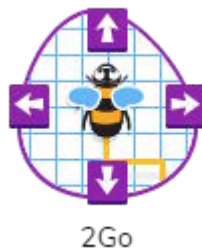
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1.1 Introduction



What is 2Go?

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.

It can be found by navigating to the Tools page in Purple Mash and then scrolling down to the Coding section.

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 that 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 and Pupils can also create their own resources.

For more information about 2Dos see the [2Dos User Guide](#).

In 2Explore, there is a video guide that will give some further ideas about how to use the tools on 2Explore, including a demonstration of what can be achieved. Click on the Video Guide button at the top right-hand side of the 2Explore page to access it.



Video Guide Button

1.2 Launching 2Go

When you first open 2Go, it will look like this:



You are able to choose from the following three options:

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 to access on 2Go and each of these can be differentiated in terms of input instructions. They recognise when the child has reached the goal and they can all be set as 2Dos.

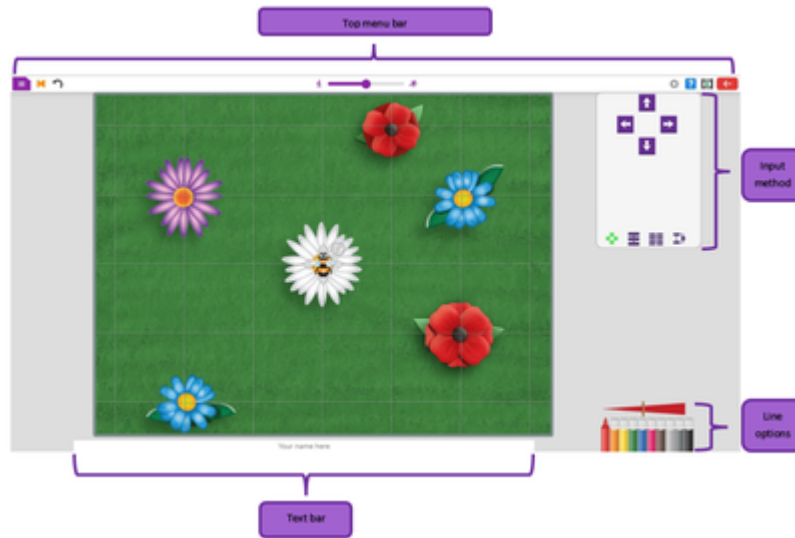
To set one as a 2Do, open and then click on the sharing button, save your file and then select the option for sharing as a 2Do.

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.

1.3 2Go Screen Layout

When you have selected your background, 2Go will now look like this.



The tools that you can use within 2Go are described in more detail in this guide. Please use the menu on the left-hand side of your screen to find the information that you require.

1.4 Main Menu



The Main menu is the same for nearly all Purple Mash tools:



Opens a new, blank file. You can also use this to select different Instrument Groupings.



Opens a saved file



Saves a file



Export the file as an .mp3 to your device.



Print the file



Share the file

See the [Purple Mash Sharing Guide](#) for further details about sharing work.

Use the following buttons in 2Go to:



Restart the activity



Undo the last step



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



Access the settings

Use the 'Settings' cog to:

- change the input method (more details found in guide),
- to allow programming (more details found in guide),
- 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 opposite diagonal corner, rather than 1 step being a set distance irrespective of angle.*

1.5 2Go Tools

Please find a list of tools on 2Go below. Click on each one to find out more about how this tool is used.

- [Text Bar](#)
- [Line Options](#)
- [Input Methods](#)
- [Programming](#)
- [Object/Turtle](#)

1.5.1 Text Line

Use this area to enter text. You could use this box to enter a child's name or even a brief set of instructions for an activity.

Your name here

1.5.2 Line Options

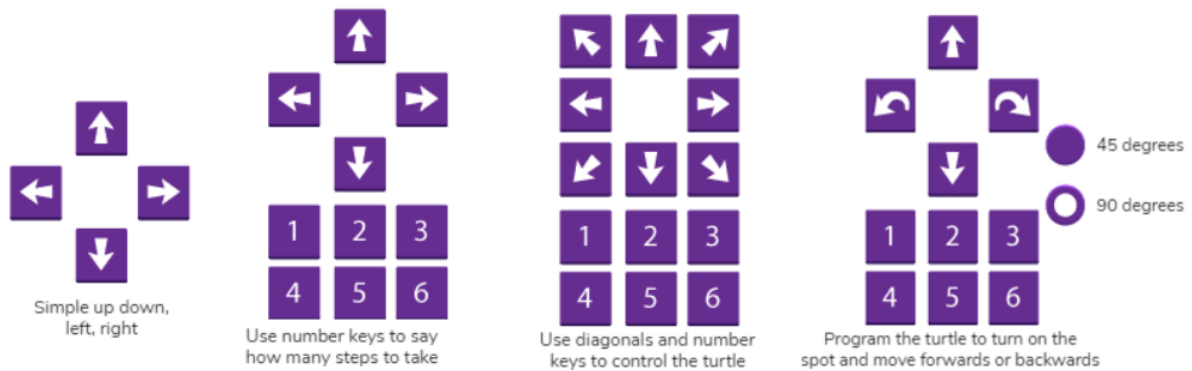
Use these options to change the colour and thickness of the line which is drawn by the 'turtle' (object)



1.5.3 Input Methods

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

Click on the 'Settings' cog in the top right hand corner of the screen and choose the input method suited to your pupils from the following options:



1.5.4 Programming

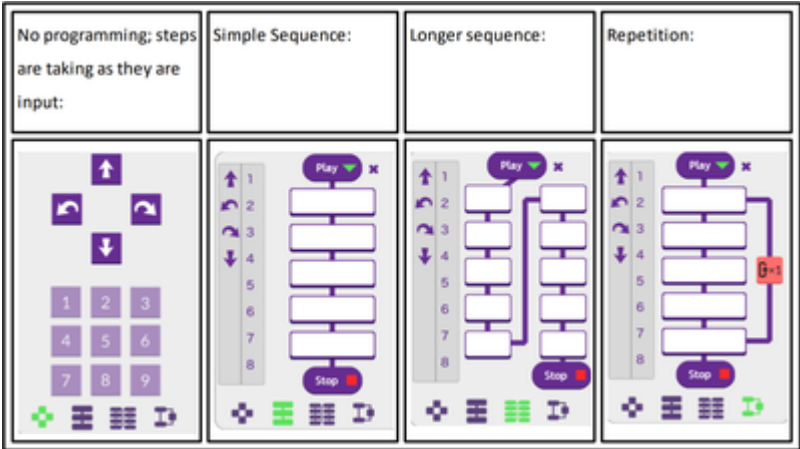
By clicking on the 'Settings' cog in the top right-hand corner, and navigating to the 'general' tab, you will find an option to enable and disable programming. When programming is on, pupils are able to build or program a set of instructions and then run them by pressing the play button. The object on the screen will then proceed to follow the instructions given.



Once toggled on, there are four programming options that can be selected on the main screen using the programming buttons below the instructions keys:



An explanation of each option can be seen below:

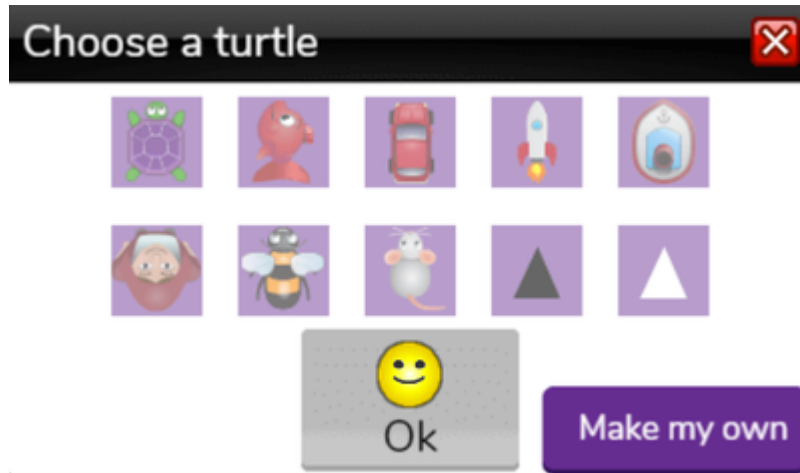


1.5.5 Object/Turtle

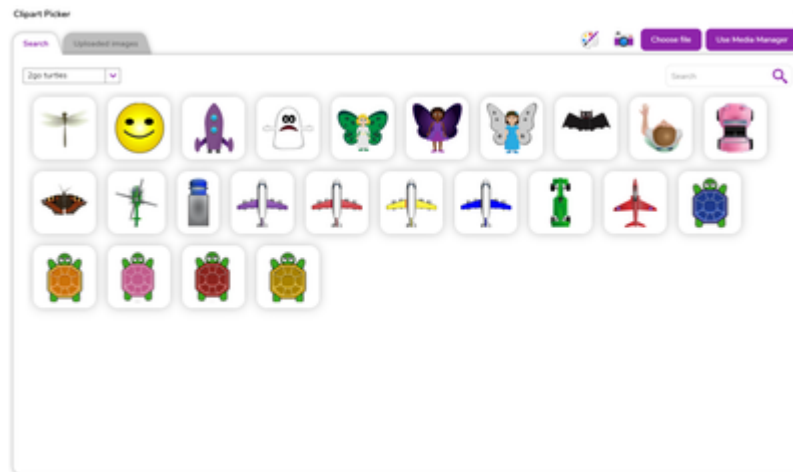
The object that the children control can change to a pre-made example or you are able to create a new one. Simply click the pencil on the top right hand side of the object to open the menu.



From here, you can then select an object or click 'make my own'.



Clicking on the 'make my own' button will allow the user to choose from a greater selection of objects from the Purple Mash library. Users are even able to make their own turtle or import their own image from a device or a webcam. Simply use the camera or the 'choose file' buttons in the top right hand corner to begin this process.



1.6 Using 2Go - Challenge Starting Points

Use the following document: [Starting Points - Using the Challenges in 2Go](#) for ideas and questioning on using 2Go in your KS1 classroom.

[Starting Points - Using the Challenges in 2Go \(Welsh Version\)](#).

Using 2Go (Key Stage 1)
Starting Points –Using the Challenges in 2Go

