

Year 2

COMPUTING – CODING –

2GO ON PURPLE MASH

Good afternoon Year 2 – Week 1

- ◉ New topic coding:
- ◉ What do we mean?
- ◉ What machines can you think of that have programs in?
- ◉ Washing machine – dishwasher – computer – supermarket scanner
- ◉ Algorithms (follow a sequence of instructions to complete a task)
- ◉ Introduce 2Go on Purple Mash

Year 2 – Week 1

- Log onto and launch Purple Mash
- Click the red tick (To Do)
- Go to Challenges

Four easy 1st challenges

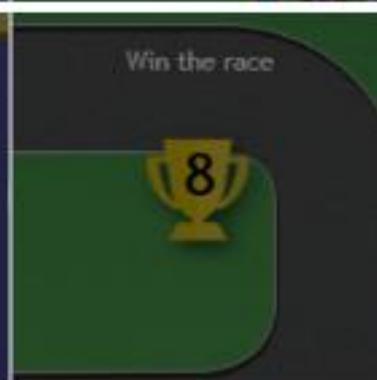
- Find the Treasure – fish to treasure – up, down, left, right
- See the Sights
- To the Lighthouse
- Live to tell the Tale

Add name to each piece of work

Save click on the 3 white lines top LHS screen

Good afternoon Year 2 – Week 1

Choose a challenge or skip to just dive in.



Ok

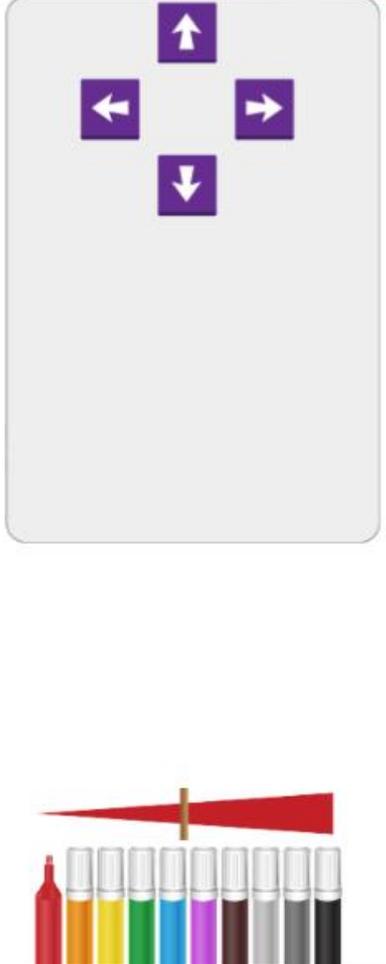
Good afternoon Year 2 – Week 1

slow  fast

2simple    

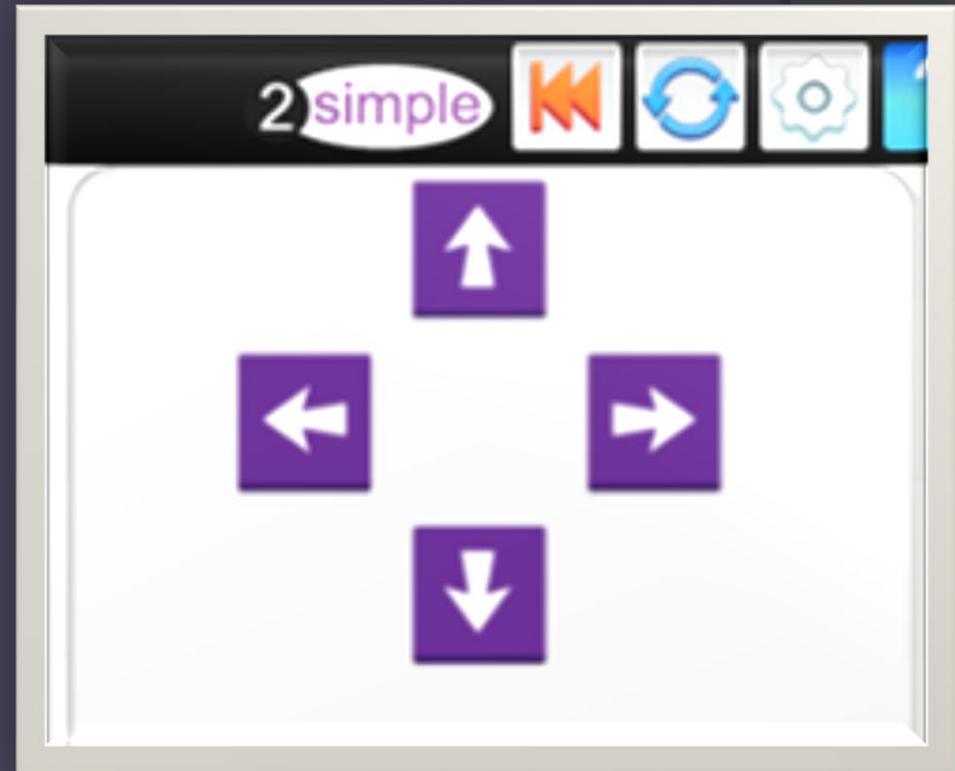


 Your name here



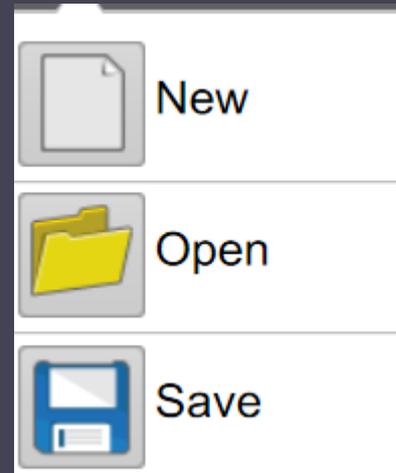
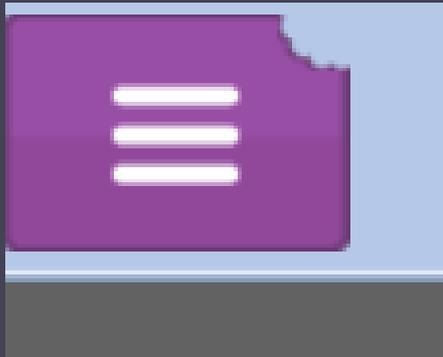
Good afternoon Year 2 – Week 1

- Up
- Down
- Left
- Right



Good afternoon Year 2 – Week 1

Save



Good afternoon Year 2 – Week 1

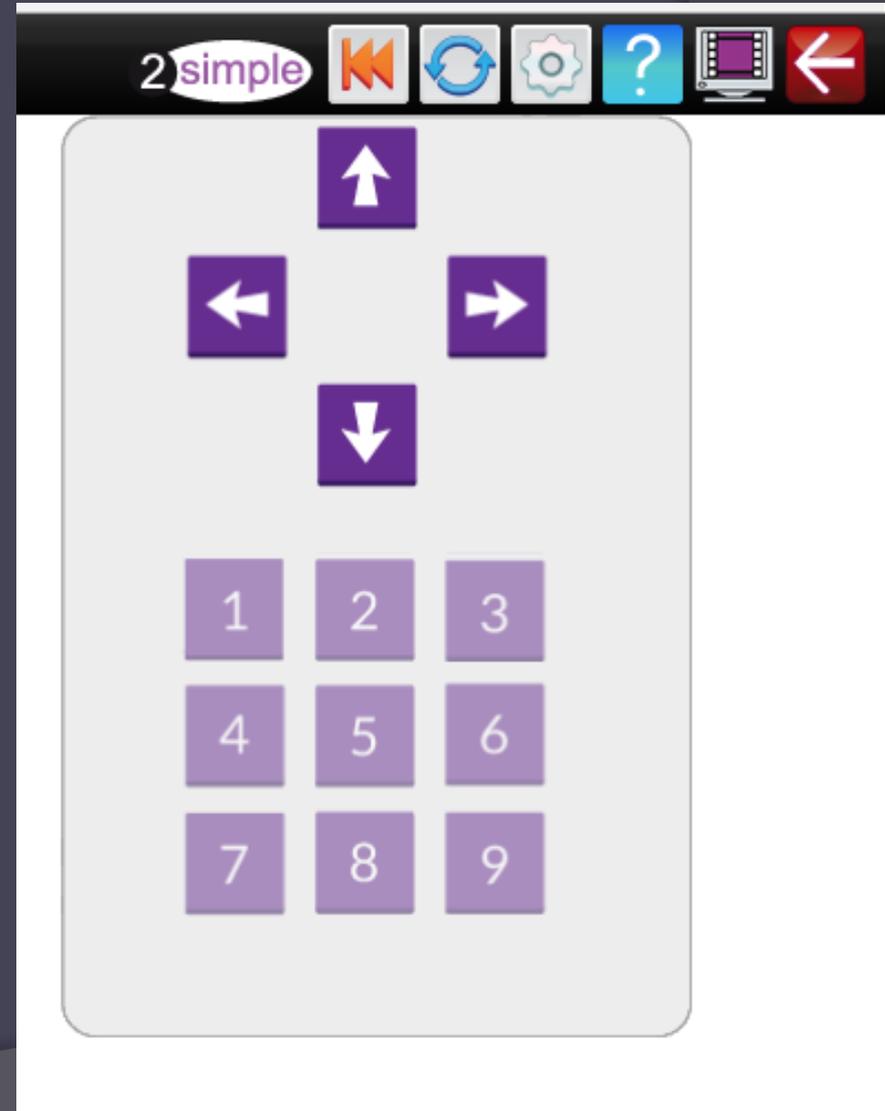
slow fast

2simple

↑
← →
↓
1 2 3
4 5 6
7 8 9

Good afternoon Year 2 – Week 1

- Up
- Down
- Left
- Right
- Number of steps



Year 2 – Week 2

- Log onto and launch Purple Mash
- Go to Challenges
- Get Buzzy
- Rescue the Spaceman
- Say Cheese

Year 2 – Week 2

slow fast

2simple

1

2

3

4

5

6

7

8

Play

Stop

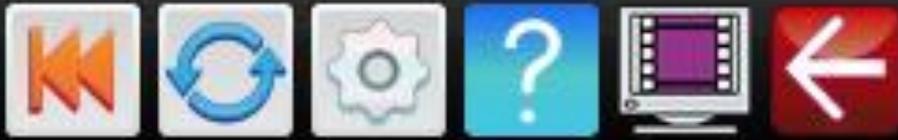
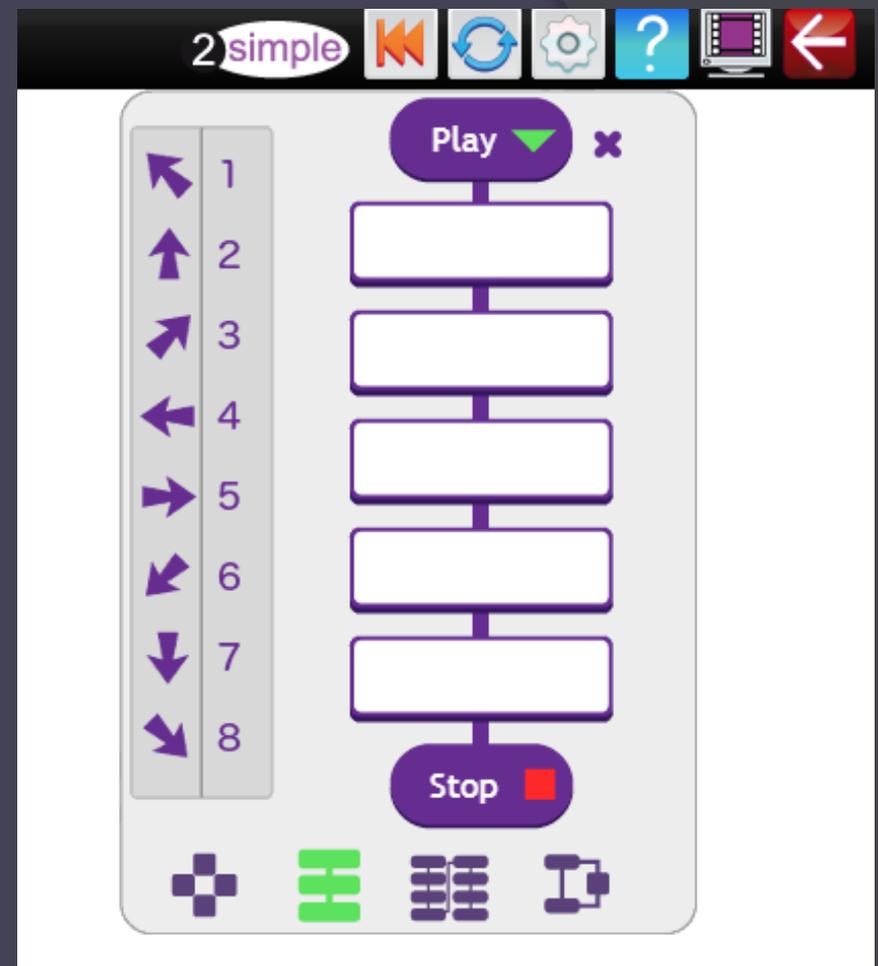
Changes the level

Your name here

11:39
19/02/2018

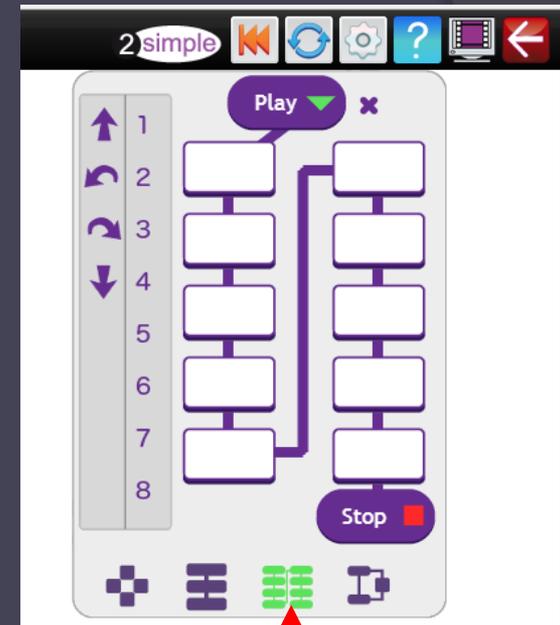
Year 2 – Week 2

- Now add direction arrow and number of steps/moves.
- Click on Play
- Use Orange Rewind to go back to start.



Year 2 – Week 3 –

- Consolidate coding
- Longer list of coding instructions
- I can: use 90° turn arrow
- I can: Change input



Year 2 – Week 4 –

Click on the grey cog 'settings to change input and to 90 degrees

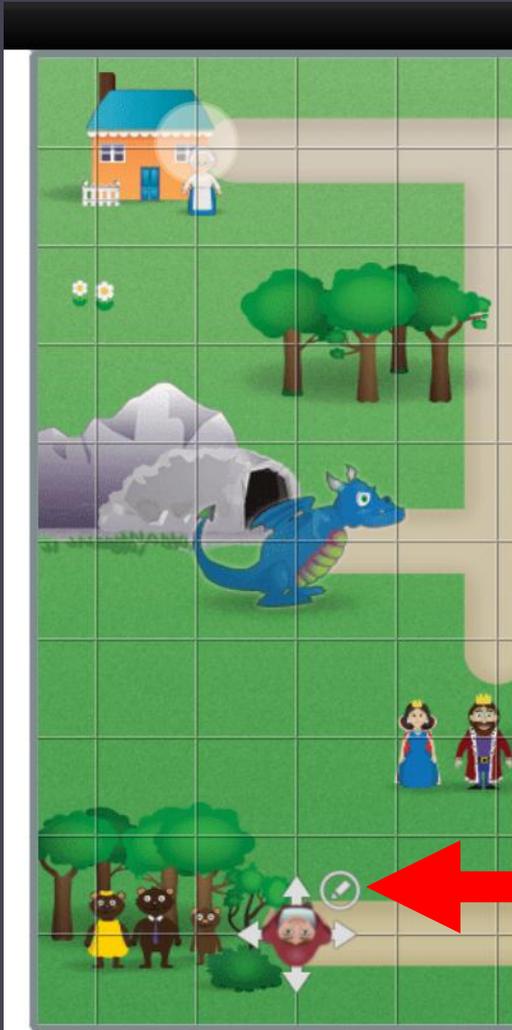
The screenshot shows the 2simple programming environment. At the top, there is a speed slider from 'slow' to 'fast' and a toolbar with icons for '2simple', 'undo', 'redo', 'settings', 'help', and 'run'. A red arrow points to the settings icon (a grey cog) in the toolbar.

The 'Settings' dialog box is open, with the 'Input' tab selected. It contains four input schemes:

- Simple up down, left, right:** Four arrow keys (up, down, left, right).
- Use diagonals and number keys to control the turtle:** A grid of eight arrow keys (up, down, left, right, and four diagonals) and a numeric keypad (1-6).
- Use number keys to say how many steps to take:** A numeric keypad (1-6) and four arrow keys.
- Program the turtle to turn on the spot and move forwards or backwards:** A numeric keypad (1-6), four arrow keys, and two curved arrows for rotation. To the right of this section are two radio buttons: '45 degrees' (unselected) and '90 degrees' (selected). A red arrow points to the '90 degrees' radio button.

At the bottom of the settings dialog is an 'Ok' button with a smiley face icon. A red arrow points to this button.

How to change sprite/turtle



Year 2 – Week - 4

Go on Live to tell the Tale game.

Need to turn Red Riding Hood right first – then move forward

The screenshot displays the '2simple' game interface. At the top, there is a speed control slider ranging from 'slow' to 'fast'. The main area is a colorful maze with various obstacles and characters: a blue house, a gingerbread house, a blue dragon, a grey wolf, a purple castle, and a red hooded figure. A path leads from the red hooded figure towards the castle. To the right, a programming grid is visible, featuring a vertical list of numbers 1 through 8, a 'Play' button, and a 'Stop' button. The grid contains several empty boxes for programming blocks, with one block containing the number '1'. At the bottom right, there is a red pennant and a row of colored markers.

Year 2 – Week - 4

The Answer

The screenshot displays a maze-solving application. The maze is a grid-based path starting from a house on the left and ending at a castle at the bottom. A red line traces the path through the maze. The interface includes a speed slider at the top, a toolbar with icons for play, stop, and other functions, and a sequence of moves on the right side.

Speed slider: slow ————— fast

Toolbar: 2simple, play, stop, and other icons.

Sequence of moves (rows 1-8):

1	↻ 1	↑ 6
2	↻ 1	↻ 1
3	↑ 8	↑ 4
4	↻ 1	↻ 1
5	↑ 4	↻ 1
6	↻ 1	↑ 3
7	↻ 1	Stop
8		

Bottom right: A red pennant on a wooden stick, with a row of colored markers below it.