2go Instructions from 2Simple
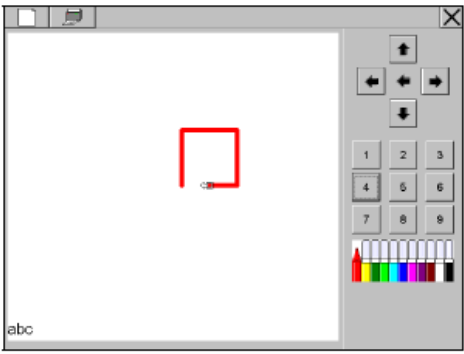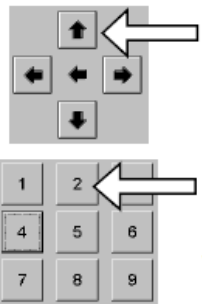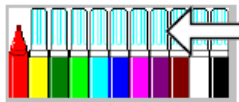
2go
Develop directional language, estimation and creativity during the Foundation Stage. Introduce control and teach unit 1F & 2D of the QCA ICT Scheme of work.

Select colour to draw. To move without drawing click felt tip twice & put the lid on!

1. Choose the direction you want to go.

2. Choose how far you want to go.

[printer] and [Yes] to print.

[page] and [Yes] to start again or choose different backgrounds.

[X] and [Yes] to exit 2go.

2go Teacher Options – General

Hold 'Ctrl' and 'Shift ⇧' then tap 'O' to display the teacher options

Use simple buttons to go up, down, left & right
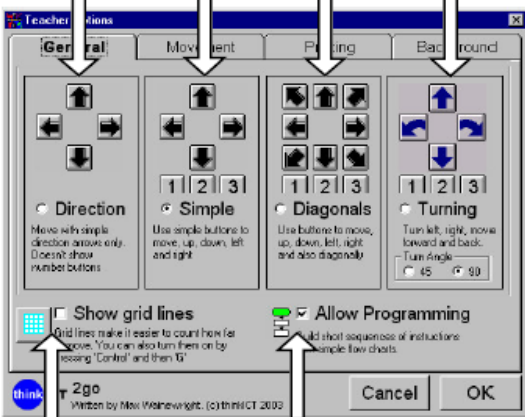
Introduce numbers to set how far to go

Introduce travelling diagonally

Move by turning angles and going forward or back
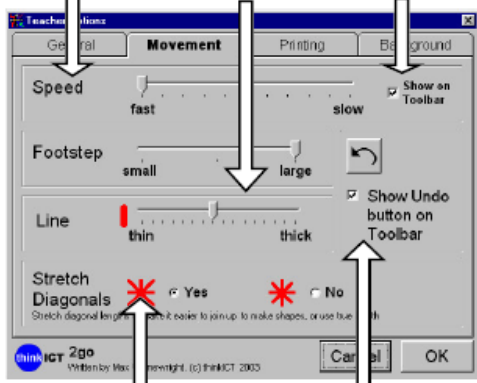
Set the speed of movement

Select the width of the line that is drawn

Show the speed control on the toolbar - *very useful for teaching programming*

○ Direction — Move with simple direction arrows only. Doesn't show number buttons.

○ Simple — Use simple buttons to move, up, down, left and right.

○ Diagonals — Use buttons to move, up, down, left, right and also diagonally.

○ Turning — Turn left, right, move forward and back. Turn Angle ○ 45 ○ 90

□ Show grid lines — Grid lines make it easier to count how far to move. You can also turn them on by pressing 'Control' and then 'G'.

☑ Allow Programming — Add short sequences of instructions: simple flow charts.

Speed — fast / slow — ☑ Show on Toolbar

Footstep — small / large

Line — thin / thick — ☑ Show Undo button on Toolbar

Stretch Diagonals — ○ Yes ○ No — Stretch diagonal lengths...

Show a grid on screen

Allow Programming - *see next page*

Using the 'stretch diagonals' option makes it easier to join up diagonals.

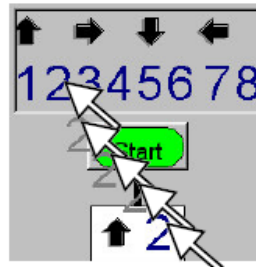Show Undo button - *to take back the last instruction*

2go Programming Sequences

2go makes programming accessible to all, yet still introduces high level concepts...
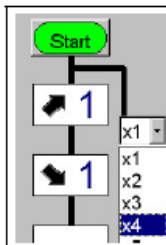
1. Choose the type of shape program you want to make:
(the left option is not a programming setting – things happen straight away)

None– Short – Long – Loop

2. Drag in the instructions you want the program to follow.

Drag them to different boxes if you want to change the order, or in the bin if you make a mistake. Double click the bin to clear the program.

↑ ➡ ⬇ ⬅

12345678

Start

↑ 2

3. Click 'Start' when the program is finished.

It will draw a square like this:

Start
↑ 2
➡ 2
⬇ 2
⬅ 2
Stop

➡ 2
↑ 2 ⬇ 2
⬅ 2

Looping Shape Programs

Making a program run over and over again (in a loop) can be a powerful way to control things, or in this case make a pattern. The program on the left only has two instructions but creates this pattern. Try changing it to make a longer line...

Start
↖ 1
↙ 1

x1
x1
x2
x3
x4