

Computing

This week, we're going to build on our knowledge of designing 3D computer games. We are going to add extra levels to our game this week..

Log into Purple Mash. You'll need to go via Binfield School's portal, which is at <https://www.purplemash.com/sch/binfield>

You'll need to enter your login details and then select "2Dos" at the top left of the page. Once you do this, your screen will look like the picture below. The task contains instructions for what to do. Please remember to save your tasks once you have finished. The task this week is called: "2DIY 3D".

The screenshot shows the Purple Mash interface. At the top, there is a navigation bar with icons for Home, 2Dos, Work, Data, Sharing, Teachers, Admin, and Help. Below this is a purple header bar with a back arrow, the text '2dos', and buttons for 'Select All', 'Unselect All', 'Close Selected', and 'Refresh'. A search bar is on the right. The main content area is blue and features a task card for '2do: 2DIY 3D'. The card includes a small icon of a red robot with a green arrow pointing up, the title '2do: 2DIY 3D', a description 'Design, play and share your own 3D game. Watch the tutorial and experiment with creating your own game for someone at home to play.', and the assignment '(Assigned to everyone in classes: 6JS,6KM)'. At the bottom of the card are buttons for 'Edit', 'Close', 'View Folder '6JS'', and 'View Folder '6KM''. A callout box points to the '2Dos' button in the navigation bar, and another callout box points to the task card.

“2Dos” can be accessed by clicking this button.

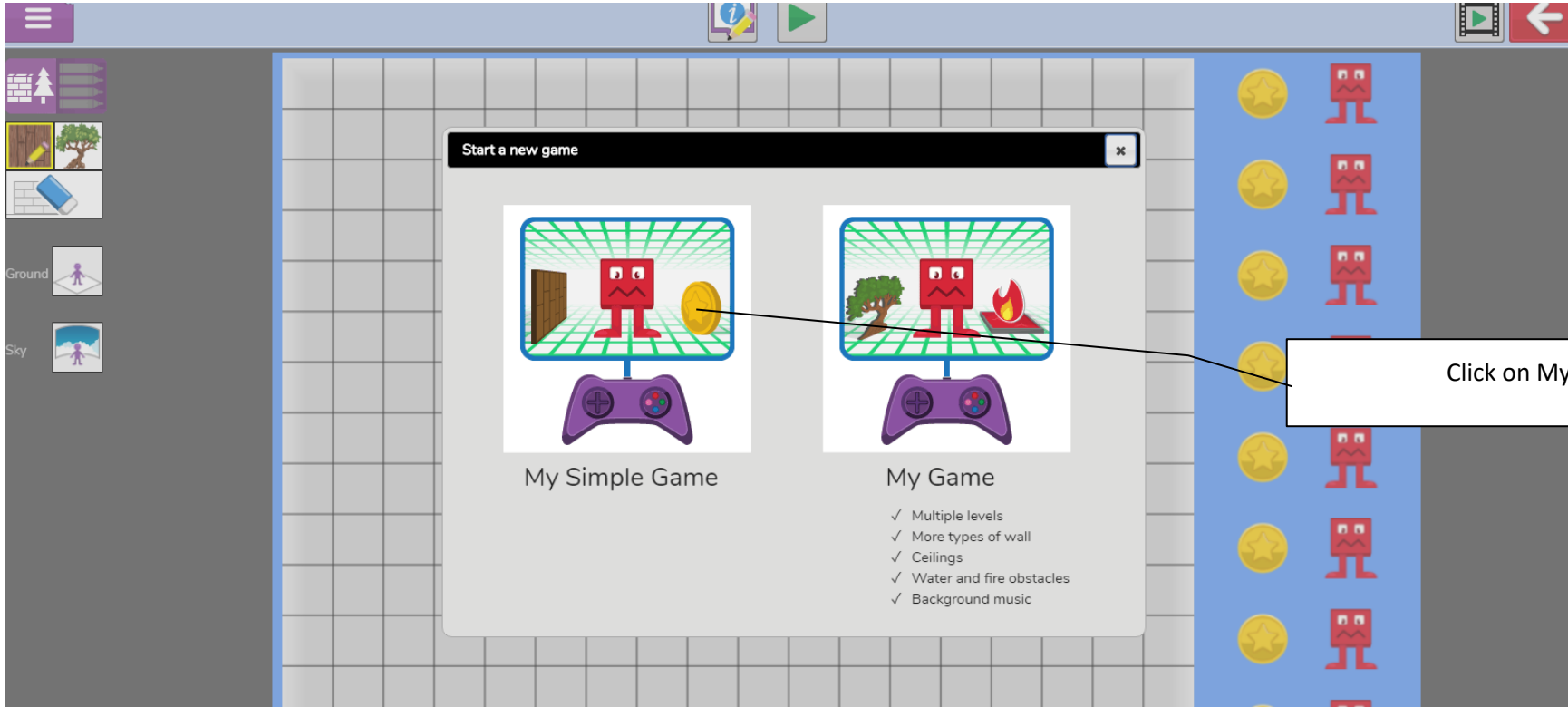
2do: 2DIY 3D *Starts in 23 days*

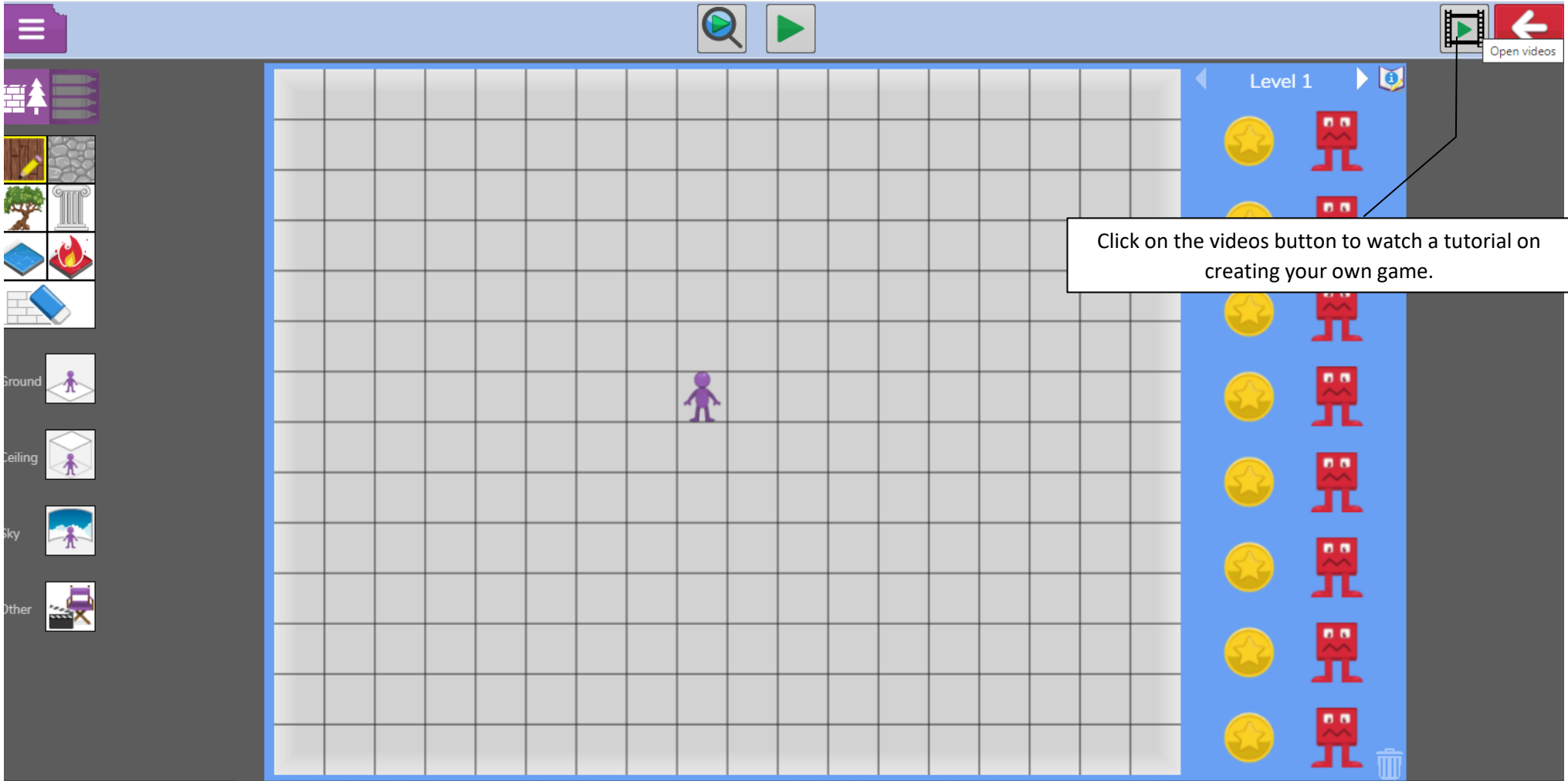
Design, play and share your own 3D game. Watch the tutorial and experiment with creating your own game for someone at home to play.
(Assigned to everyone in classes: 6JS,6KM)

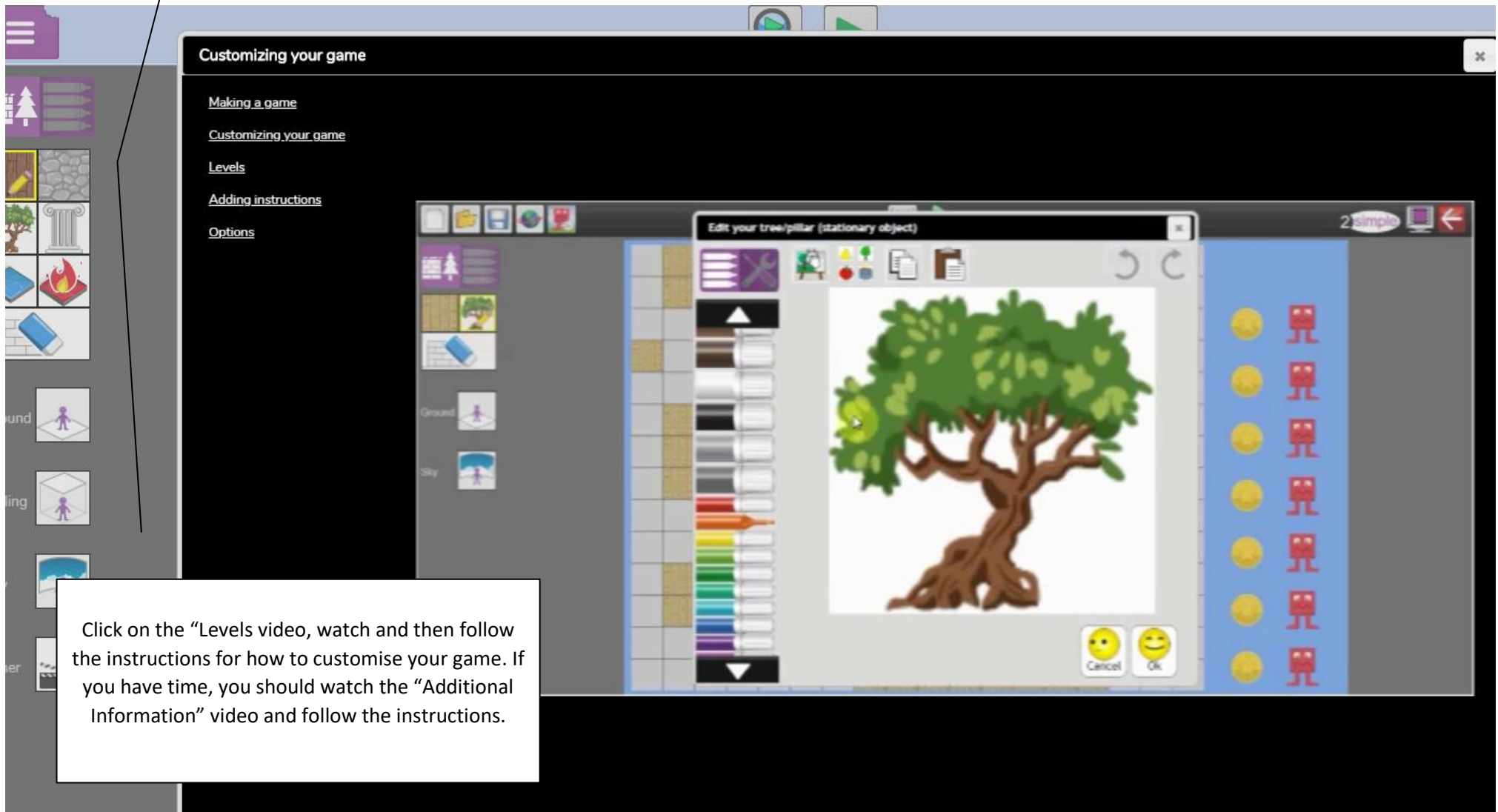
Edit Close View Folder '6JS' View Folder '6KM'

This is the computing task for this week – it'll appear on Friday.

Scroll down for more instructions...



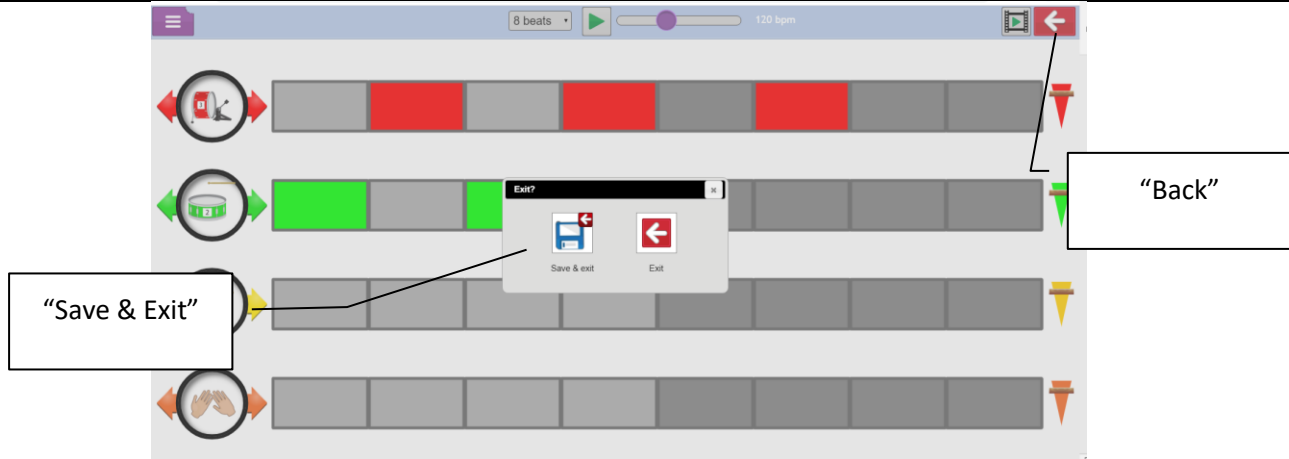




After you have finished each task, it is important that you save your work in the correct place. Do this by following these steps:

Click the red "Back" arrow on the top right of the page.

Then click "Save & Exit".



Select either "6JS" or "6KM" depending on your class.

Your Name My Game 15.5.20

Depending on which task you are saving.

Then press save.

