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# 4 **2Simulate - Overview**

*"A simulation is an imitation of some real thing, state of affairs, or process."* - Wikipedia

In the classroom, simulations allow us to explore real-life or imaginary situations and problems in a seemingly realistic and engrossing way. 2Simulate is a set of guided role-playing and problem-solving simulations, ideal for whole-class and group work. Your class can be trainee astronauts, working together to rescue the survivors of a mission that went wrong. Or they can be trainee journalists, putting together a radio, newspaper or TV bulletin about a news story that 'breaks' on the screen or whiteboard before their very eyes. The activities are cross-curricular, but offer particularly strong support for the speaking, listening, reading and writing objectives in both the old and new Literacy Frameworks.

## System Requirements

Operating System: Windows 98/98SE/ME/2000/XP
Processor: Recommended Pentium II, 500MHz
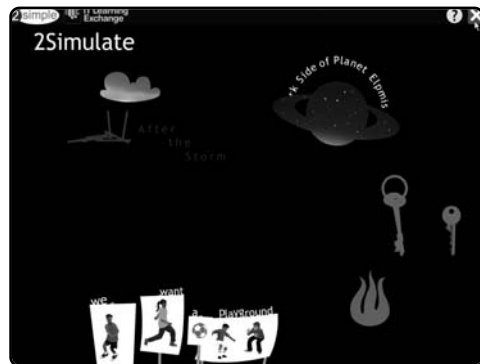Memory: Minimum 128 - 256 MB RAM
Hard Drive: 500 MB min
Display: Minimum 800x600, 256 or higher
(Recommended 1024 x 768)

CD-ROM Drive Required for Installation
Standard Mouse, Keyboard
Printer

We also recommend good quality speakers to make the most of the dialogue that takes place within the program.



**2Simulate Activity Launcher**

## Very Helpful Videos

The teacher's role is essential in using these simulations effectively. The best guide to using 2Simulate in the classroom is the on-screen videos – these can be accessed by clicking **?** on the main Launcher Page. These explain what each simulation is about and how it could be used in the classroom.

## How to get the best out of this program

These simulations are designed to be used primarily for whole-class and group work and work ideally with a projector and whiteboard. In our classroom trials of the software, what has gone on away from the computer has often been much more significant than what was happening on the screen. They are not one-offs. Each simulation is designed to support a whole series of lessons that address a wide range of literacy and other objectives.

## Online Resources

In addition to the resources available in the Classroom Resources within the program itself, additional resources are available online at **www.2simple.com/2simulate/resources**. There is a link to these on the Teacher Resource pages. We will be adding to these as we develop the program's user base, so keep checking!

## User Guide

Any updated versions of the User Guide will be downloadable from:

**www.2simple.com/2simulate/resources**

## 6 Curriculum Links

These simulations offer tremendous support for the new Speaking and Listening objectives in the renewed Literacy Strategy. As well as opportunities to speak and listen within whole class and group contexts, there is a wide range of drama and group discussion activities that can be stimulated by using these programs. Precise details of these links can be found in the Teaching Resources for each activity.

Aspects of the Science curriculum are addressed in 'The Dark Side of Elpmis' as children have to use what they know about gravity and atmosphere to work out how best to rescue stranded comrades who are stuck on a strange and unfamiliar planet.

Aspects of Citizenship and PSHE are addressed in 'We Want A Playground', where a group of children who have nowhere to play need help in campaigning for a playground.

Each simulation comes with a large set of classroom resources, including online resources, and we will be adding new ones regularly to enable you to extend the activities still further. This means that simulations can be used as part of a unit of work extending over several weeks.

More detailed information about the curriculum links can be accessed by clicking the Teaching Resources icon (below).

**The Teaching Resources Icon** ➡
**Teaching ideas, plans and resources can be accessed wherever you see this symbol.**

# Installation

1. Put the CD in the drive.
2. Double-click the 'My Computer' icon on your desktop
3. Double-click the 2Simulate icon to commence the installation
4. Follow the instructions on screen to complete the installation.
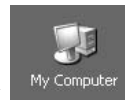
This will install your software and add a link from the Start Menu to 2Simulate

## Network Installation and Technical Information

2Simulate is designed to work on ALL networks. You can find clear installation instructions on the CD and we provide full support on our website: **www.2simple.com/support**

If you need help with a specific installation, please do not hesitate to contact us via our website or email us at: **support@2simple.com**

2Simple will provide MSI installations free of charge. An MSI for Windows 2000/2003 servers is included on the disc.

As networks differ from one another, we can and will help you when needed. If any of our instructions do not work, *please* do contact us as we want to provide accurate information and we rely on your feedback to help us get it right.

**2Simple Software, Enterprise House, 2 The Crest, Hendon, London NW4 2HN**
**Tel: (+44) 020 8203 1781 • Fax: (+44) 020 8202 6370**

**Click Start - Programs - 2Simple Software - 2Simulate**
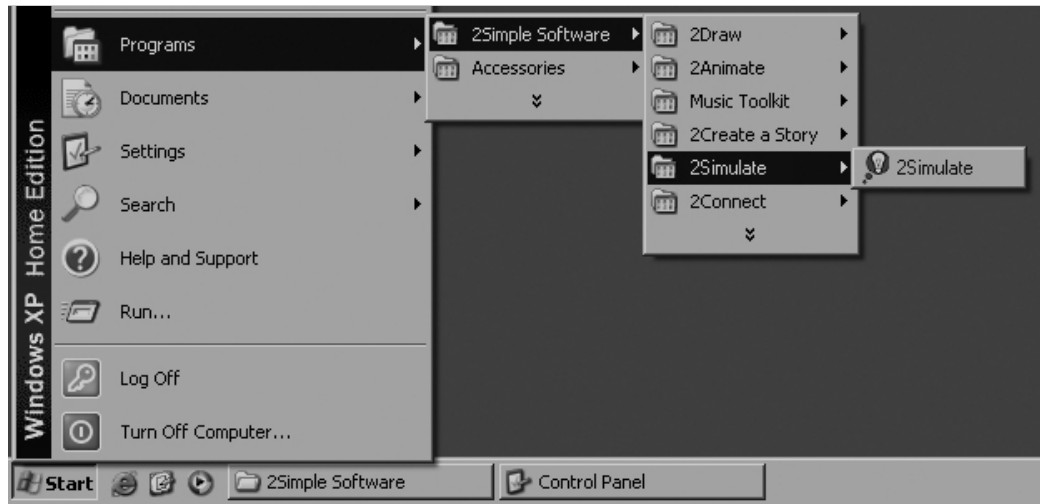


Or double-click on the 2Simulate icon on your desktop.

2Simulate will now launch and take you straight to the 2Simulate Activity Launcher screen.
Click on any activity to begin.

## <u>Overview of the individual simulations</u>

### <u>Locked Out</u>

In this activity a lively dog causes problems for Mariza, her baby brother and their mum. While Mum is outside bringing the pushchair into the house the dog pushes the door shut, leaving little Mariza inside with the keys. She can't reach the lock.

What can they do? Explore this real-life situation from the perspectives of different characters. How can you help them get the door unlocked?

### <u>Essential tip for teachers</u>:

As with many real-life problems, there may be more than one solution! We want children to explore a variety of solutions, rather than come up with the 'lucky right answer' in the first few minutes of the lesson.

There is a key hidden feature in this simulation which will allow teachers to influence the outcome while the lesson is actually taking place. Whenever there is a choice of outcome, click the FIND OUT button either to the left or to the right to influence it one way or the other. Clicking on the left side of this button will, as it were, 'open the door' to that solution, clicking to the right will 'close the door'.



When faced with a choice of different outcomes, click to the left or right:

Click FIND and the answer is 'YES'

Click OUT and the answer is 'NO'

### <u>Classroom Resources for Locked Out</u>

There is a full set of images in the Teaching Resources which can be printed, laminated and cut out. They include all the characters, in different poses, and all the backgrounds from the story. These are useful for: Retelling the story • Exploring different outcomes to those in the simulation • Roleplay
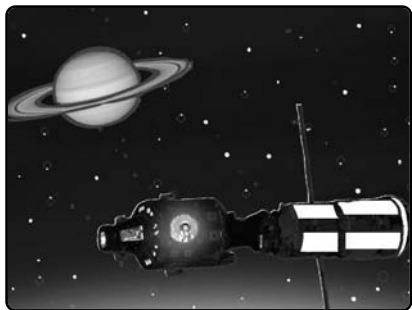
## 10 **The Dark Side of Elpmis – for trainee astronauts!**



In this simulation the children become trainee astronauts and are part of a mission to explore the planet Elpmis. Inevitably, something goes wrong and a meteor forces the exploration craft to crash-land.

How can the stranded astronauts be rescued? Children work in groups to solve a range of problems, using their scientific knowledge of space, gravity and atmosphere to mount a successful rescue mission.

Points can be awarded for Good Questioning, Good Listening and Good Problem Solving.

### **Classroom Resources for Dark Side of Elpmis**

These include a full set of equipment picture cards to help children choose what to take on their rescue mission, reward cards for good speaking and listening and cooperation skills, and a wide range of resources for recounting and reporting the adventure afterwards.

## After The Storm – for trainee journalists!

This is the first of two Newsroom simulations. Children become trainee journalists as news arrives thick and fast by phone, fax, newswire and email. Information is conveyed with full multi-modality by audio, text and images.

Their task is to take notes, decide what news story or stories need to be written, and then produce a short radio, newspaper or even TV-style report.

### Classroom Resources for After The Storm

All the images used in the simulation are available for copying and pasting into news reports. See Teacher Resources on the Launcher page for more details.

There is a journalist's notebook too.

## 12 **The Big Bang – for trainee journalists!**



This is the second of the two Newsroom simulations. Once again, children become trainee journalists as news arrives thick and fast by phone, fax, newswire and email. Information is conveyed with full multi-modality by audio, text and images.

Their task is to take notes, decide what news story or stories need to be written, and then produce a short radio, newspaper or even TV-style report. This time however the story is more complex. It is in fact two news stories, which appear linked. Part of the task is to disentangle them.

### **Classroom Resources for The Big Bang**

As with the first Newsroom simulation, all the images used in the simulation are available for copying and pasting into news reports. See Teacher Resources on the Big Bang Launcher page for more details.

There is a journalist's notebook too.

# We Want A Playground - effective citizenship



In this simulation, we join a group of 10-12 year old children as they try to get somewhere safe to play. They start off playing football in the street, but after a scary near miss with a van, go to the local youth centre where the youth worker offers to help them.

The children want to start a local campaign for a playground, but they need help. The role of the class is to plan a campaign and then produce the campaigning materials, including persuasive letters and posters.

There is even an on-screen assessment tool for assessing how persuasive the letter or poster is – persuasive materials get a positive response from the local council.

## Classroom Resources for We Want A Playground

These include a full set of photos of the characters and settings in the story. These can be printed and used for roleplay or pasted into written activities based on the simulation.

The online activities will also include templates for posters and writing frames for letters and leaflets.

# 14 <u>Teacher Options</u>

If you've used 2Simple software before, you will know that Teacher Options are accessed by pressing Ctrl+Shift+O on the keyboard. Although this key combination works within 2Simulate, you will only get the Acknowledgements screen. Because this is a simulation program based on user choices, we have decided to keep all the options within the simulations themselves. See the Teachers Resources and Videos for guidance on these.

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## <u>Acknowledgments</u>

# About 2Simple

*All our software is designed on the following principles:*

**SIMPLICITY OF USE**
The software has evolved in the classroom to meet the needs of very young pupils. It is simple to learn and simple to use. There are no 'wrong buttons' to press.

**TRANSFER OF SKILLS**
All our software has a common look and feel. It is designed to take pupils from what is familiar towards standard Windows™ interfaces.

**DEVELOPED IN THE CLASSROOM FOR THE UK CURRICULUM**
The software has been developed to meet the needs of the UK curriculum. It has been tested and refined in the classroom, and has evolved based on research and suggestions from teachers.

**VIDEO OF IDEAS FOR ACTIVITIES**
All our software comes with a large number of ideas for use and tutorials. These take the form of short videos which run on the computer and teach staff and pupils to use the software in an appropriate curriculum context.

**EMPHASIS ON CREATIVITY**
Making the software simple allows pupils to focus on the content of their work. Whilst the software is powerful, it is the pupils who are creating, not the computer.

**READING AGE**
Many pupils are held back by complex language in some software packages. Our software uses simple icons and appropriate text, ensuring reading age is not a barrier to ICT learning.

**INDEPENDENT USE**
The simplicity of the software, combined with the use of video, makes the software ideal for independent use.

## 16 <u>Contacting 2Simple</u>

You can contact us:

For general information: **<u>info@2simple.com</u>**

For support issues:

**<u>www.2Simple.com/support</u>** or **<u>support@2simple.com</u>**

**Tel: (+44) 020 8203 1781**
**Fax: (+44) 020 8202 6370**

You can write to us:

**2Simple Software**
**Enterprise House**
**2, The Crest**
**Hendon, London UK**
**NW4 2HN**

### <u>Faulty Media</u>

Should the CD ROM develop a fault we will replace it free of charge.