2Simple Science Simulation

Part 1: Plants & Growing

User Guide

Content

Introduction

The curriculum links for this module of 2Simple Science are **Unit 1B – Growing Plants and Unit 2B**.

Science Simulation has been developed to meet the needs of the Science curriculum for **Key Stage 1,** and parts of Key Stage 2.

Pupils will enjoy following Dinesh as he learns about plants. The story is supported with activities designed to reinforce learning. All the activities have been designed to be engaging and the setting will allow you to use this software on a stand alone machine or on a network.

Overview

This 2Simple Science Simulation explores the growth of plants.

Story
The story tells of how Dinesh tries to grow a plant from a seed. With this interactive story you can help Dinesh explore the ideas for the best conditions to grow a plant.

There are 7 interactive activities to follow Dinesh on his journey.

Labelling Activities
Label Dinesh's plant using the words provided. Identify parts of the plant such as leaf, root, stem and flower.

Sequencing Activities
How did the plant grow? Use this sequencing activity to put the plant's growth in the correct order.

Maintain Plant
Now the plant has grown you must help Dinesh maintain it by examining the weather conditions and water levels.

Flick book
You can create your own simple animation of a growing plant.

Dress Dinesh
Dress Dinesh according to the weather conditions.

Maintain Random Plant
Dinesh must work quickly to keep four plants healthy in ever-changing conditions.

Diary
Record the growth of your own plant either on-screen or by printing it out.

Curriculum Links

Unit 1B – Growing plants
Unit 2B – Plants and animals in the local environment

Software Description	Learning Outcomes
Dinesh's plant growing experiment	Recognise that plants are living and need water and light to grow. Unit 2B (section 5); that seeds produce new plants. To observe green plants grown in light and dark places.
Plant labelling	Words relating to plants such as flower, root, stem, seed and leaf. Identify the roots of a plant.
Sequencing the growth of a plant	Opportunities for children to use words such as tall/taller/tallest. Unit 2B (section 5); that seeds produce new plants
Maintaining a healthy plant	To treat growing plants with care. Plants need water to grow. Plants need light to grow.
Flick book animation	Plants have leaves, stems and flowers. Unit 2B (section 5); that seeds produce new plants
Plant Growth Diary	To make observations and descriptions of the plants. To record observations in a simple chart or table provided for them.

System Requirements

Operating System: Windows 98 / ME / 2000 / XP / Vista

Processor: Recommended Pentium III, 700MHz

Memory: Minimum 64MB RAM

Hard Drive: 30 MB

Display: Minimum 800x600, 16 bit High Colour (Recommended 1024 x 768)

CD-ROM Drive Required for Installation

Sound is recommended for the story activity, but is not necessary for the other activities

Flash player 6 or above is required to view the activities (Available on CD-ROM)

Adobe Reader required to view the user guide (Available on CD-ROM)

Installation

You must install 2Simple Science Simulation from its CD-ROM onto your hard drive or network; you cannot run the program from the CD.

1 – Insert the 2Simple Science Simulation CD into your CD-ROM Drive
2 – The CD-ROM Menu will start automatically
3 – Follow the easy on-screen prompts to set up 2Simple Science Simulation.

2Simple Science Simulation 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

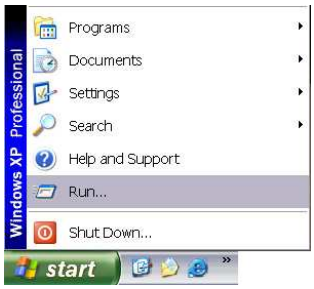
If you need help with a specific installation, please do not hesitate to contact us via our website or email us at support@2simple.com

2Simple will provide MSI installations free of charge.

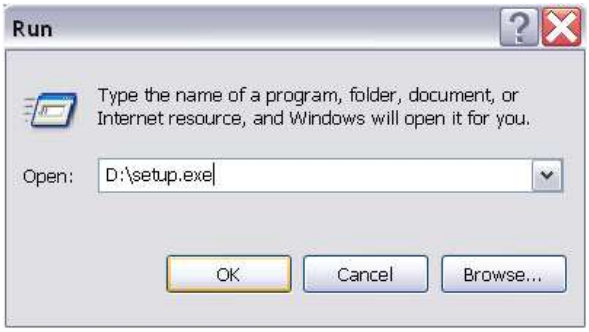
As networks differ from one another, we can and will help you when needed. If any of our instructions do not work, please do contact us as we want to provide accurate information and we rely on your feedback to help us get it right.

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

If the CD does not automatically run on your PC then:
1 – Put the 2Simple Science Simulation CD in the drive
2 – Click **"Start – Run"**



3 – **Type D:\setup.exe**
(If your CD drive is drive E, type e:\setup.exe etc.)



4 – Click **OK**

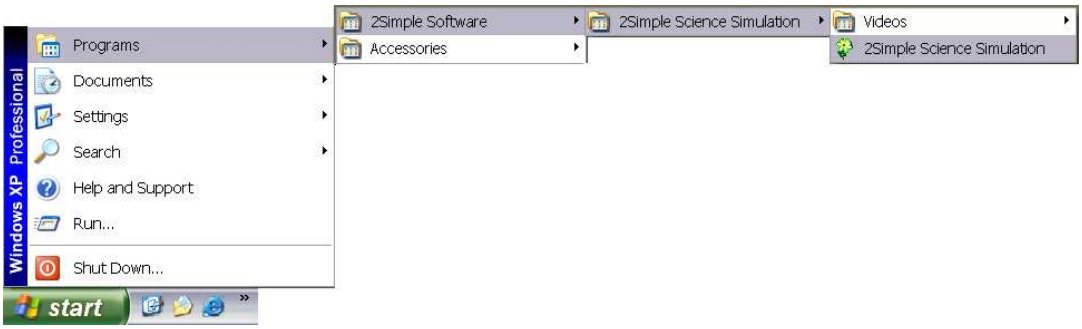
5. Follow the instructions on screen to complete the installation.

This will install your software and add a short-cut to your desktop.

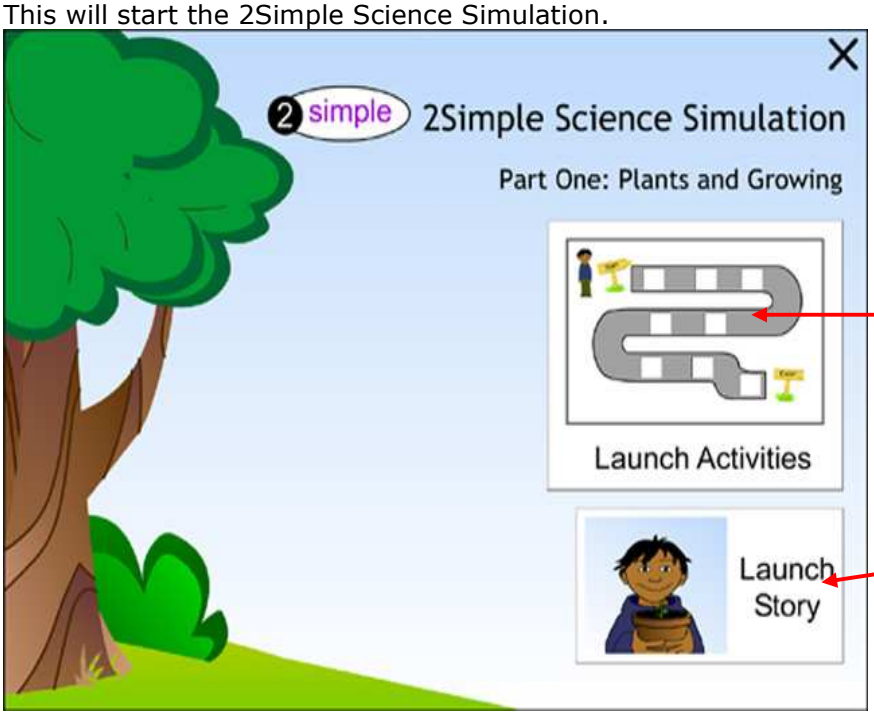
Getting Started

To launch 2Simple Science Simulation, click on the Science Simulation icon on your Desktop.

Alternatively you can go to **Start – Programs** – **2Simple Software** – **Science Simulation** – and click **Science Simulation**.



This will start the 2Simple Science Simulation.

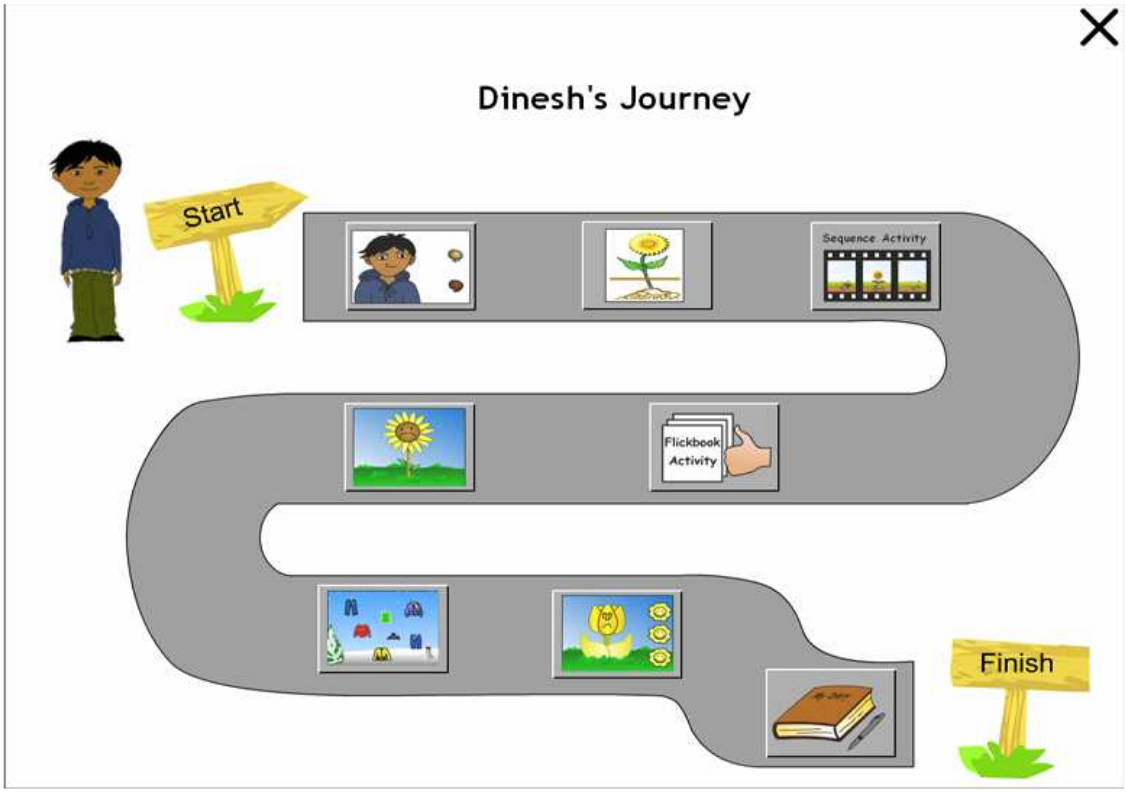


Select if you want to go straight into the activities

Select if you want to go straight to the story

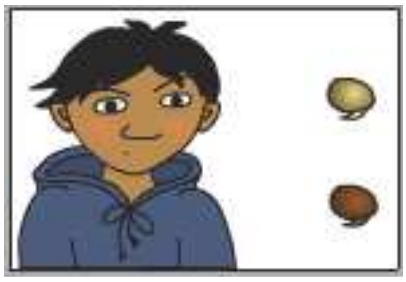
Launch Activities

When you select **launch activities**, the screen will show the site map; you can click here to go to any activity.



Story

The story tells how Dinesh tries to grow a plant from seed.
Dinesh experiments with the seeds and will need your guidance to select the best places to grow his seeds.



With this interactive story you can help Dinesh explore the best conditions to grow a plant.

Why not use Dinesh's story for class discussion.

Learning objectives from the story:

- Plants are living things that need care
- Plants need light to grow well
- Plants need water to grow

Click on this to go to the previous screen.

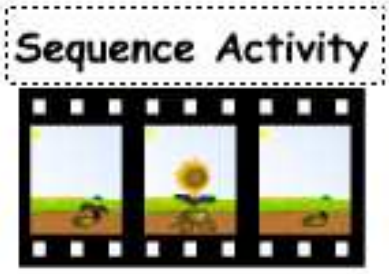
Click on this to go to the next screen.

Sequencing Activity

Sequence the plant's growth.

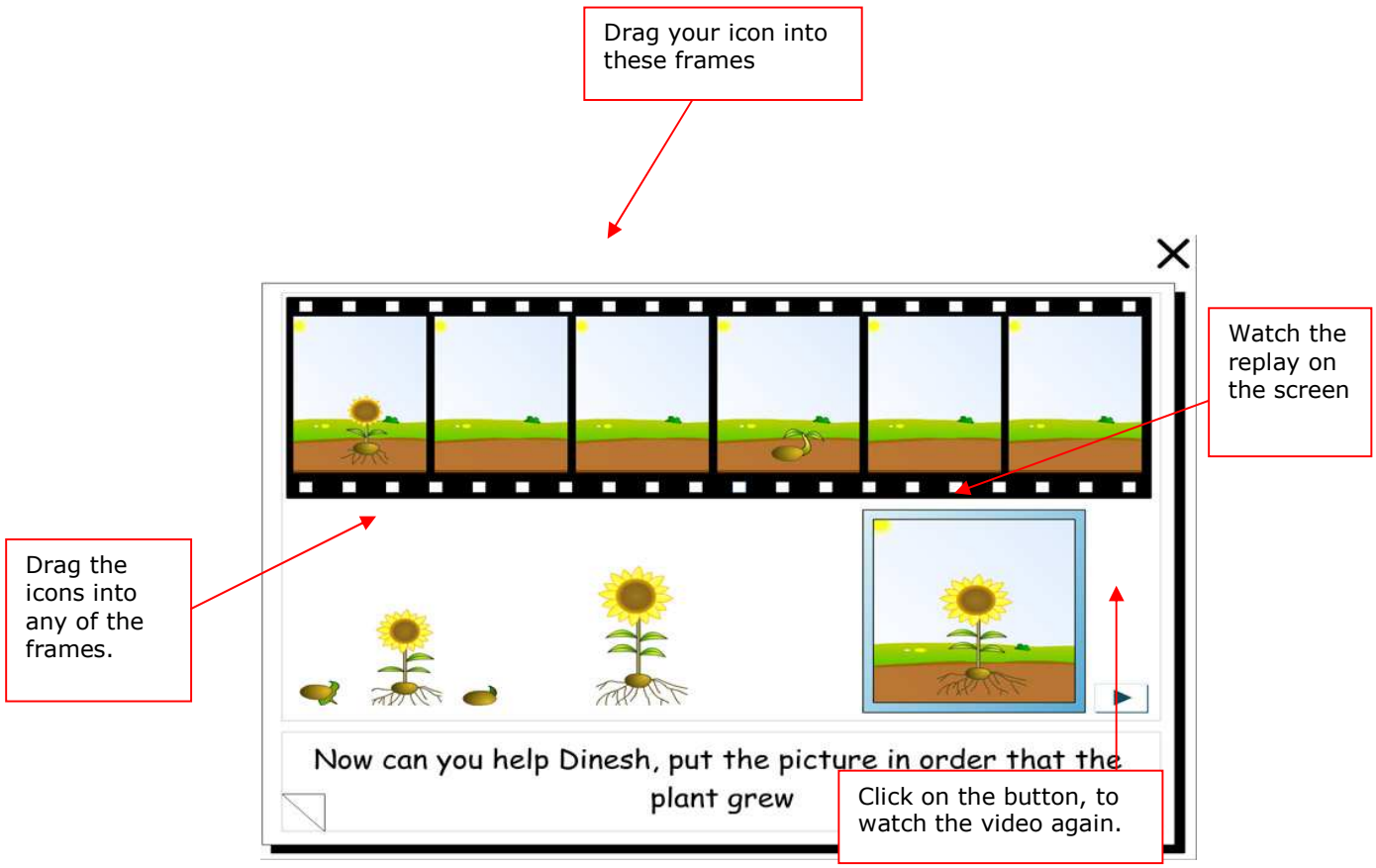
Watch a short animation of a plant growing.
Now it is your turn to put the different growth stages in the correct order.

Drag and drop each growth stage into the bar starting with the seed and ending with the fully grown plant.



Learning Objectives

- Opportunities for children to use words such as tall/taller/tallest.
- Unit 2B (section 5); that seeds produce new plants



Labelling Activity

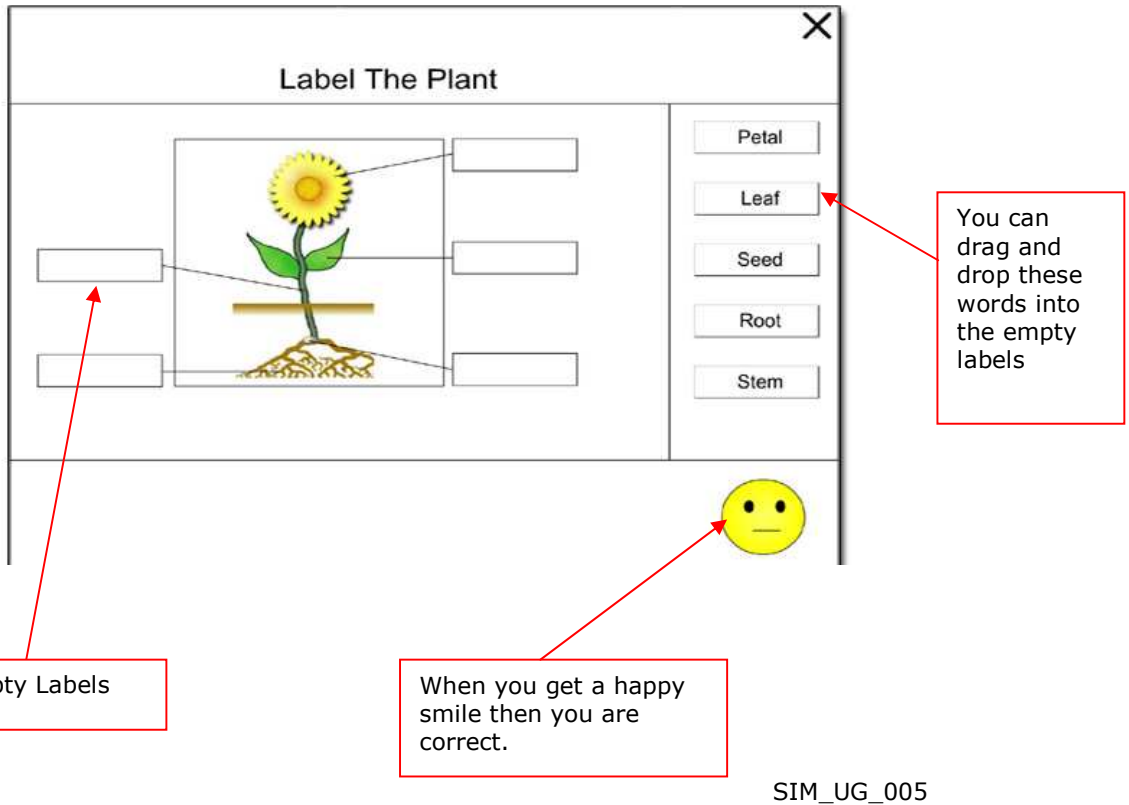
Now that Dinesh has grown his plant you need to identify the different parts of the plant.

Select the plant vocabulary from the list on the right hand side of the screen, and drag and drop the correct word to the area on the plant.

If you label the plant correctly, a smiley face will appear.

Learning Objectives

- Words relating to plants such as flower, root, stem, seed and leaf.
- Identify the parts of a plant.

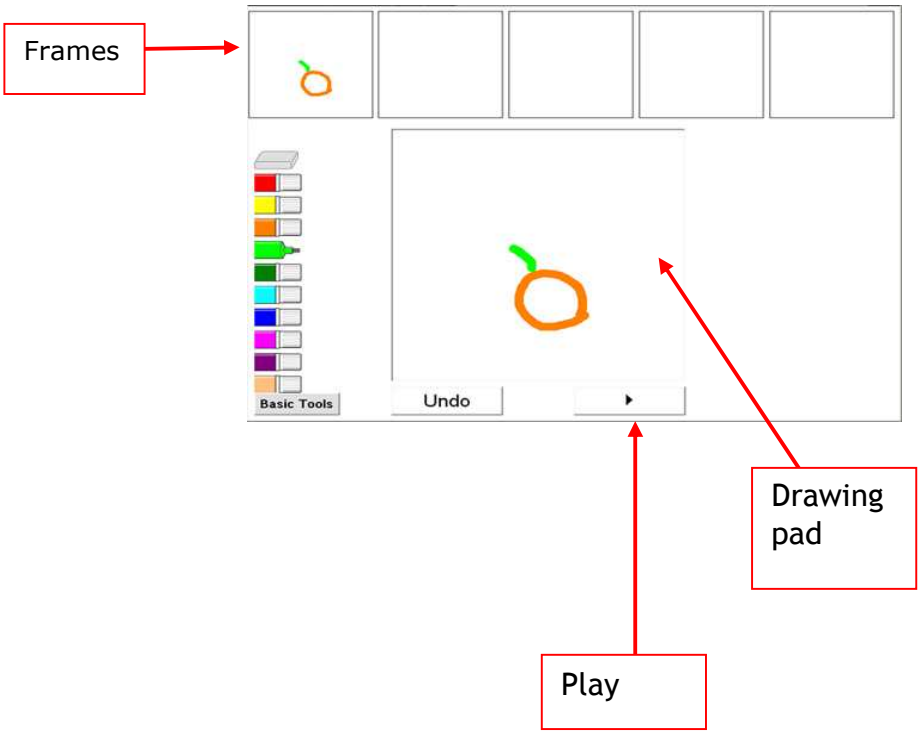


Flick book Activity

Create your own animation of plant growth

Watch an optional example video showing you how to draw an animation. From the sequencing activity children will learn that as a plant grows it will get taller.

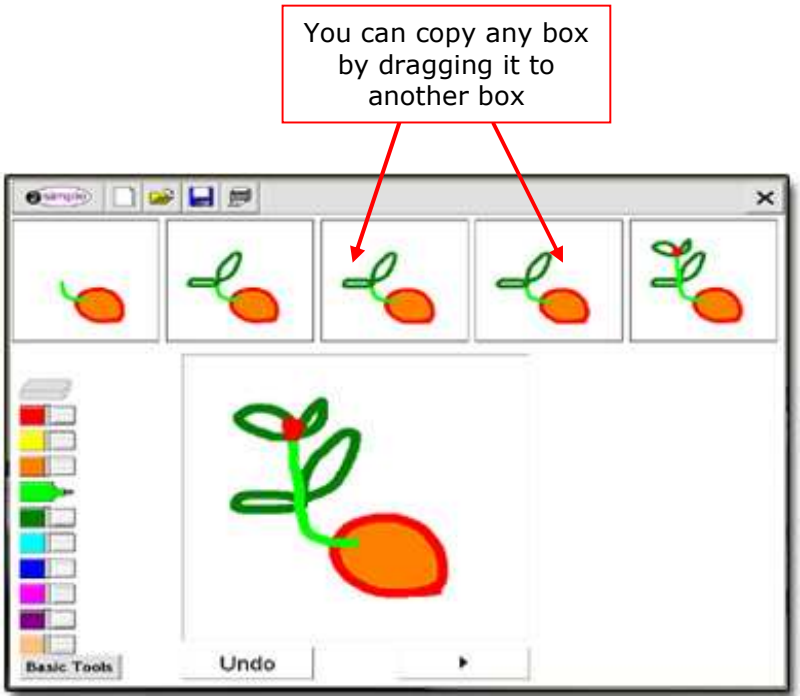
Click on the first frame, and draw scene 1 of your animation in the drawing pad below.



To **copy frame 1 to frame 2**, simply drag and drop the frame 1 picture into the frame 2 box.

From here you can drag and drop the seed in to all the other boxes to make your animation.

Once you have finished your drawing, press **play** to watch your animation.



Learning Objectives

- Plants have leaves, stems and flowers.
- Unit 2B (section 5) that seeds produce new plants
- Unit 1A Moving pictures

Maintain a healthy plant

Help Dinesh maintain a healthy plant

Keep Dinesh's plant happy and healthy by maintaining the correct water levels.

In this activity you must find the correct balance of a plant's watering needs taking into account the weather conditions and its environment.

You can vary the condition for the plant by using the rain, sun and/or tree.
Try and keep the plant smiling by topping up its water levels using the water-can when needed.

Icons you can drag and drop on to the screen:

	The rain cloud can:	Change weather conditions to make it rain
	The sun can:	Change weather conditions to make it sunny
	The tree can:	Help drain water from the plant, and also provides shade

Icons you can drag and drop on to the screen:

	The big watering can:	Moderately increase the plant's water levels
	The small watering can:	Lightly increase the plant's water levels

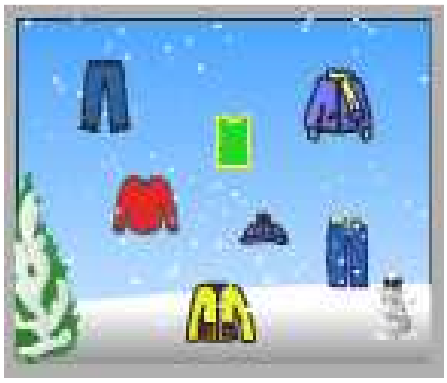
Learning Objectives

- To treat growing plants with care.
- Plants need water to grow.
- Plants need light to grow.

Dress Dinesh

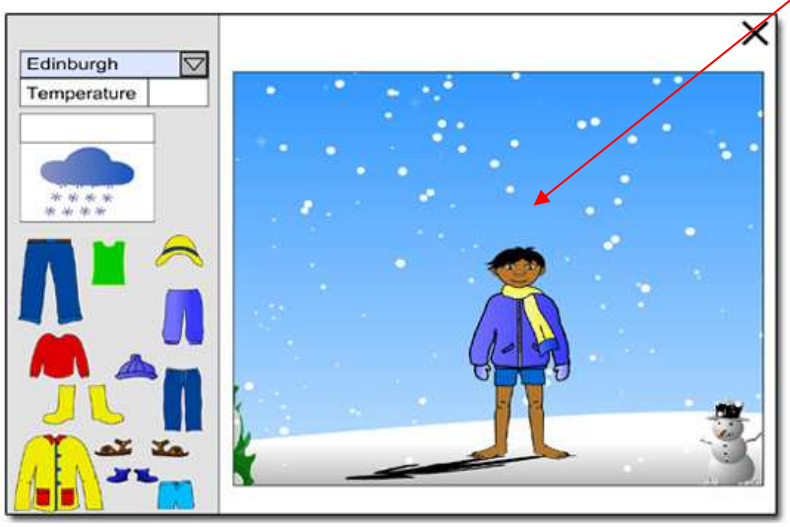
Select the appropriate clothes to dress Dinesh.

Select a preset weather condition and temperature and dress Dinesh accordingly by selecting appropriate clothing.



Click the down arrow to choose the place you want.

Dinesh



Drag and drop the clothing on Dinesh, to dress him according to the weather conditions.

Maintain random plants

Dinesh must work quickly to keep four plants healthy in the ever changing conditions.

Using the same tools in the Maintain Plant activity, adjust the plant's environment to find the correct water levels to make the plants smile.

When it has reached its maximum smile level, a new plant will appear with different requirements.

Try to make four random plants happy and healthy to continue to the next activity.
Be careful, the clock is ticking!

Learning Objectives

- To treat growing plants with care.
- Plants need water and sunshine to grow.

Diary

Record the growth of your own plant in a diary either on-screen or use the template as a print out.

Now it is time for recording.

You can record your own plant growth each day in the boxes provided. If you have decided not to grow a real plant maybe you can write about an imaginary plant and what the growth process would be.

Draw or import a picture of the different stages of the growth of your plant within each diary entry.

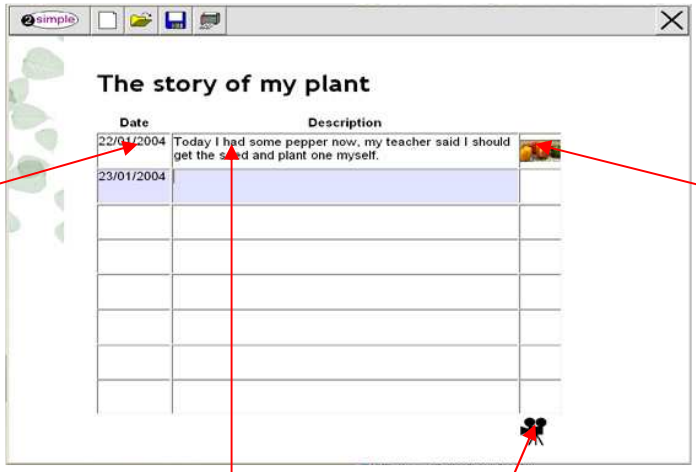
The word banks provide useful plant vocabulary to help you with your diary. If you click on a word in the word bank it will insert it straight into your writing box.

Once you have followed the development of your plant, you should try and grow a different type of plant, then compare the similarities and differences between them.

QCA Link-Foundation Stage 1.2- Explore, recognize and identify similarities and differences between living things.
QCA Link-Foundation Stage 1.4- Explore and recognize change of time

Learning Objectives

- To make observations and descriptions of the plants.
- To record observations in a simple chart or table provided for them.

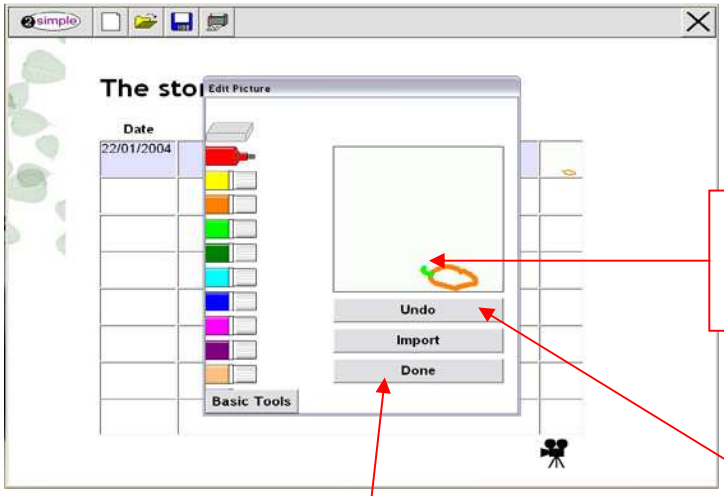


Click here to bring the date in.

Click here to draw your picture, or bring in your pictures.

Click in the box to write words in your diary.

Click to watch, the full sequence of your diary pictures.



Using felt-tips you can draw your own picture to go with your diary.

Click on **Undo** if you make a mistake

Click **Done** when you have finished drawing your picture

Contacting 2Simple Software

You can contact us:

For general information: **info@2Simple.com**

For support issues: **www.2Simple.com/support** or **support@2Simple.com**

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

You can write to us:

2Simple Software
Enterprise House
2 The Crest, Hendon
London NW4 2HN
United Kingdom

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

2Simple Software
Enterprise House
2 The Crest, Hendon
London NW4 2HN
United Kingdom

info@2Simple.com
www.2Simple.com

2Simple Science Simulation + User Guide - 1st (UK)
Edition - Version- 1.0.3 (June 2004)
Author: Doyin Tade, 2Simple Software Ltd.
Developer: Doyin Tade & Samuel Barnett, 2Simple Software Ltd.