

2Animate Competition Press Release

Over the last three months, 2Simple has been running a creative competition on our award-winning platform Purple Mash for primary-aged pupils to enter. 2Simple have been creating simple powerful educational software for schools since 1999. Their mission is to develop technology that improves learning opportunities of young people of all backgrounds and abilities; employing creativity to simplify difficult concepts to inspire children, making learning fun and accessible right across the curriculum. 2Simple has a range of products that help teachers across all curriculum areas, responding to both changes in the education sector and to the needs of educators and learners.

The main aims of the competition were to inspire children to get creative with computer animation, by creating an animation to show a process in science or geography, or an event in history. One of the objectives of the KS2 curriculum states that pupils should be taught to 'select, use and combine a variety of software... to design and create a range of programmes.' However, this competition was not just about meeting the objectives of the curriculum but also to inspire future animators and to help children learn new skills. The 2Animate Competition has been extremely popular, receiving over 300 entries. There were a range of processes and events depicted in the animations including the life cycle of a plant, metamorphosis of a butterfly, volcanic eruptions, the water cycle, Newton's discovery of gravity, The Great Fire of London, World War II, and many more!

The competition had three age categories: Under 7s, Under 9s and Under 12s. Pupils used the Purple Mash 2Animate tool to create their animations. 2Animate is a program which allows children to create short animations using their own drawings.