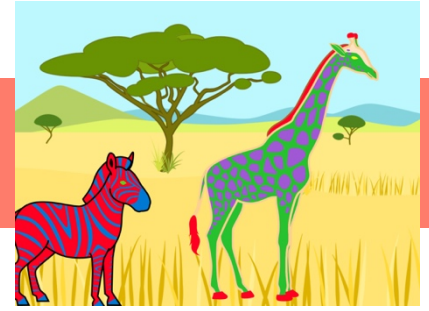


Animal Tag



Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	5 mins
2.	New project & add safari backdrop	8 mins
3.	Create characters	8 mins
4.	Sound clips	5 mins
5.	Code characters	12 mins
6.	Debug & Demo	7 mins

Step by Step

1. In a new project, select or draw a background.
2. Delete the cat, and choose at least 2 animal characters from the library. Children can change the colours using the paint pot tool.
3. Arrange the characters to follow one another and so they are not touching.
4. Code the first character to move forwards eg 4 steps, then send a message. Add red repeat forever block. *Optional:* add second line of blocks with: 'Can't catch me' recorded in a sound block or use a speech bubble.

Overview

This colourful project can be delivered quickly to beginners or extended a number of ways for the more experienced.

In the basic version, the front character moves forward then messages the 2nd character to follow. One extension is to make the following character catch up when tapped, another is to add some sound if they collide. More characters can be added and the coding blocks copied. over.

5. Code 2nd character to receive a message of same colour as sent by leading character, then move forwards same number of steps (doesn't catch up).
6. Extension 1: Add line to following character to make it move forwards quickly when tapped.
7. Extension 2: Add line to following character to make it shout 'Gotcha!' if it collides with anything (ie the leading character). Can use speech bubble instead.
8. Extension 3: Add further characters to join the chase and copy entire lines of code across to them from the second character from the initial pair. (Tap and hold leftmost block in a sequence and drag over to the character list on the left).

Code Sheets

Basic project

Lead character:



Following character:



Extensions:

Extension 1: Tap to catch up



Extension 2: Collision sequence



Simplification:

Younger children or complete beginners can leave out editing the colours of the characters.

Extension activities:

Add a sequence to the following character so it catches up with lead character when tapped.

Add a sequence to the following character so it shouts 'Gotcha!' in a recording block or speech bubble when it catches up and collides with front character.

Add additional characters and drag the following character's sequences across to copy them. (Tap and drag the leftmost block in the sequence over to the target character in the character list on the left hand side.)