Why Did the Fish Blush?

Overview

In this activity, children code a two-part joke, and learn how to trigger a number of actions part way through the animation. They also learn how to make a character travel diagonally.

Activity Structure

#	Activity	Timing
1.	Create Project	5 mins
2.	Add Sea	5 mins
3.	Add Fish	10 mins*
4.	Record Song	5 mins
5.	Make Fish Swim	10 mins

In this activity, children will:

Add a simple underwater *background* from the ScratchJr library.

Draw a fish character using circle & triangle shape tools* (or use library fish).

Record the first and second parts of the joke *separately*.

Drag down blocks of code into a sequence to *make fish swim* diagonally.

* We always encourage children to draw the characters they code, but **if time is short** - or for children who may struggle - they can always select a readymade fish character from the library. To draw our fish: use a circle for the body and fill with any colour. For the tail, draw a triangle off to one side and fill. Rotate and reposition tail to the top left of the fish so it's ready to swim to the right and down. Lastly select the circle tool and tap to create an eye, maybe some bubbles too! **Extension:** embellish background by drawing extra creatures/coral. Add 2nd sea creature.

Lesson Plan

MAMA .codes

After this activity, children will …

Know how to code a joke!

understand

How to trigger a set of actions part way through a project: the punchline and swimming action

know how to

- Draw a character using shape tools

- Make a character travel diagonally

- Use message (envelope) blocks

- Adjust numbers below blue blocks to control movement (parameters)

remember

TURN RIGHT

TURN LEFT

START

REPEAT

RECORDING

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