Magic theme: Wizard hide & seek (A)

Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	5 mins
2.	Add or create a background	5 mins
3.	Assemble the characters	5 mins
4.	Code characters	15 mins
5	Add extra sound and embellish the characters	10 mins
6.	Test & debug	5 mins

Overview

In the more advanced version of this fun and interactive project, we will be creating a game of hide and seek. We will code our characters to reveal secret messages and disappear when tapped on. One of the characters will be chosen to send a special message to reveal the wizard's secret location.

Objectives: To use the Start on Tap blocks to create a game based project. To use the Message blocks to build communication between the characters.

Step by Step

1. Open a new project window and delete the cat. Select a background from the library or create your own.

2. Select the Tree from the character library and code it with a Start on Tap block and a Hide block. Add a Send Message block to reveal the Wizard's location.

3. Select the Mushroom from the character library and code it with a Start on Tap block, a Move Right clock **(set to 3)** and a Hide block.

4. Select the Barn from the character library and code it with a Start on Tap block, a Hide block and add a Sound block. Record a message like **"Ha ha, not there!"**

5. Select the Car from the character library and code it with a Start on Tap block, a Hide block and add a Sound block. Record a message like **"Wrong!"**

6. Select the Wizard from the character Library and position him in the centre of the screen.

7. Code the first sequence with a Green flag and add a Sound block. Record a message like **"5, 4, 3, 2, 1, Ready or not, here I come!"**

8. Code the next sequence to set his new location with a Green flag, a Go Home block, a Hide block (add optional Shrink blocks), a Wait block and some Movement blocks of your choice.

9. Code the final sequence to reveal the Wizard's new location with a Start on Message block, a Show block and a Sound block. Record a message like **"You found me!"** Add a reset Size block.

10. Position the Tree on top of the Wizard's new Location.

MAMA codes

Code Sheets, simplifications & extensions

Simplifications:
The coders could use fewer characters if they wish. They could hide the Wizard behind another character without coding it to appear.

Extensions:
The coders could add more characters if they wish. They could code the wizard to appear and reveal another hidden character or secret. Perhaps the Wizard could cast a magical spell?

MAMA codes