



Activity Structure – 45min

#	Activity	Timing
1.	Introduce the letter A and ask for words that begin with that letter	5 mins
2.	New project & add space backdrop	5 mins
3.	Find the astronaut character, customise it with a photo and change clothing colour etc	10 mins
4.	Add a rocket character and place it away from the astronaut	3 mins
5.	Code astronaut character to move to the rocket	10 mins
6.	Test, debug	5 mins
7.	Code the astronaut character to disappear when it reaches the rocket Test, debug and share with peers	7 mins

Step by Step

1. In a new project choose a space background
2. Delete the cat, support the children to choose and customise the astronaut with a photo and by changing colours (talk about the letter A)
3. Support the children to choose and customise the rocket
4. Choose starting points for the astronaut and rocket so they aren't close together

Overview

In this letter based project, children choose a space background and create a scene in which their astronaut character gets into a rocket by disappearing behind it. The activity is extended by the rocket taking off after the character has disappeared. The final extension enables children to get familiar with the letter A

Code elements used: Green flag, Blue direction buttons, vanish button, delay button

Learning Objective

To be able to match the initial sound A to relevant characters.
To be able to code using directional arrows and the bump block to make something happen.

5. Code the astronaut to move toward the rocket
6. Test and debug to make sure the astronaut moves all the way to the rocket
7. Code the astronaut to disappear when he gets to the rocket
8. Test and debug

<p>Astronaut</p>	<p>Rocket</p>
<p>Letter A</p>	Empty workspace for extension activities

Simplification Activities

- Make the astronaut move around the space scene in their own choice. Add rocket once they are happy with directional blocks.

Extension Activities

- code the rocket to take off after the astronaut disappears using the delay button

Letter based extension

- Draw the letter A as a character, add a sound block to record the sound it makes
- Add it to your scene and use code to make it move
- When it has finished jumping / spinning, does it look like a A still? What can we change to make sure it goes back to looking like a A?