Phonics Pack – Letter Ii

Activity Structure – 45min

#	Activity	Timing
1.	Introduce the letter I and ask for words that begin with that letter	5 mins
2.	New project & add cold wintery backdrop	5 mins
3.	Choose the Eskimo character and customise with photo and change of clothing colour etc.	7 mins
4.	Add an igloo to the scene	3 mins
5.	Code the character to move towards the igloo	5 mins
6.	Test and debug to make sure the character gets to the door	5 mins
7.	Code the character to get smaller (to fit through the door)	10 mins
8.	Test, debug and share with peers	5 mins

Step by Step

1. In a new project choose a cold, wintery background and customise the colours
2. Delete the cat, support the children to choose an eskimo character and customise their clothes, add own photo etc
3. Choose, customise and add an igloo to the scene
4. Using the green record block, record child saying "it's cold outside"
5. Using the green microphone block, code the sound snippet to play before the character moves

Overview

In this letter based project, children create a cold wintery scene and explore the code to decrease their character in size. They use code to move their character to the doorway of the igloo then decrease the character's size so it can fit through the doorway. The project is enhanced by coding the character to vanish inside the igloo and using sound snippets to make the character talk. The project is extended with more complex speech coding used at different points in their character's movements.
Code elements used: Green flag, Blue direction buttons, green record and play buttons, pink vanish buttons

Learning Objective

To be able to match the initial sound I to relevant characters.
To be able to code a specific distance and then make something smaller.

6. Using the blue buttons, code the character to move right up to the igloo
7. Look at the size of the character - will they fit through the door? Using the purple blocks, code the character to decrease in size so they can fit through
8. Using the green record block, record child saying "but not inside!"
9. Using the green microphone block, code the sound snippet to play when the character gets to the door
10. Test and debug

MAMA.codes

Eskimo

Snowflake

Letter I

Simplification Activities
- Make the igloo bigger so the character does not have to shrink
- Keep igloo in line with character

Extension Activities
- Use the blue action buttons to make the character move inside the igloo
- Use the vanish button to make the character disappear into the igloo
- Add the letter character as seen in the demo project
- Add wintery elements (snowflake) to the scene

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