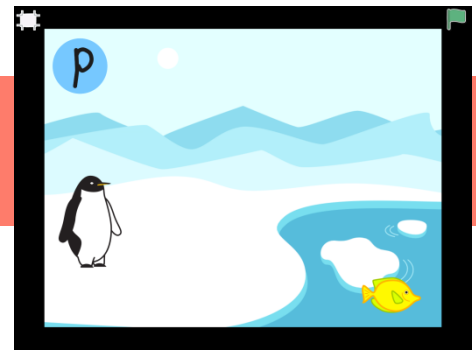


Phonics Pack – Letter Pp



Activity Structure – 45min

#	Activity	Timing
1.	Introduce the letter P and ask for words that begin with that letter	5 mins
2.	New project & add arctic backdrop	5 mins
3.	Find the penguin character and add it to the scene	5 mins
4.	Code penguin to move to the sea	8 mins
5.	Test, debug, to make sure the penguin lands in the sea	5 mins
6.	Record and code speech	5 mins
7.	Code the penguin to disappear when it jumps into the sea	7 mins
8.	Test, debug and share with peers	5 mins

Step by Step

1. In a new project choose the arctic background and customise it
2. Delete the cat, support the children to choose the penguin (talk about the letter P)
3. Choose starting point for the penguin so that he can move from the land to the sea to fish for his food
4. Using the blue blocks, code the penguin to move backwards/forward/jump in the sea
5. Test and debug to make sure the penguin moves to the sea
6. Using the green record block, record child saying “the penguin goes plop”
7. Using the green microphone block, code the sound snippet to play after the penguin has moved before he jumps
8. Using the purple blocks, code the penguin to disappear when he lands in the sea
9. Test and debug

Overview


In this letter based project, children choose a background that is cold and snowy then an animal that lives there. They create a scene in which the animal explores the land and the water. The project is enhanced with the penguin disappearing when they jump into the sea and with the addition of fish and scenic elements, all of which are coded to move. It is brought to life with voice recordings.

Code elements used: Green flag, Blue direction buttons, green record and play buttons, vanish blocks

Learning Objective

To be able to match the initial sound P to relevant characters.

To be able to code a specific distance and then make something happen.

<h3>Penguin</h3> 	<h3>Fish</h3> 
<h3>Letter P</h3> 	

Simplification Activities

- Use a simple movement sequence for the penguin to reach the sea (no jump)

Extension Activities

- Add fish character to the scene and code it to swim
- Code the fish to disappear when the penguin jumps in
- Add scenery/weather elements
- Add the letter character as seen in the demo project