# Phonics Pack – Letter S

## **Activity Structure – 45min**

#	Activity	Timing
1.	Introduce the letter S and ask for words that begin with that letter	5 mins
2.	New project & add beach backdrop	5 mins
3.	Choose character that can be customised with a photo, add photo and change clothing colour etc	8 mins
4.	Code character to move from the sand to the sea	10 mins
5.	Record and code speech	5 mins
6.	Add code for speech block	5 mins
7	Test, debug and share with peers	7 mins

### **Step by Step**

- 1. In a new project choose the seaside background and customise it.
- 2. Delete the cat, support the children to choose a character that looks like they might go to the beach (eg not astronaut) and customise their clothes, add own photo etc.
- 3. Choose starting point for your character > what actions do you want them to take? Where do they need to start?
- 4. Drag and drop green flag button for the character



#### **Overview**

In this letter based project, children customise a character to look like themselves.

They then create a scene in which their character swims back and forth in the sea. The project is brought to life with sound recordings the relate to the letter S ('I'm going swimming, sand, sea, sunshine etc)

It is enhanced with the addition of a starfish and sunshine which are coded to spin, jump and grow while the hero character moves around the scene.

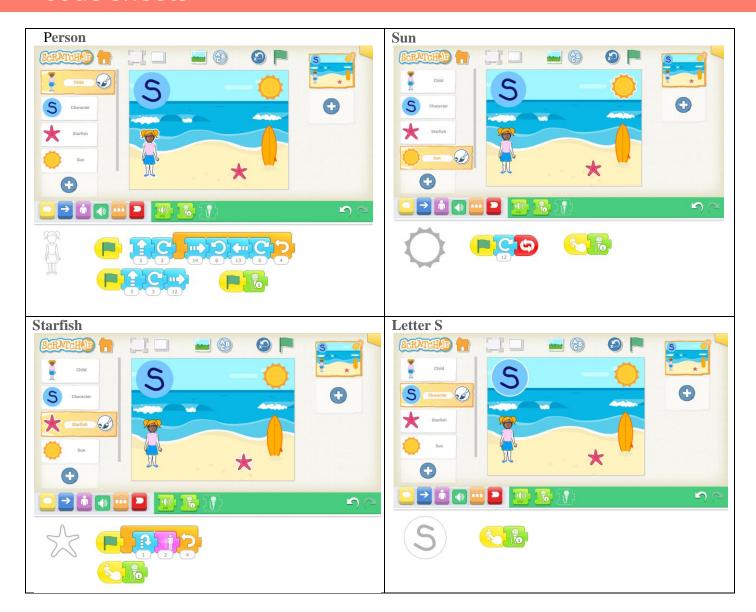
#### **Code elements used**

Green flag, Blue direction buttons, green record and play buttons

- 5. Using the blue blocks, code the character to move from the sand to the sea then right (extension swim back and forth)
- 6. Using the green record block, record child saying they are going swimming in the sea, playing with the sand etc
- 7. Using the green microphone block, code the sound snippet to play while their character moves
- 8. Test and debug



#### **Code Sheets**



#### **Simplification Activities**

- Use the simple movement sequence for the person swimming (3 blue blocks)
- Add extra 'S' characters and make them move on the green flag rather than tap block.

#### **Extension Activities**

- Add a sun and code it to spin. Add a sound block to say 'I am the Sun' when the character is tapped.
- Add a starfish and code them to move along the sand. Add a sound block to say 'I am a Starfish' when the character is tapped.
- Code their character to come back to the sand from the sea or swim backwards and forwards. See alternative code sequence in the character
- code sheets that could be used.
- Add the letter character as seen in the demo project you could also add a sound block to say 'I am the letter S and I make a ssssssss sound'.

