



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

The image displays four Scratch code sheets for a beach scene project. Each sheet shows a different character or object being coded to interact with the scene.

- Person:** The character 'Child' is selected. The code sequence includes three blue 'Move' blocks (3, 3, 14) followed by three blue 'Move' blocks (6, 13, 6) and a green 'Tap' block.
- Sun:** The 'Sun' object is selected. The code sequence includes a grey 'Spin' block, a blue 'Move' block (12), a red 'Tap' block, and a green 'Tap' block.
- Starfish:** The 'Starfish' object is selected. The code sequence includes a blue 'Move' block (1), a purple 'Move' block (2), a blue 'Move' block (4), and a green 'Tap' block.
- Letter S:** The 'Character' 'S' is selected. The code sequence includes a blue 'Move' block and a green 'Tap' block.

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'.