Phonics Pack – Letter Tt

Activity Structure – 45min

#	Activity	Timing
1.	Introduce the letter T and ask for words that begin with that letter	5 mins
2.	New project & add farm backdrop	5 mins
3.	Draw a simple tractor	10 mins
4.	Add a farm animal character	5 mins
5.	Record and code speech	5 mins
6.	Code the tractor to move around the animal so that it doesn't touch	10 mins
7	Test, debug and share with peers	5 mins

Overview

In this letter based project, children use a farm background and draw a simple tractor and add animal characters and scenery elements.
They use code to move the tractor around the animals(s). The project is enhanced with the addition of more animals as obstacles.
The project is brought to life by the use of voice recordings enabling them to explore the letter T.
Code elements used: Green flag, Blue direction buttons, green record and play buttons
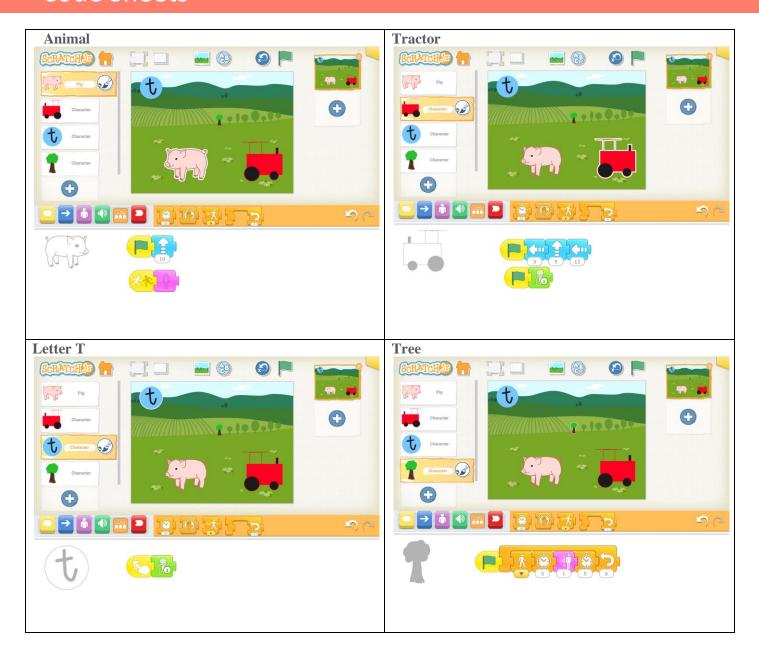
Learning Objectives

To be able to match the initial sound T to relevant characters.
To be able to code an obstacle using directional arrows.

Step by Step

1. In a new project choose the farm background and customise it
2. Delete the cat, support the children to draw a simple tractor using shapes if easier
3. Add an animal character
4. Using the green record block, record child saying they are driving a tractor or the sound T
5. Using the green microphone block, code the sound snippet to play while their character moves
6. Using blue blocks, code the tractor to move backwards/forward/up/down to go around the animal
7. Test and debug to make sure the tractor doesn't hurt the animal

Animal

Tractor

Letter T

Tree

Simplification Activities

- Code the tractor to move without adding an animal as an obstacle.
- Draw another T character to add to the scene.

Extension Activities

- Code the animal to move at the same time as the tractor or with a delay
- Make the animals vanish if they are bumped
- Add a tree to the background and code it to grow
- Add the letter character as seen in the demo project

MAMA.codes