Peachey's Quest – Bot's Canyon
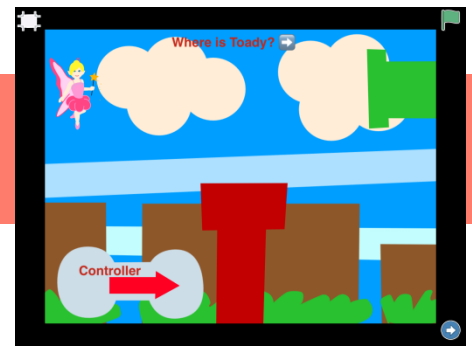
Activity Structure – 45min

#	Activity	Timing
1.	Introduce the project and talk about the story	5 mins
2.	New project & create and add backdrop image	7 mins
3.	Create and add characters – fairy, arrow controls, tunnels and spiked bot	10 mins
4.	Code Peachey's movements using message blocks	10 mins
5.	Code the bot to appear from behind the tunnel, and the green tunnel to take her to the next level	8 mins
7	Test, debug and share/play with peers	5 mins

Overview

In this fun and exciting gaming project, we are going to create a mysterious world. We'll embellish a magical and brave Fairy named Peachey. We'll code her to go on a quest, collect some rewards and find her missing friend Toady. We'll create and code a spiked obstacle and Toady. Will she get past the fearsome Bot and be reunited with her friend?

Code elements used: Green flag, Tap block, Message blocks, directional blocks, disappear block and bump block.

Learning Objectives

To be able to code a superhero game using control keys and message blocks to control a character.

Simplification Activities

- You could make the superhero jump by tapping on him instead of using message blocks
- Code the superhero route before adding in the obstacles

Extension Activities

- Add sound effects to the project to create a more real gaming experience
- Add in text clues and celebratory words

MAMA.codes

Coin Room
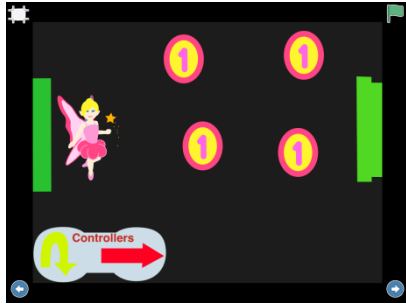
#	Activity	Timing
1.	Introduce scene 2 of the project – what is coded?	5 mins
2.	New project & create and add backdrop image	7 mins
3.	Create and add characters – fairy, arrow controls, tunnels and magic coins	10 mins
4.	Code Peachey's movements using message blocks	10 mins
5.	Code the coins to spin and then disappear when bumped, and the green tunnel to take her to the next level	8 mins
7	Test, debug and share/play with peers	5 mins

Toady's Palace

#	Activity	Timing
1.	Introduce scene 3 of the project – what is coded?	5 mins
2.	New project & create and add backdrop image	7 mins
3.	Create and add characters – fairy, arrow controls, Toady	10 mins
4.	Code Peachey's movements using message blocks	10 mins
5.	Code the coins to spin and then disappear when bumped, and the green tunnel to take her to the next level	8 mins
7	Test, debug and share/play with peers	5 mins

Project Plan