

Row Your Boat



Activity Structure – 45min

Activity	Timing
Warm up Game	5 mins
Introduce Song and Project	5 mins
Main Activity	25 mins
Final test & debug	5 mins
Share with group	5 mins

Overview

Using the children’s song *Row, Row, Row Your Boat* to create a fun animation.

Learning Objectives

- To make a character move across the screen in different ways
- To start to use messaging blocks

Introduction

(discuss the project together, share ideas and create excitement)

Sing “Row, row, row your boat, gently down the stream, Merrily, merrily, merrily, merrily, life is but a dream.”

Do you know any other versions of this song? Today we are going to code our version of it.

Show the 3 projects.

Before we start you need to choose which animals we’ll meet.

What will our background look like?

How will we make our boat move across the screen?

Which code blocks will we need to use to make our boat move? (Either hold flashcards up to match answers or lay out a selection of cards and children choose i.e. should our yellow start block be the ‘Green flag’ or ‘When bumped?’)

Main Activity

Key questions and teaching points

- Children will choose a version of the Row, Row, Row Your Boat to create their own animated song.
- For the background children can adapt a safari/ beach scene by adding a waterway. Or they could draw an original background with pens, paper and photo function or with the draw function
- *How will you start your boat’s movement? How do boats move?* Encourage more able children to use simultaneous lines of code for the movement of the animal and/or boat.
- *Where is the animal going to appear? Where should the ‘show’ block be in your line of code?*
- Encourage children to test and debug throughout the creation of their project.
- If children finish quickly, can they add a spinning sun, flying sea gull, swimming fish, clouds in the sky....
- *How can you make the characters return to their original positions at the end?*
- **Advanced:** the boat needs to stop/pause where the octopus appears. Encourage the children to test where their boat will be at the end of the song and where the octopus will need to be ‘hiding’.
- *Will you use a wait block to pause the boat or will you send a messaging block to start a new way for the boat to move?*

Finishing up

- What did you like about your project/your friend’s project?
- Which part was the most difficult?
- What would you like to do next time?

Useful Resources

Row, row, row your boat
Gently down the stream
Merrily, merrily, merrily, merrily life is but a dream.

Row, row, row your boat
Gently down the stream
If you see a crocodile don't forget to scream! (*SCREAM!*)

Row, row, row your boat
Gently to the shore
When you see a lion don't forget to roar! (*ROAR!*)

Rock, rock, rock your boat
Gently over the sea
If you see an octopus give him a kiss from me. (*KISS!*)

Row, row, row your boat
Gently down the river
If you see a polar bear don't forget to shiver! (*BRRRR!*)

Row, row, row your boat
Gently to Dulwich park
When you see a doggy don't forget to bark! (*Woof! Woof!*)

Code Sheets



Code Sheets

Scratch code sheet for a boat scene. The stage shows a boat with a person, a sun, and a bird. The code includes a 'when green flag clicked' event, followed by 'say Remer for 2s', 'say Personage for 2s', 'say Bird for 2s', and 'say Sol for 2s'. It then uses 'wait 2s', 'say Remer for 2s', 'say Personage for 2s', 'say Bird for 2s', and 'say Sol for 2s' blocks.

Scratch code sheet for a boat scene with an octopus. The stage shows a boat with a person, a sun, and a bird, with a large purple octopus appearing. The code includes a 'when green flag clicked' event, followed by 'say Remer for 2s', 'say Personage for 2s', 'say Bird for 2s', and 'say Sol for 2s'. It then uses 'wait 2s', 'say Remer for 2s', 'say Personage for 2s', 'say Bird for 2s', and 'say Sol for 2s' blocks.

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