

Superhero Smash – Urchin’s Sea Cave



Activity Structure – 45min

#	Activity	Timing
1.	Introduce the project and talk about new blocks that are used	5 mins
2.	New project & create and add backdrop image	7 mins
3.	Create and add characters – superhero, arrow controls, tunnels and urchins	13 mins
4.	Code superhero movements using message blocks	10 mins
5.	Code the urchins to move in superhero’s way & the tunnel to take him to the next level	5 mins
7	Test, debug and share/play with peers	5 mins

Step by Step

1. Start a new scene and delete the cat.
2. Go to the background library and create an underwater background. Add an optional control pad for the controls.
3. Add a superhero character – amend one of the library characters or create your own.
4. Add in the character control keys – you will need a right arrow and a jump arrow.
5. Create a sea urchin (you will need two so you can make them different colours).
6. Add in a horizontal tunnel character.

Overview

In Level 3, we are going to create an underwater world. We’ll code the superhero to get past two dangerous and very prickly Urchins. He’ll go through the magic tunnel and he’ll finally meet his foe Grouchey in level 4.

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

Learning Objectives

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

7. Use receive message blocks to make the superhero move in the right way for each arrow. Use a bump block to make the superhero return to the start if he bumps into something.
8. Code the arrow keys to start on tap and then send the corresponding message block.
9. Code the urchins to spin continuously. Code the urchins to move up and down at different times.
10. Code the horizontal tunnel to take the superhero to Level 4 by using a bump block and then the fourth scene red block.

<h3>Superhero</h3>	<h3>Right Arrow</h3>
<h3>Jump Arrow</h3>	<h3>Urchin 1</h3>
<h3>Urchin 2</h3>	<h3>Tunnel</h3>

Simplification Activities

- Use the library characters of people and monsters instead of drawing your own

Extension Activities

- Add sound effects to the project to create a more real gaming experience