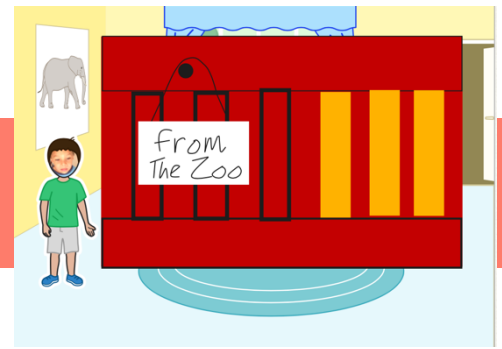


Dear Zoo



Activity Structure – 45min

Activity	Timing
Warm up Game	10 mins
Introduce Story and Project	5 mins
Main Activity	20 mins
Final test & debug	5 mins
Share with group	5 mins

Overview

Use 'Dear Zoo' by Rod Campbell as inspiration for an interactive story. There are 2 examples: a simple main activity, and an advanced version which can be used for the extension.

Learning Objectives

- Use the 'on tap' block to reveal one character 'hidden' behind another.
- To record words and sounds and order these.
- Extension: to use multiple pages.

Warm up game: teaching messaging blocks

Show the children the messaging block in Scratchjr. *What do you think this is for?* Drag it down to the cat character. *Who could the cat send a message to?* Add another character and demonstrate how the cat sending the message block can be used to trigger the other character to do something.

Have blue, red, yellow, green & purple coloured envelopes around the room (corresponds to the colour of the messaging blocks in Scratchjr). In each envelope there are instructions. To simplify the game use less envelopes.

Arrange the children in a line. Gives the orange envelope to the first child. Once they have opened it read the instructions for them:

ORANGE – Jump four times, then get the blue envelope and give it to the next child in the line.

BLUE – hop on one leg once, then get the red envelope and give it to the next child in the line.

And so on for the remaining envelopes (red, yellow, green and purple)

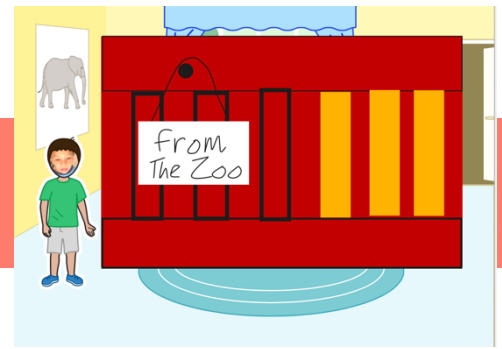
PURPLE – Touch your head, Jump then 'STOP'.

Allow children to have a go tinkering with messaging blocks on their tablets.

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

- Read 'Dear Zoo'. *What animals are in the zoo?*
- *Why do zoo animals not make good pets?*
- *Which animals do make good pets?*
- *What animal would you like to be sent?*
- *We are going to create a story where our character is sent different pets from the zoo.* Show the two projects.
- Look at the code for the crate and elephant characters. Listen to the two sound recordings ("They sent me" + "a lion"). *Why does the box say "They sent me a..." and not tell us what animal it is?* Ascertain that the name of the animal must come after the box has 'disappeared' which is why we code the elephant to say it.
- Demonstrate how to code this part so that the children don't become confused when they are working independently.

Dear Zoo



Main Activity Key questions

1. First select/draw the characters: girl/boy, crate/box, and an animal.
2. Young children can choose an animal from the library and draw a simple rectangle for the crate. *Which crazy zoo animal will you be sent first? Why wouldn't it make a good pet? Is it too big/fierce/scary, etc.*
3. Code the boy/girl first.
4. Then code the box/crate.
5. Then code the animal. *I want my elephant to move forward and play the recording at the same time. How could I do this?* Explain that to make two things happen at the same time we will use the same start blocks for each event, so I will use two orange messaging blocks: one for the movement and one for the recording.
6. The coding for the second page/background is very similar to the coding for the first so encourage the children to try and code this with less help from you. You could stick the laminates of the blocks they will need up on the wall so that the children just need to sequence them correctly.
7. The children could change how their animal 'moves' when it appears so that it differs from the first animal.
8. There is additional coding for the boy/girl character on the second page so children may need help with that.

Teaching points

Character Positioning is very important in this project:

- Remind children to 'hide' their animal as they switch between pages.
- Remind children that to move a character to the front you just need to touch it. *Make sure your box is in front of your animal.*
- When teaching how to use the messaging blocks, remind children to use the same colour message between characters.

Possible extensions

- Experienced coders could add a third or fourth page to include more animals sent by the zoo.
- The animals could move in progressively more complicated ways (look at the crocodile character).
- They could also include a letter character at the start which moves off the screen (and messages the box/crate character to appear).

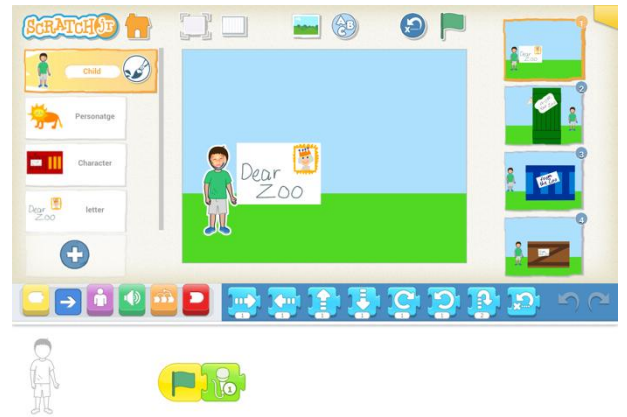
Finishing up

- Show the stories to the group.
- *What did you like best about making the project? What did you find trickiest?*
- *Why did you choose "animal" as a pet?*

Code Sheets Simple: 1 of 1



Code Sheets: Possible Extensions 1 of 2



Code Sheets: Possible Extensions 2 of 2

