

# Cauldron Monster

Activity	Timing
Warm Up	10 mins
Introduce Project	10 mins
Planning Sheets	15 mins
Main Activity	55 mins
Final test & debug	10 min
Share with parents/carers	10 mins

## Overview

The children will use message blocks to create a fun, Halloween-themed project. They will put several disgusting things in a cauldron to make a potion and bang! A monster!

This project could potentially allow for lots of drawing, hence the longer project time. Reluctant drawers could just use library characters and spend any extra time doing the extensions.

## Learning Objectives

- To confidently use different trigger/start blocks
- To code and debug their own Scratchjr project.

## National Curriculum

- English: to maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments.
- Computing: use technology purposefully to create, organise, store, manipulate and retrieve digital content

## Warm Up: Sleeping Monsters

- Spread the code cards around the room.
- The aim of the game is to collect the cards quickly and quietly before the monster wakes up.
- Split the class into 2-3 teams. The children within each team will need to take it in turns to collect a card and return it to their team.
- Tutors could make it harder by specifying which card each team needs to collect next.
- Use the sleeping monster SJF to impose a time limit.
- Can each team tell the class the name and purpose of the blocks they have collected?

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

- We're going to make a cauldron project. *Does anyone know what a cauldron is? What's it used for? Who might use one?* Could refer to cauldrons in stories and films, e.g. Room on the broom, Meg & Mog, etc.
- *Shall we have a go at making something with our cauldron?* Sit the children in a circle and invite each one to come up and put something disgusting in the (imaginary or real) cauldron the centre... Tutor and TA go first to demonstrate and provide ideas for young children, e.g. slimy snails, green frogs, bubble bath etc. Say the magic words...Hocus Pocus Alakazam! Tell the children the magic will only work if they cover their eyes. Put the paper plate monster over your face, "Roarrrrrrrr!"
- Show the children the main project. Look at the code together. *Which blocks have I used?* Point out that you have used lots of different messaging blocks.
- *How do messaging blocks work? What must we remember when sending the messaging blocks?* Being organised is really important (i.e. using the correct colour message and doing it sequentially).
- We are going to use a design sheet to plan our project. Show example design sheet. Model completing the planning sheet, guiding and supporting the children to complete their own versions. Keep it fun: children can have a go; drawing or listing their three disgusting ingredients and having a guess which code blocks they'll use.

# Cauldron Monster

## Main Activity Key questions and teaching

1. Select a spooky backdrop.
2. Add your characters: select a person to cast the spell then use the Paint Editor to draw a cauldron, fire and sparkles. The disgusting ingredients can be drawn or selected/edited from the library or photographed (like the plate monster).
3. Position the characters on the screen.
4. To support the children to use multiple messages we're going to do the code in the order the events happen in the project.
5. Let's code the wizard first: [Green flag] + [record sound: "Hee hee, time to create a magic spell"] + [send orange message].
6. Code the first ingredient to go into the cauldron [on receiving the orange message] + [show] + [Record sound: "one scaly snake". Advanced coders could add an effect such as making the ingredient spin. Finish with [hide] + [send red message].
7. Use the red message to trigger the next ingredient to appear, say what it is and go into the cauldron. Continue for any remaining ingredients. End the code for the last ingredient with [send green message].
8. Now code the sparkles: [on receipt of green message] + [show] + [shrink] + [grow] + [hide] + [send blue message].
9. We'll use the blue message to code the fire to do three things at once: play a sound, shake and shrink & grow (see code sheets below). After the sound effect has played (whoosh....BANG!) [send purple message].
10. Let's go back to the wizard. On receiving the purple message let's code the wizard to move diagonally across the screen and say "A monster! Oh no! Time to run".
12. Now let's finish up and code the monster: on receiving the purple message make it to appear and move across the screen (advanced coders could also make it jump, spin, shake, etc.) Add another line of code [on receipt of purple message] + [wait] + [sound effect of the monster]. *Why do we use a wait block?* So we can watch our monster's movement before enjoying its sound.

## Teaching points

- Some children will really enjoy the drawing element of this, while others will want to focus on the coding. Keen drawers can create a basic character and then add to it later once they have completed all the coding. Use your judgement to decide how long to allow children to spend drawing in the Paint Editor.
- Less confident coders can copy the tutor's project, while advanced coders can be given more freedom to decide upon how their characters and background will look and what effects they want to create.

## Possible Extensions

- Code the wizard to arrive on the screen riding a pet such as a camel, or a broomstick or magic carpet.
- Code the cauldron to do something each time an ingredient drops into it.
- Add a second page and code the monster to chase the wizard.

## To Simplify

- Have fewer ingredients.
- Simplify characters movements or if they're not necessary leave them out altogether, e.g. ingredients could just [show] in the cauldron [wait 3 seconds] then [hide]. The monster could just make a sound when it appears.
- Use library characters for the ingredients: fly, snake and frog.

## Finishing up

- Show and tell for collecting parents and carers.

# Monster Cauldron

Main Characters

