1. Monster Coders

Overview

The children are going to have a fantastic time being Monster Coders!

During the morning session all the children will have the chance to get crafty and make a paper plate monster. Then they will incorporate the monster into their own spooky Scratchjr game.

Younger children will then go home while older children will stay and have lunch.

The afternoon session will be just as scary and a little slimier! The children will take responsibility for shaping the design of the second project. They'll code an animation where lots of disgusting things are thrown into a cauldron. Mix it up, and BANG! A MONSTER!

National Curriculum links

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

EYFS Curriculum links

Communication & Language: Listening and attention (40-60+ Months)

- Maintains attention, concentrates and sits quietly during appropriate activity.

Offline Activities

This is a selection of monster-themed activities which could be done across the day. They are called 'offline' activities because they don't require the use of a computer.

- **Colouring**: to hone and develop fine motor skills.
- **Completing a Dot-to-Dot picture**: to build numeracy skills (counting upwards from 1)
- **Printable Maze:** develops hand-eye coordination, patience and persistence.
- **Construct an origami model**: follow a precise set of instructions. Good links to coding because when we code we give the computer a precise set of instructions (an algorithm) to execute.

2. Monster Coders

Running Order

Timings	Activity	Learning Objectives	Resources
10 min	**Warm up: o**ur Monster Coders will instruct a monster to travel across the room without getting caught by the ghosts.	• To understand that coding requires clear, precise and unambiguous instructions	• Code cards
40min	Paper plate monsters	To create an object in 'real life' which will later be incorporated into our spooky Scratchjr game.	• See craft plan below
10 min	**BREAK**		
50 min	**Project 1**: **Monster Hide & Seek** The children will code a hide & seek game using the paper plate monster they crafted offline. The aim of the game is to find the hidden star without waking the sleeping monster.	• To confidently use different 'Start On' blocks. • To use concurrency to make a movement and a sound happen at the same time. • To use an object from the real world in their coding.	• Paper plate monsters • iPads/tablets
10 min	Show & Tell for any parents or adults who have arrived. Hand out certificates.	For children who are staying the whole day, they could do one of the optional offline activities listed on page 1 (dot-to-dot, etc.)	
30 min	**LUNCH**		
5 min	Can you collect the code cards without waking the sleeping monster? See 'Cauldron Monsters' lesson plan for more details.	• To recognise and recall the purpose of the code bocks we used this morning.	• Code Cards • Sleeping monster timer
5min	Introduction to 'Cauldron Monsters' project.	N/A – see lesson plan for optional items to bring.	
20 min	Planning and designing the second project.	• To begin to create and design my own project.	• Planning Sheets (see below)
10 min	**Snack/ Break**		Nut Free Biscuits
60 min	**Project 2: Cauldron Monsters** 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!	• To confidently use different trigger/start blocks • To code and debug their own Scratchjr project.	• iPads/tablets
10 min	Show & Tell to collecting parents and adults Hand out certificates		• certificates

3. Monster Coders: Craft Activities

Overview

Children and parents love holiday workshops which include craft activities. We also know that parents prefer it if online activities are interspersed with offline, creative activities.

Your children will love creating their own silly paper plate monster and then seeing it come to life in their animated game!

These could be made simply with just some paper plates and prepared (or sticker) features (nose, mouth, etc). Children could then decorate with felt pens or pencils. However, you could also go big and include lots of craft resources. Consider your children, TA and space and decide accordingly.

Introduction

- Show the children your paper plate monster and/or pictures of other paper plate monsters.
- Today we are going to make our own monsters and then use a special trick to transport them into our spooky computer game.
- *How do you think I made my monster? What equipment did I use? How would you make your monster?*
- Demonstrate covering the plate in the tissue paper.
- Show the children the different craft resources and remind them to share.
- *Will you make a friendly monster or a scary monster? What colour monster will you make? How many eyes will your monster have? Will they have antennae? Or hair?*
- Talk to the children about using the scissors and any other equipment safely.

Resources

Make sure you have:	You could also use:	
- Paper plates - Small squares of tissue paper - Glue sticks - Eyes (googly or pre-cut paper) - Mouths (Pre-cut black sugar paper) - Sticky tape	- Shredded tissue paper - Pom-poms - Pipe-cleaners - Pre-cut shapes from coloured paper - Sparkles (not glitter - it's very messy!!!) - Felt-tips or colouring pencils - Wooden sticks or paper straws to act as a 'handle'.	

4. Monster Coders: Craft Activities

Organisation

To buy	Preparation	During the activity
• Big supermarkets, Poundland and craft shops such as Hobbycraft sell large tubs of various 'craft resources' for reasonable prices. • Big craft tubs often include shredded paper. This looks effective, but it can be very messy. • Glue sticks are tidier and dry more quickly than PVA glue. • To avoid arguments, have a minimum of one glue stick per two children. • If you'd prefer to keep the glueing to a minimum, stickers are a good alternative.	• To save time we recommend you prepare the following before the workshop: paper or card mouth, teeth and eyes. • Squares of tissue paper to cover the face (plate).	• Sticky tape can be fiddly so put yourself or your TA in charge of it. • If providing scissors, ensure they are appropriate for the children to use (if you have any left-handed children you will need to provide left-handed scissors). Before the activity discuss how to handle and use them safely. • If you decide to give you or your TA responsibility for any cutting, make sure you keep the scissors on you or in a safe place. • Make craft resources easily accessible by putting them in bowls or plates. • Tidying up: most children will be used to 'organised' tidying-up from nursery or school. Either allocate 2-3 sensible children to do particular jobs, or ask your TA to do it during the break.

5. Monster Coders: Craft Activities

Paper Plate Monster: Instructions

*Step 4 – 6 can happen in any order (or these steps could be left out).

1) Cover the plate in glue. Use the pre-cut tissue paper to cover one side of the plate.
2) Turn the plate over and glue the tissue paper down on the other side.

3) Stick on the googly/paper eyes. Some monsters may have just one eye, others may have lots of eyes!

4) Choose a mouth. Are you going to add teeth or maybe a tongue?

6. Monster Coders: Craft Activities

5) Use pipe-cleaners to create two antennae. You could bend and twist them before adding some pom-poms.

6) Turn the plate over and use sticky tape to secure the pipe cleaners.

7) Choose whether to add some additional decoration, e.g. hair, spots, shapes, sparkles, hairy bits, etc. Felt tips could also be used to add further details.

8) Optional: decide whether to add some arms and legs using either using card or spare paper plates. Children can colour these with felt-tips. These are fiddlier but look great in Scratchjr.

9) Use sticky tape to secure the straw 'handle' to the bottom of the plate.

7. Monster Coders: Craft Activities

Examples of Paper Plate Monsters