About Me!

All About Me

Activity Structure – 45min

Activity	Timing
Warm up Game	5 mins
Introduce Story and Project	5 mins
Main Activity	30 mins
Final test & debug	throughout
Share with group	5 mins

Overview
The children will create an interactive poster about themselves. When the different characters are tapped, they reveal more information about the person in the poster.

Learning Objectives
- To confidently record a variety of sounds/messages.
- To confidently switch between multiple pages.

National Curriculum / EYFS Curriculum Links
- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

Warm up game
- Put all the flash cards for the blocks that have been taught this half term in a pile. Play Beat the Teacher. *If you can correctly tell me what a block is for you get a point, but if you get it wrong I get a point. Let's see who can get the most points: the children or the tutor.* Run through each of the blocks to check the children can remember what it is used for.
- You could target your questioning to check the understanding of less confident coders.

Introduction (discuss the project together, share ideas and create excitement)
- Show the children the project. *What kind of project is this? How do you think it will work?*
- Explain that it's an information project; it teaches us about the person in the poster.
- *Can anyone remember any of the information we learnt about Felicity?*
- *If you made a poster about yourself, what information would you include? Any brother or sisters, hobbies, food, where you're from, etc.* Go around the group so that each child can share one fact about themselves.
- *Let's talk about the code: which start blocks have been used? Green flag and Start on Tap.*
- *Felicity has included lots of photos of herself. Who remembers how we do this?* Recap using the camera.
- *How do we switch between pages? Where do you find the [Go to page…] block? Let's look at the project and see where the [Go to page…] block has been used.*

Project Plan

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Main Activity Key questions and teaching

1. Create the coloured background in the Paint Editor using the square shape tool and the fill tool.
2. Let's add a picture of you as a character. Go to the Paint Editor and draw a circle shape. Use the camera tool to take a take a photo of yourself. Position this in the poster.
3. Record the introduction: "Hi my name is _____. Tap on the objects to learn more about me." *Which start block will you use? On Tap or Green Flag?*
4. Decide upon three facts about yourself that you'd like to include in the poster. Select, edit or draw three accompanying characters. We've used hobbies, county of origin and family.
5. Add three further pages to your project (one for each fact).
6. Let's code the 'hobby' fact character first. *Will you include an effect when it is tapped such as flash or grow? Which end block should I use? [Go to page 2].*
7. Let's create the 'hobby' page. Choose a background and one or two characters to illustrate your fact.
8. Record your fact and code it to start [On the Green Flag].
9. *Can you create a simple animation to illustrate your fact? What do you want your character to do?* Give the children five minutes to complete the page (support where needed). *Now the page is finished what do we need to do to make it return to page 1? Where should we put the [Go to page 1…] block?*
10. Repeat steps 6-9 for the remaining two pages. Encourage the children to work with increasing independence as they progress but do invite less confident coders to work with you or the TA if they want to.
11. Help the children to manage their time so that they finish the project by reminding them how long they have left.

Teaching points

- Remind the children where the camera is located on their tablet. Some children will need help to take a photo.
- Remind children that when they are recording their facts they are talking to an audience. Keep it short, clear and to the point.
- Have a list of possible fact topics such as favourite food, best friend, sports, family, holiday, where you're from etc. available for the children to refer to. Remind them to pick facts which they'll easily be able to illustrate in Scratchjr's Paint Editor.
- Children could copy-code the first character and page, code the second character and page with support, and the third character and page could be coded independently.

Possible Extensions
- Can you find a way to use all four start blocks in your project? Could you use a different one on each page?
- Could you use messaging blocks to coordinate the action between two characters?
- Are you able to make a character do two or more things at once?
- Can you create your project with limited support?

To Simplify
- Only have one page. When a 'fact' character is tapped it [grows], [plays recording] and [shrinks]. e.g. tap on a picture of a football and it says 'I love Football. I support Everton.'
- Encourage new coders to use characters and backgrounds from the library. If they finish early they could have a go at adding in some characters they have drawn themselves.

Finishing up
- Share projects. *Did you learn anything new or surprising about your friends?*

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