

Monster Bump

Activity Structure – 45min

Activity	Timing
Warm up Game	5 mins
Introduce Story and Project	10 mins
Main Activity	25 mins
Final test & debug	Throughout
Share with group	5 mins

Overview

This is a fun spare project that can be adapted to suit 3-5 or 6-8 year olds. The children will choose some spooky monster characters to move about the screen and bump into each other.

Learning Objectives

- To use the 'Start on bump' block.
- To practise making a character do two things at once (concurrency).

EYFS Links

Communication and language: listening and attention (40-60+ months)

- Two-channelled attention – can listen and do for short span.

Mathematics: Numbers (40-60+ months)

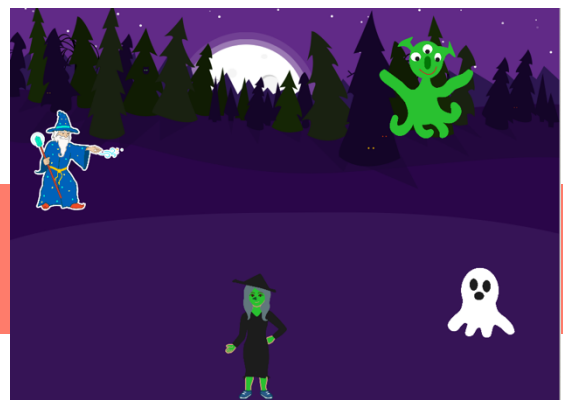
- In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.

Warm up game: Start on bump

1. Show the 'start on bump' card. *What do you think would happen if I used this card?* Explain that we're going to play a game where the children are going to trigger each other to 'start on bump'.
2. Ask the children to stand in a line. *Can you each think of a way you could move from this side of the room to the other side? Hopping, skipping, jumping, etc?*
3. The first child in the line 'Starts on green flag'. They move to the opposite side of the room then return.
4. On returning they high-five the next person in the line. Both children now move from one side of the room and back again (hopefully using a different movement).
5. Continue with each child 'triggering' the child behind them in the line until all the children are moving back and forth (using different movements).

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

- *Have you ever dressed up for Halloween? What will you dress up as this Halloween?*
- *We are going to make a monster bump today. Don't worry if you don't like monsters you can choose any characters.*
- Show the children the project. *Which start block did I use for the first monster? What about the second monster? How did I control the order in which my characters started moving?* Explain that you had to think carefully about each character's movements and who they would bump into first.



Monster Bump

Main Activity Key questions and teaching

1. Select, edit or draw four characters. Let the children decide whether they want it to be spooky like the example.
2. *Which character will move first? Which start block should I use for them? Who will they bump into first? How will they get there?* Help the children to make the first character move in an interesting way towards the second character then bump them.
3. *What sounds might your character make? How could I make them move and play their sound at the same time?* Support any children who are unsure how to do this.
4. Repeat steps 3 and 4 for the remaining three characters. Encourage the children to have a clear design for the order in which the characters bump into one each other.
5. Also encourage them to vary each character's movement and sounds.

Teaching points

- For progression, children could copy-code the first character, code the second character with support, and be encouraged to code the third and fourth characters independently.
- Make sure the children know how to use the 'Go home' button to reset their character's positions.
- Encourage the children to test and debug throughout.

Possible Extensions

- Make each character simultaneously move across the screen, play a sound and display a visual effect (you will need to use three lines of code per character).
- Make each character's animation more sophisticated, e.g. an alien could land in its spaceship and then jump out and bump another character (Message blocks and Wait blocks will need to be used because if a character is hidden it will not 'Start on bump').
- Challenge children to recreate the jack-o-lantern effect (they may need some tips on how to get started).

To Simplify

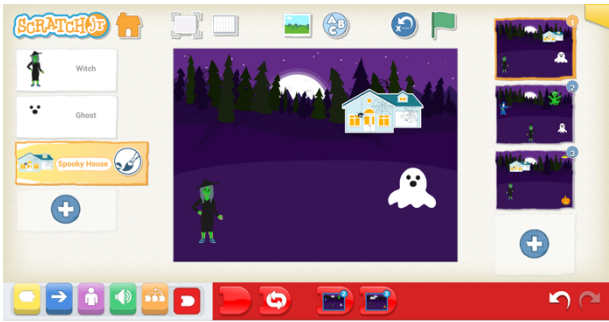
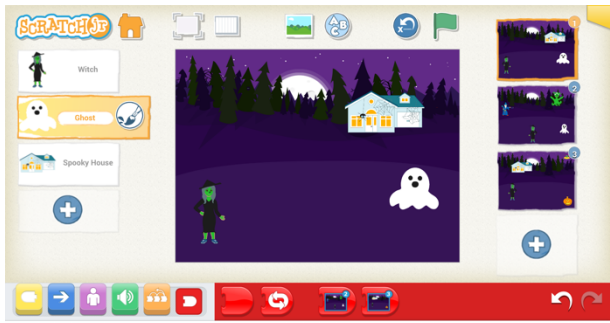
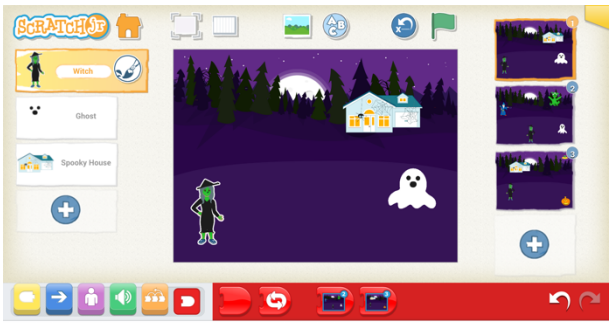
- Use fewer characters.
- Code the characters to move and then play a sound in sequence rather than concurrently.

Finishing up

- Children show their projects to each other. *Do all the characters move? Do the characters move with purpose?*

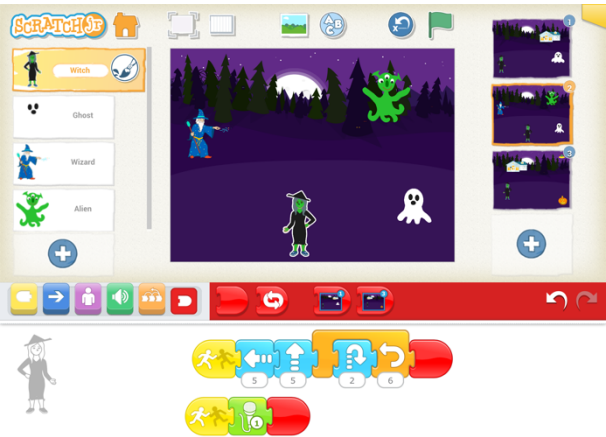
Code Sheets

Simple



Code Sheet

Medium



Code Sheets

Extension (page 1 of 2)

