2. Animal Noises

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

Let's create a virtual farmyard. Tap on an animal to hear its sound and to watch it make a simple movement.

Optional Story Stimulus: What the Ladybird Heard (Julia Donaldson) or Little Blue Truck (Alice Schertle) both feature lots of animal sounds.

Learning Objectives
- To use the 'Start on Tap' block.
- To record a sound independently.

## National Curriculum / EYFS Curriculum Links

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

Warm up game: Simon/Simone Says…

- *Have you ever played Simon Says? What happens? Are there any rules?*
- Explain that in some ways coding is a bit like Simon Says. When we play Simon Says we use the phrase 'Simon says…' to make the other players do an action, e.g. rub their tummy or touch their feet. Similarly, when we code in Scratchjr we use a 'start' or 'trigger' block to make a character do an action.
- Show the children a character with some simple code but leave out the start block. *What will happen when I run this? Why? How could I debug/fix it?*
- Play a couple of rounds of Simon Says with a coding twist. Let the tutor or TA take on the role of Simon/Simone.
- Instead of saying 'Simon says…' say 'Start on tap', followed by the action, e.g. 'start on Tap' + 'clap your hands', 'start on tap' + 'turn around'.

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

- Either read a picture book with lots of different farm animal sounds or sing Old McDonald Had a Farm.
- *What animals were in the story/song? What sounds did they make?*
- Today we are going to make our own farmyard with some very noisy animals.
- *To make our farm animals we need to learn about a new block. Show the 'Start on Tap' flashcard. What might this block do? What colour is it? Can you find it on your tablets? Let's see if we can work out what it does.* Give the children time to tinker and work out how the Start on Tap block works.
- Show the project.
- *What would happen if we forgot to add a start block to our line of code?*
- *Who can remember how do we record a sound?* Demonstrate and recap this.

Project Plan

MAMA .codes
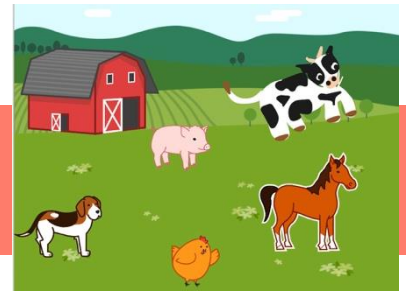
2. Animal Noises

Main Activity Key questions and teaching

1. Choose a suitable background from the library. Some children may also like to add the barn from the character library.
2. Select, edit or draw 4-5 animals. Remind the children we are creating a farm and should try to choose suitable animals. *Do giraffes live on farms? Where do crocodiles live?* Refer back to the song or picture book if needed.
3. Position the animals on the screen.
4. Let's code the first animal. *Can you find the 'Start on Tap' block?* Drag it down to the code/script area.
5. Record an animal noise.
6. *Shall we make our character move and make a sound at the same time? How might I do that? We need to add another Start on Tap block.*
7. Demonstrate having the sound and movement as two separate lines of code, and as one line of longer, sequential code. *How are these different? Which do you prefer?*
8. Repeat steps 4-7 for the remaining animal characters. Encourage the children to keep the movements for each animal short and simple.
9. *Do any of your characters have a repeated movement*? Could we use a repeat/loop block to make our code shorter/more efficient?
10. Test and debug.

Teaching points

- For progression, children could copy-code the first character, code the second character with support and attempt to code any remaining characters independently.
- Have the [Start on Tap] and [Record a Sound] flashcards displayed for the children to refer to.
- Some children are very shy about recording their voice so be prepared to help them, or to encourage them to record a friend's voice instead.

Possible Extensions

- *Can you use a message to block to make the chicken lay an egg?*
- The children could draw some of the animals or the background using the Paint Editor.
- *Can you make your animals move in more interesting and varied ways? Could you use some of the 'looks' blocks?*

To Simplify

- Use library characters.
- Choose just 2 or 3 characters.
- Record the sounds of the animals with support.
- The animals could just make a sound and not include a movement. If the child would like to include a simple movement add it after the sound (i.e. in the same line of code/script).

Finishing up

- Children show their projects to each other. *Do all the characters Start on Tap? Do any of the characters move as well as make a sound? What tips would you give your friends about recording sounds?*