



4. Bumblebee

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 an animation to accompany the song 'I'm Bringing Home my Baby Bumblebee'. We'll introduce the 'stop' block and teach you how to make a character do several things at the same time.

Learning Objectives:

- To use the 'Stop' block to make a character stop what it is doing.
- To make a character do several actions at the same time.

National Curriculum / EYFS Curriculum Links

Listening and attention:

- Children listen attentively in a range of situations.

Warm up game: Freeze!

- Ask the children to move about the room in a variety of ways (hop, skip, tippy-toes, backwards, etc.).
- Say "stop" and hold up the 'Stop' flashcard. The children must freeze in their position.
- See which of the children can hold their position for the longest amount of time, then play again.
- Are some positions easier to hold than others? Show me an easy position to stop in. Now show me a hard position to stop in. Why is this?*

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

- Does anyone know what a bumblebee is? Can you tell me something about them? What sound do they make? What do they look like? How do they move?*
- I know a song about a little bumblebee. Cup your hands together and pretend you have a bumblebee inside. Sing the song "I'm bringing home my baby bumblebee won't my mummy be proud of me! I'm bringing home my baby bumblebee...Ouch! It Stung me!" (Open up your hands and make a sad face)
- Sing the song again with the children joining in. Today we are going to code this song. Show the project.
- Let's look at the bumblebee's code. *How many lines of code do we have? How many Start on Green Flag blocks can we see? Let's count them together. What will happen when I press the green flag? Which line of code will run first?* Explain that you have used **four** green flag blocks to make the bumblebee do four things at once.
- Let's see what each of these lines of code does by itself.* Tap on the green flag at the start of each line of code/script. *Now let's see what happens when I run them all together* (tap on the green flag icon).
- Hold up the 'Repeat Forever' block. *Can anyone remember what this block does?*
- Hold up the 'Stop' block. *What might this block do?* Explain that it only works on the character who has the 'stop' block in their code. It won't tell any other characters to stop running their code.



4. Bumblebee

Main Activity Key questions and teaching

1. Use the Paint Editor to create a blue background.
2. Use the Paint Editor to either edit the fly character so that it looks like a bumblebee or to draw a bumblebee (draw a yellow circle then add black stripes, wings and a face).
3. Allow ten minutes maximum for any drawing.
4. *Let's code the bumblebee. I want it to repeatedly go up & down and left & right. How could I do this?* [Start on Green Flag, Left4, Right4, Repeat Forever] [Start on Green Flag, Up1, Down1, Repeat Forever]
5. *How could I also make my bumblebee wiggle at the same time?* [Start on Green Flag, Turn Left1, Turn Right1, Repeat Forever]
6. Now let's record the song. We'll record the first part now. "I'm bringing home my baby bumblebee, Won't my mummy be proud of me! I'm bringing home my baby bumblebee."
7. *Let's record the second part of the song as a separate sound: "Ouch! It Stung me!"*
8. *Let's do the last line of code for the bumblebee character. I want it to play the first part of the song, stop, grow and then play the second part of the song. How could I do this?*
9. *How much would you like your bumblebee to grow?* Encourage the children to tinker with the value of the grow block.
10. Test and debug: *do the bumblebee's movements stop when you want them to?*

Teaching points

- If the children decide to draw the bumblebee make sure they draw the face on the right-hand side (otherwise it is harder to code the movements).
- If the children are determined to draw their own bumblebee support them to do this.
- You may need to display the different code blocks or lines of code as you teach them as it is quite a lot for the children to remember.
- Encourage children to test and debug throughout.

Possible Extensions

- Children could use a message block to trigger the bumblebee to grow.
- The children could create a second page where they add a further verse with a different animal. Challenge them to try and code this as independently as possible (you could drag down the four green flag blocks to start them off).

To Simplify

- Children could choose the butterfly character from the character library.
- Sing the song "I'm taking home my little butterfly, butterfly flying high in the sky, taking home my little butterfly, Flying, High, high, high!"
- Have only three lines of simultaneous code/script for the butterfly character.

Finishing up

- Children show their projects to each other. *Let's look at your code; how many different actions is your bumblebee doing at the same time? What if I also wanted to make my bumblebee make a buzzing sound at the same time? How could I do that?*