2. Catch My Snack

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

Can help me catch my snack? Let's create a simple animation in which the parts of a snack are floating around the screen. Tap on each part to make it come together to form the snack.

Simple version is made with a cake.

Main version is made with an ice-cream.

Advanced version is made with a burger.

Learning Objectives
- To use the 'Go Home' block.
- To coordinate simple actions between different characters.

National Curriculum
- create and debug simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Warm up game: Go Home
- Ask the children to sit/stand somewhere memorable in the room (e.g. next to the door, in the chair by the tutor, etc.) Explain that this is their 'home' and they must remember where it is.
- Invite the children to walk around the room (you could use the movement flashcards).
- Show the 'Go Home' block and explain that when you show this the children need to go back to their home.
- You could also get the children to sit in a circle (noting who they are sat next to). Invite them to walk around the room, but when you show the 'Go Home' block they must return to their original position in the circle.
- Depending on space children could play together, or individually with the group supporting the individual.

Introduction (discuss the project together, share ideas and create excitement)
- Show the children the catch my snack projects. Let the children have a play with each version. *What did you like about these projects? What snacks would work for this project? Remember they need to be easy to draw and make sense when they all come together.*
- *We use two start/trigger blocks in this project.* Hold up the 'Green Flag' and 'On Tap' flashcard. *What do these do? Which one will start our game? Which one will make the parts of the snack come together?*
- Hold up the 'Repeat Forever' and the 'Stop' cards. W*hat does these blocks do?*
- If we use the 'Stop' block it will tell stop the character to stop running any other lines of code/script.
- *Who can predict what will happen if I take out the stop blocks but still run the project?* Take answers from the children then run the project to see if they were right. Address any misconceptions.
- *Does anyone remember how the 'Go Home' block works?* Recap or teach this block.

Project Plan

2. Catch My Snack

Main Activity Key questions and teaching

1. Choose a background from the Scratchjr library.
2. *What will your snack be? Will you make an ice-cream or cake?* Use the Paint Editor to draw the different elements. *Don't forget that each piece of food needs to be a separate character.*
3. Position the food on the screen where you would like it to end up. Remember this is where the food will go when you tap or run the 'Go Home' block.
4. *Is our food the right size? Which blocks could we use to adjust the size?*
5. Code each piece of food to fly around the screen using [Start on Green Flag, Movement Blocks, Repeat Forever]. Make sure the children test as they go so that the food is reasonably spaced out as it moves around.
6. Add a second line of code/script to each piece of food. *What code do I need to add so that when it is tapped the piece of food stops moving and returns to its start position?* [On tap, Stop, Go Home, Pop].
7. Test your game. *Are the pieces of food a good size? Does each piece of food 'Go home' when you tap it? Do you like how your pieces of food are moving at the start of the game?*
8. Record or write your instructions for how to play your game.
9. Swap your game with a friend. *How was the player experience? Is your game too hard or too easy? Do you need to make any further changes to improve it?*

Teaching points

- Encourage the children to think about the player's experience. *How big should the pieces of food be?* If they are too small it will be difficult for the player to catch. *Will you give instructions to the player on how to play the game? What is the speed your food is moving at?* (Too fast and it is too hard; too slow and it is too easy)
- Encourage the children to test and debug throughout
- Model and encourage the children to evaluate their work positively.

Possible Extensions

- Have two characters for each 'piece' of food, e.g. a flying burger bun, and a flat burger bun for when it is tapped.
- Use message blocks to make the 'flying' food hide when tapped, and the flat version show.
- Have a character that is not supposed to be in the food stack. If it is tapped create a 'You Lose. Try Again' page to switch to.

To Simplify

- Use food characters from the library and edit them using the scratchjr Paint Editor.
- Support the children to evaluate the player experience.

Finishing up

- Swap your game with a friend and have a play. *What did you like about it?*
- If the children are familiar with each other and you feel they are mature enough you could encourage them to say one thing they liked about their friend's project, and one thing they would improve. The tutor would need to manage this carefully to ensure no child unintentionally upset another child.

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