



1. Under the Sea Boogie

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 synchronised dance routine for three underwater creatures. We'll record a song and use the same code for each character.

Learning Objectives

- To make a character do a simple repeated movement. (movement blocks and repeat forever blocks)
- With support, to record a sound.

National Curriculum / EYFS Curriculum Links

Expressive arts and design

- Begins to build a repertoire of songs and dances.

Warm up game: Lucky bag

- Bring a lucky bag or box to class. Put all the flashcard blocks learnt so far inside, as well as a couple of new ones and the three speed blocks. Challenge the children to pick a card at random and guess what it does.
- Explain that the children can ask a friend or adult to help them if they're not sure.
- Praise the children for having a guess even if they don't know.

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

- *Has anyone ever seen or been a part of a dance that had lots of people in it? Did all the people do the same move or different moves? Did they do any of the moves at the same time? When two or more dance moves happen at the same time, we can say that the dance is 'synchronised'.*
- Today we are going to make an underwater dance routine. Watch the project and explain that the characters movements are 'synchronised'.
- Let's look at the code for the three characters; *what do you notice? They all have the same code.* Demonstrate how to copy-code from one character to another using drag and drop.
- EITHER: *Did anyone notice which block I had at the end of the code for each character? Can anyone guess what it might do?* Explain that it is a repeat forever block. If you have new coders discuss and demonstrate how the repeat forever block works.
- OR: Demonstrate and practise recording a sound on the tablets.



1. Under the Sea Boogie

Main Activity Key questions and teaching

1. Select the underwater background.
2. Select, edit or draw three underwater characters.
3. Position your characters.
4. *What song will you sing for the characters to dance to?* [Start on Green flag, Play Recorded Sound, Repeat Forever]. Possible sea-themed options are: Once I Caught a Fish Alive or Baby Shark.
5. Let's get our characters moving. Drag down a green flag block. Try out different combinations of the movement blocks to create a 'routine' for one of your characters.
6. Encourage the children to also experiment with changing the value of the movement blocks. *Your character is going to go up 3. What's a bigger number than 3? Shall we try a bigger number and see what happens? What about a smaller number?*
7. Let the children tinker with creating a routine for one character. *Does anyone know how to 'reset' their character to the start position?* Demonstrate how to use the Go Home block.
8. *How many turns does my character need to do to complete a full turn?* Let the children also experiment with this and discover that it is 12.
9. Once you are happy with your character's movements add a repeat forever block to the end of their code. Run and test the code.
10. Copy or drag and drop the first character's code to the two remaining characters. Test and debug the project.

Teaching points

- Think about the characters' positions; *what is the best position to show off your dance routine?*
- Support younger children to drag and drop the code to copy it from one character to another.
- If you notice that one character is moving much faster than the others check that you haven't accidentally dragged and dropped more than one line of code into it.
- It's probably best not to have a movement value higher than 10 (except for the 'turn' block) as you want to keep the characters' movements quite confined.
- Encourage the children to test and debug throughout.

Possible Extensions

- *Could you use speed blocks to vary your characters' movements?*
- *Can you use the camera tool in the Paint Editor to insert a photo into your project?*
- *Can you use the 'Repeat' block to include short loops within your code?*
- Create your own characters in the Scratchjr Paint Editor.
- Children may like to draw their own underwater background.

To Simplify

- Choose a limited number of movement blocks for the children to use and have these in front of them on the flashcards, including green flag and repeat forever block.
- Support the children to record their songs.

Finishing up

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