



6. Alien Landing - Telling a Story

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

A Space-ship lands on Earth and Aliens appear, Can you tell a story?

Depending on your class, you might like to only show the landing scene and the children need to invent the 1st and 3rd scenes themselves. OR for less confident children show the full version. The full version is intended as inspiration and not to be copied.

Suggested story for Stimulus – “Beegu” by Alexis Deeaon or “The Way Back Home” by Oliver Jeffers

Learning Objectives

- To use my own ideas to personalise a project.
- To make coding and design decisions based on what I want my finished project to look like.

National Curriculum Links

Computing

- Children will understand that programs execute by following precise and unambiguous instructions

Speaking & Listening

- To critique, evaluate and test their ideas and products and the work of others.

Warm up game: Flash Cards

*Some tutors may want to skip the warm up if they plan to allow time for the children to design their projects.

- Run through the flash cards of the coding blocks the children have learnt so far and the ones they will use today. Hold each one up and ask the group or an individual child to say what it does. If they are unsure of any encourage and praise them for having a guess even if it's wrong.

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

- Optional; read “Beegu” by Alexis Deeaon or “The Way Back Home” by Oliver Jeffers
- Today we you are going to tell a story about 2 Aliens. Show the children the story starter project. *What planet have the Aliens come from? What will they do on Earth? Can they fly? Will they drive a car? Take a dog for a walk? Will they make friends? Where will they go?*
- We are going to make 3 scenes. The first scene you will introduce the Aliens and show where they have come from. The beginning of your story. *What does their planet look like? Why are they going on a journey?*
- Scene 2 the Aliens will land on Earth. *What happens? Do they get up to mischief? Do people like them? Are the Aliens lost? This is the middle of your story and the problem.*
- Finally the 3rd Scene. The end of your story. *Where will they go? Do they stay on Earth? Maybe they visit another planet? Or do they go home?*
- If your class need some inspiration show them the full story on Scrtachjr. Explain that these are just ideas and they do not need to copy.

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Main Activity Key questions and teaching

1. Optional - Work with the children to create a rough plan for the project (a piece of paper folded into 3 will work). You could do one as a group or get the children to do it individually or in pairs.
2. Open a new project and give it the correct number of pages.
3. Select, edit or draw the background and characters for page 1. Allocate a set amount of time for the children to spend doing this.
4. *Where are your characters? How will they move? Do they say anything?* Support the children to use wait blocks to create a conversation between characters.
5. Second scene "The Alien Landing": Select, edit or draw the background *Where on Earth are the aliens landing?* Draw 2 Alien characters and a spaceship character. Allocate a set amount of time for the children to spend doing this.
6. First let's code the spaceship. *How is the spaceship going to move as it comes in for landing on Earth? Will there be any sound effects? Would you like the sound effects to happen at the same time as the spaceship is moving?* [Start on Green Flag, MOTION BLOCKS, Wait 10, Hide, Send Orange message] [Start on Green Flag, Recording]
7. Position the Aliens where the spaceship landed. Hide the Aliens. [Start on Orange Message, Show] *Will the Aliens say anything? Will they move? What will happen next?*
8. Select, edit or draw the background and characters for page 3. Allocate a set amount of time for the children to spend doing this.
9. *Where are the Aliens? Are they happy/sad? Do they play games? Have they made any friends?*
10. *Test and Debug – Have you told a story? Have you given all the characters code?*

Teaching points

- This project could be taught over 2 weeks.
- For progression, children could code the first page with support, code the second page with minimal support, and the third page could be coded independently.
- Support the children to switch pages. Put the [Go to...] block at the end of the line of code for the last thing to happen on that particular page.
- Allow less confident coders to work closely with an adult and encourage confident coders to work more independently. If you have a TA one of you could circulate, while the other works closely with less confident coders.
- Encourage the children to test and debug throughout.

Possible Extensions

- Use messaging blocks.
- The children can have 4 scenes
- Use a mixture of both [Record Sound] and [Say] blocks throughout the project.

To Simplify

- Children can create one scene when the Alien spaceship lands. How will the people react?
- Children can create just one Alien character.
- Avoid using text by only using the [Record Sound] block rather than the [Say] block.
- Avoid using messaging blocks

Finishing up

- Share the stories with the class.
- Give precise, specific feedback to each child in recognition of their hard work, e.g. *Well done XXX. I was really impressed by how hard you worked even when you found page 2 tricky OR XXXX, I was completely blown away by the code you used to make your character dance at the end.* If you have quite a mature class, you could even encourage the children to comment on each other's projects.