



# 6. Fairy Hide and Seek

## Activity Structure – 45mins

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 you help the Fairy find her Butterfly? Create a remote control and move the fairy about the screen. When the fairy “Bumps” a character, the character “Hides” to see if it is hiding the butterfly.

## Learning Objectives

- To confidently use “Start on Bump” block.
- To create a simple control pad for a character.

## 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.

## Game: Mr/ Mrs Silly

- The TA or tutor is going to act out the part of the ‘character’. Ask the children to create a line of code for their ‘character’ to act out. Act out the code but make deliberate mistakes for the children to identify and correct. Children usually love correcting adults, especially if you exaggerate how silly you are. *Did I get it wrong again? Silly me! Etc.*

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

- We are going to make a hide and seek game . Show the project and play the game.
- Point out the remote control. *What do you think will happen if I touch this? Which code blocks might I have used?* Spend some time looking at the code for the remote-control buttons and the fairy character it controls.
- *Why do the two arrows of the remote control need to be separate sprites? What would happen if I used just one character?*
- Point out the different messaging blocks. *Why have I used more than one message block? What do they do?*
- *What happens when the fairy bumps a “hiding place” character? Which start block is used?*
- *Why are the recorded instructions important?* Re-cap how to record if needed. *What trigger block starts the recording?*
- How many trigger blocks are we using in this project? Which other blocks will we be using today? Invite the children to select the code blocks from the flash cards and then display these for reference.
- I have chosen to do a fairy themed hide and seek game but you can make your theme anything you like. *What is your project going to look like?*

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## Main Activity Key questions and teaching

1. Choose a background from the library.
2. Draw the two 'arrow' characters which will make up the remote control. Remind the children that each arrow must be a separate character.
3. *What size will your arrow be? Think about the user's experience. If it is too small, it will be hard to play and if it is too big it will take up a lot of the screen. Where will you position your arrows on the screen?*
4. Select a fairy character or any character of the children's own choice from the library.
5. Code the remote control and the fairy character using the message blocks. You could code the first arrow together, but then challenge the children to code the second arrow independently.  
Fairy: [Green Flag, Recording "Help me find my butterfly"], [Receive Red Message, Go Up], [Receive Blue Message, Go Right].  
Arrow Up: [On Tap, Send Red Message].  
Arrow Right [On Tap, Send Blue Message].
6. Next choose 3 or 4 hiding place characters.
7. Position the characters around the screen (make sure they're not touching the superhero character or one another).
8. Select the butterfly character from the library. What is your butterfly going to hide behind? Position the butterfly and then "Hide" it. NB if the butterfly is not "Hidden" it will "bump" the hiding place character making it hide.
9. *What do we want to happen to each hiding place character when the fairy touches it? How could we code this?* Code the characters [Start On Bump, Hide]. You could also add a sound effect or interesting movement before the character 'hides'.
10. When the butterfly is found a message block will need to be sent from the hiding place to the butterfly for the butterfly to "show" herself and fly

11. *The castle's code will be; [Start on Bump, Hide, Send orange Message, Recording]*
12. *The butterfly's code will be [Start on Orange Message, Show, MOTION BLOCKS]*
13. Would you like the fairy to move when the butterfly is found? You will need to start the fairy's movement on the Orange Message Block.
14. Test and Debug your game.

## Teaching points

- Encourage children to test and debug throughout.
- Have the message block flashcards displayed for the children to refer to.
- Correspond the colour of each arrow to the message block it sends, e.g. a blue arrow sends a blue message. This will help the children to keep track of the different message block.
- Support children to record clear and precise instructions and encourage them to be aware of the audience.

## Possible Extensions

- When hiding place is bumped and before it hides children can create an interesting movement or record "nothing here", or "well done! You found butterfly".
- Send a message block to the fairy from the butterfly's hiding place to start the fairy's movement.
- Have more possible hiding places.
- Make a four-arrow remote control.
- Can you create a celebration for when the butterfly is found

## To Simplify

- Only have 2 or 3 hiding places.
- Avoid using the remote controls by having the hide place characters positioned in a rough line along the screen. Code the fairy to jump and move forward when it is tapped.

## Finishing up

- Swap your game with a friend.
- *Did anyone find anything tricky today? How did you overcome that problem?*