



1. Mars Joke

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

Make a joke – **What is a spaceman's favourite chocolate? A Mars-bar!**

Using the camera function children will take a picture of a mars bar and incorporate it into their Scratchjr project. They will use wait blocks and concurrency to make the joke.

Learning Objectives

- To use wait blocks.
- To use the camera tool in the Scratchjr Paint Editor to create our own characters.
- To incorporate a 'real life' object into Scratchjr.

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: Beat the Teacher

- Put the flash cards for the blocks that you will use today in a pile. Play Beat the Teacher. *If you can correctly tell me what a block is for you get a point but if you get it wrong, I get a point. Let's see who can get the most points.* Run through each of the blocks to check children know what they are used for. If you have lots of new coders encourage them to have a guess.

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

- *Do you like to tell jokes? Does anyone know any jokes?*
- I have a favourite space joke. Show the children the project.
- Let's have a look at the code first. *How many sound recording blocks do I have? Why do you think there are two? Let's run the project again to see if we can work out why.*
- *What will the other scripts of code make the spaceman do? Will the spaceman do the movements at the same time **concurrently**, or **sequentially** (one after another)? How do you know?*
- *Let's look at the Mars Bar's code. Can you see the wait block and the show block? Let's read this line of code and predict what will happen.*
- *What is special about the Mars Bar?*
- Show the children how to "insert" the real-life Mars Bar into their project, using the draw function and camera.
- *OR Explain the worksheet and show how they can insert their own Chocolate Bar Designs into their project.*

1. Mars Joke



Main Activity

Key questions and teaching

1. Design Chocolate bar, if the group are using the worksheets
2. Choose a space background from the library.
3. Select and customise the Spaceman from the library. *Will you add a picture of yourself?* Set a clear time limit.
4. Record the Joke in two parts.
 - a) What is a spaceman's favourite chocolate bar?
 - b) A Mars Bar!

[Start on Green Flag, Recording 1, Wait10, Recording 2] *How long will your wait block be?* Encourage children to tinker with the length of the wait block.
5. *How will your spaceman move? Will he move at the same time as telling the joke? How many Start on Green Flags will you need?*
6. Use the Paint Editor to draw a rectangle and using the camera take a picture of the mars bar/ own bar character.
7. Hide the chocolate bar character. *When do you want the mars bar to appear?* Encourage the children to tinker with the length of "time" for the wait block. [Green Flag, Wait, Show....] *How will your bar move? Will you use any looks blocks? Can you use a repeat block to create a counting loop?*
8. Test and Debug. *Does the timing of your joke work?*
9. Children can now add stars, moon/ planet.
10. Can you make a shooting star effect [Hide][Green Flag, Wait52 Show, Fast, Left 14, Hide]
11. What will your star do? How can you make it look like it is flashing? [start on Green Flag, Hide, Show, Repeat Forever] or [start on Green Flag, Grow, Shrink, Repeat Forever]
12. *How can you make the Moon/ Mars/ Earth spin?* [Start on Green Flag, Turn, Repeat Forever]
13. *Test and Debug. Are you happy with your spaceman and Mars bar's movements? Is the timing right for the joke?*

Teaching points

- There is opportunity to spread this project over 2 sessions if they are designing their own chocolate bar. They could take more time customising their background and characters.
- Support the children to insert a real-life object into their Scratchjr project.
- Encourage children to test and debug their code throughout.

Possible Extensions

- Children could use a messaging block instead of a wait block.
- Have multiple space themed characters.
- Early finishers could have a go at creating a second page with an animation of their own joke.

To Simplify

- Only have the spaceman and Mars Bar characters.
- Keep the character's movements very simple.

Finishing up

- Share the jokes with the group. What did you find hard or easy about your projects today? Did anyone learn anything new?