



2. Penguin 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

Joke- **How does a penguin make his house? He i-glues it together.** To consolidate their learning of using “Hide” and “Show” children will create an animation in time with the joke by introducing the “wait” block.

Learning Objectives

- To use looks blocks, hide and show
- To use the wait block with support

National Curriculum / EYFS Curriculum Links

Communication and Language

- Maintains attention, concentrates and sits quietly during appropriate activity.
- Understands humour, e.g. nonsense rhymes, jokes.

Warm up game: What do I do?

- Select all the cards for the blocks you will teach today.
- Stick them up around the room or lay them out on the floor/table.
- Either: Describe what one of the blocks does, e.g. *I am blue and I move my character forward*, or *I am green and I play a sound* and ask the children to touch/point to it.
- Or ask the children to work together to try and guess what each block does.
- Be positive and offer lots of targeted praise but do correct any misconceptions.

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

- We will be using the same blocks we used last week. Can anyone remember what blocks we used. Display the flash cards as the children recall the blocks.
- *Do you like to tell jokes? Does anyone know any jokes?*
- My favourite joke is about a penguin and his house. Show the children the project.
- Let's have a look at the penguin 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.
- Look at the igloos code. *Can you see the wait block and the show block?* Let's read this line of code and predict what will happen. Play the project to test the predictions
- To get the igloo to appear on the punch line I needed to tinker with the wait block. (Explain what tinkering means) Put the wait block back to “10” and as a class find the best amount of time to wait before the igloo appears. Continually test and refine the “time” with the children. *Do we need more or less?* Praise all their attempts.

2. Penguin Joke



Main Activity Key questions and teaching

1. Choose the artic background from the library.
2. Select the penguin and the igloo from the library characters.
3. Position and resize the characters. Hide the Igloo character.
4. Let's code the penguin. Start by recording the joke in in two parts so that you have one block for the joke, and one block for the punchline. Young children may need help remembering the joke.
5. Let's do the rest of the penguin's code: [Start on green flag, Recording 1, Jump 2, Jump 2, Recording 2, Left 6] I have used a jump block to create a pause but maybe you would like to use another action or a wait block. *How long will your wait block be for? What happens if you don't have a wait block or a motion block?* Let's test this script.
6. *Will your penguin waddle to the igloo?*
7. Let's code the igloo. [Start on Green Flag, Wait40, Show, MONTION Blocks of coders choice] *How long will your wait block be for?*
8. Encourage the children to tinker and test their wait block just like we did in the introduction.
9. *What interesting movement will your igloo do?*
10. *Let's run our project to check it works. Are you happy with your characters' movements? Is the timing right for the joke?*

Teaching points

- Support the children to tinker with the wait block.
- Remind children to record their joke in two separate recordings. First recording the question and the second recording the punchline.
- Encourage children to test and debug their code throughout.

Possible Extensions

- Experienced coders can use concurrency for the penguin and the igloo.
- Children could use a messaging block instead of a wait block.
- Have more characters to create the artic scene, create interesting movements for these characters but remind children the additional characters should not distract from or confuse the joke.
- Early finishers could have a go at creating a second page with a joke of their choice.

To Simplify

- The igloo doesn't hide and has no code.
- The penguins code is simple [Start on green flag, Recording 1, Wait 10, Recording 2, interesting movement] Encourage the children to tinker with the wait block before the punchline. Some children may like an interesting movement instead of the wait

Finishing up

- *Share the jokes with the group. What did you find hard or easy about your projects today? Did anyone learn anything new?*
- *Why is it important to wait between the joke's question and the joke's punchline?*