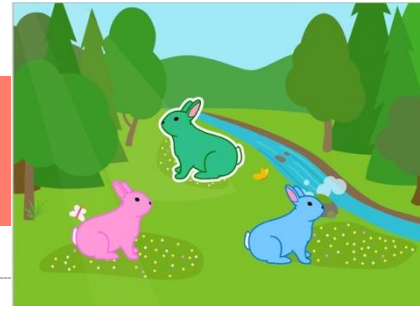


# Sleeping Bunnies



## Activity Structure – 45min

Activity	Timing
Warm up Game	5 mins
Introduce Story and Project	5 mins
Main Activity	25 mins
Final test & debug	throughout
Share with group	5 mins

## Overview

Create an animation to accompany the popular song Sleeping Bunnies. Children will also practise using the wait, jump and loop blocks correctly. There is opportunity to personalise the project with their own drawings or adapting the song, for example: Sleeping monkeys – Swing swing swing; Sleeping crocodiles – Snap, snap, snap

### Learning Objectives:

- To use wait blocks
- To use the Jump block
- To use messaging blocks (Advanced)

## National Curriculum / EYFS Curriculum Links

### Understanding the World of Technology:

- Completes a simple program on a computer

### Maths:

- Counts up to three or four objects by saying one number name for each item.

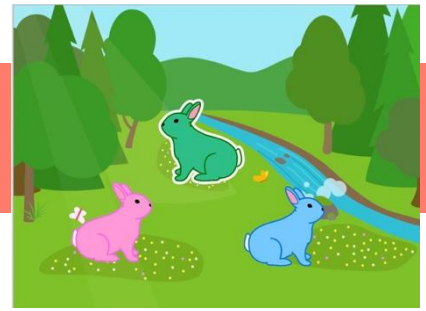
## Warm up game: Traffic Light Game

- You'll need the following: flashcards (wait, stop and start on green flag)
- Tell the children that today you are going to have a go at 'coding' them. They will be your 'characters'.
- Pick three children to demonstrate how the game works.
- Ask the children to move around the space. Depending on how calm your children are they could walk, hop, skips etc. Tell them to follow the coding instructions you give them (hold up).
- Stop, wait and Go on green flag are quite simple to follow.

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

- Sing the song with the children joining in for the actions – See resources for song lyrics.
- Repeat the song using different animal motions: horse and prance, elephant and stomp, crocodile and snap, snake and slither, monkey and swing, eagle and soar.
- Show the children the project. All the bunnies are still while they are sleeping. But start to hop as soon as they wake up. To do this we can use either a wait block or a message block. Depending on the experience of your coders demonstrate either how to tinker with the wait block to get the correct "time" OR demonstrate how to use the message block.
- Let's remind ourselves how to use the jump blocks. What does the number represent, is it the number of jumps or how high the character jumps? Test the children's answer, you can use the grid to demonstrate the number of squares up the character jumps.
- If we want to repeat a [jump 3 high] 4 times, we can do this 2 ways. Invite the children to make suggestions for this. Demonstrate [Start on Green Flag, Jump 3, Jump 3, Jump 3, Jump 3] OR [Start on Green Flag, Jump 3, Repeat 4]

# Sleeping Bunnies



## Main Activity

Key questions and teaching

1. Select a background from the library. Use the Paint Editor to personalise the scene. Set a time limit for this.
2. Select and edit three bunnies so that each is a different colour.
3. Position the bunnies.
4. Let's code the first bunny. Record the song. If you are using a message block you will need to record the song in 2 parts
  - a) See the little bunnies sleeping til it's nearly noon  
Shall we wake them with a merry tune?  
They're so still, are they ill?  
No! Wake up bunnies!
  - b) Hop little bunnies, hop, hop, hop  
Hop little bunnies, hop, hop, hop  
Hop little bunnies, hop, hop, hop  
Hop little bunnies, hop and hop
5. If you are using a wait block, tinker with the "timing" so the bunnies start to hop on "Hop little bunnies".
6. *How could we make the bunnies jump more than once? How high would you like your bunny to jump?* Remind the children that the number under the jump block is not how many jumps the character will do but how high the character will go.
7. Repeat for the next two bunnies. Use the same number for the wait block for all the bunnies OR use the same Orange Message block for all the bunnies.
8. Test and debug throughout.

## Teaching points

- Support children to use either the wait block or messaging block.
- Have the code blocks the children will use available to remind the children of what each block looks like and specifically what colour background they are on, to help the children locate them.
- Encourage the children to test and debug throughout.

## Possible Extensions

(pick maybe 2 or 3 ideas as the extension)

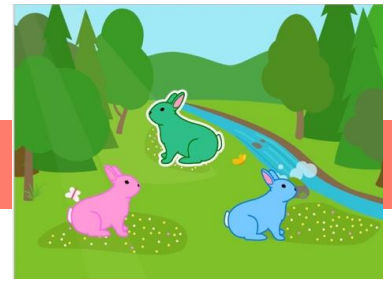
- The children could have five bunnies.
- Use wait blocks between the bunnies hops
- For the final line "Hop little bunnies, hop and Stop" use a new message block and the Stop block, to stop all the bunnies from hopping.
- Make a second page where the bunnies could be playing. The children could tinker with the different movement blocks. *How could I make the bunnies move in an interesting way? Can you create a sequence for the bunnies to jump at different heights?*

## To Simplify

- The bunnies hop throughout the song.
- Focus on making the bunnies jump at different heights by altering the number beneath the 'jump block'.
- Once they've recorded the song, let the children tinker with using the movement blocks and the 'repeat' and 'repeat forever' blocks to explore different ways of making the bunnies move. Make sure the parents/carers understand that tinkering is a valuable teaching strategy.

## Finishing up

- Share with group.
- *Did you have to do any debugging today? What did you do?*



## Resources

### Sleeping Bunnies

See the little bunnies sleeping til it's noon  
 Shall we wake them with a merry tune?  
 They're so still, are they ill?  
 No! Wake up bunnies!

Hop little bunnies, hop, hop, hop  
 Hop little bunnies, hop, hop, hop  
 Hop little bunnies, hop, hop, hop  
 Hop little bunnies, hop and stop!

### Sleeping Monkeys

See the little monkeys sleeping til it's noon  
 Shall we wake them with a merry tune?  
 They're so still, are they ill?  
 No! Wake up monkeys!

Swing little monkeys, Swing, Swing, Swing  
 Swing little monkeys, Swing, Swing, Swing  
 Swing little monkeys, Swing, Swing, Swing  
 Swing little monkeys, Swing, Swing, Swing!

### Sleeping Eagles

See the little eagles sleeping til it's noon  
 Shall we wake them with a merry tune?  
 They're so still, are they ill?  
 No! Wake up eagles!

Soar little eagles, Soar, Soar, Soar  
 Soar little eagles, Soar, Soar, Soar  
 Soar little eagles, Soar, Soar, Soar  
 Soar little eagles, Soar, Soar, Soar!

### Sleeping Horses

See the little horses sleeping til it's noon  
 Shall we wake them with a merry tune?  
 They're so still, are they ill?  
 No! Wake up horses!

Prance little horses, prance, prance, prance,  
 Prance little horses, prance, prance, prance,  
 Prance little horses, prance, prance, prance,  
 Prance little horses, prance, prance, prance,!

### Sleeping Elephants

See the little elephants sleeping til it's noon  
 Shall we wake them with a merry tune?  
 They're so still, are they ill?  
 No! Wake up elephants!

Stomp little elephants, Stomp, Stomp, Stomp  
 Stomp little elephants, Stomp, Stomp, Stomp  
 Stomp little elephants, Stomp, Stomp, Stomp  
 Stomp little elephants, Stomp, Stomp, Stomp!

### Sleeping Crocodiles

See the little crocodiles sleeping til it's noon  
 Shall we wake them with a merry tune?  
 They're so still, are they ill?  
 No! Wake up crocodiles!

Soar little crocodiles, Snap, Snap, Snap  
 Soar little crocodiles, Snap, Snap, Snap  
 Soar little crocodiles, Snap, Snap, Snap  
 Soar little crocodiles, Snap, Snap, Snap!