



# 6. Space Hide and Seek

## Activity Structure – 45mins

Activity	Timing
Introduce Project	10 mins
Main Activity	25 mins
Final test & debug	throughout
Share with parents and adults	5 mins

### Overview

Can you find the rocket? Tap on the characters' to find where the rocket has been hidden. Children will consolidate their learning this term and have an opportunity to personalise this project

### Learning Objectives

- To confidently use “Hide” and “Show” blocks.
- To start to use own ideas to personalise a project.

## National Curriculum / EYFS Curriculum Links

### Speaking

- Children express themselves effectively, showing awareness of listeners' needs

### Personal, social and emotional development

- develop a positive sense of themselves and others

## Warm Up: Guess the program

- The tutor should act out several short programs/code. *Can you guess what my code/program is?*
- The children should try and guess what the program is. Confident children could also have a go at acting out a program for other children to guess. Use flashcards to support if needed.
- Decide whether you want to limit the program/code to the blocks available in Scratchjr.
- Here are some possible programs:
  - Shrink, Forward 5, Grow, Forward 5.
  - Slow, Backwards 5, Wait, Fast, Forward 5

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

- *Today we are going to create a hide and seek game.*
- We will be using the start on tap block. - Show the character
- Ask the children to stand up in a circle. Select one child to be the “seeker”, they will go to the side of the room and cover their eyes. Give the picture of the rocket to one of the children in the circle and they will sit down on the rocket. Ask all the other children to sit down. Invite the “seeker” back. Explain all the children start on tap and when they are tapped they will stand up. The seeker gently taps each child who in turn will stand up until the rocket is found.
- Repeat the game. This time the children start on Green Flag, when the Green Flag is tapped the children stand up. The seeker taps the Green Flag (flash card). Everybody stands up. *Why does the game not work when we start on Green Flag? Why does start on tap work better?*
- Show the children the project. Explain what they will need to do.
- Select a part of creating the project you think your group would need most help with.



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## Main Activity Key questions and teaching

1. Select the Moon background from the library.
2. Select the spaceperson character. This character is going to explain how to play the game. Record the instructions clearly and precisely so the player will know what they need to do. *How will your spaceman move? What start block will you use for your spaceman's code?*
3. Add three or 4 other characters from the library, set a time limit for children to personalise these.
4. Select the rocket from the library and use the draw function to edit.
5. Position the characters, making sure that the rocket is hidden behind another character.
6. Code the 3-4 objects; use the looks blocks or motion blocks for an effect or interesting movement before hiding when tapped, [Start on Tap, Jump 2, Jump 2, Jump 2, POP, Hide] *What will your character do before hiding?*
7. Whichever object is hiding the rocket, can have an additional recording. For example "Well done! You found the rocket!"
8. Test and debug. *Do your characters hide on tap? Are your instructions clear and precise?*

## Teaching points

- Give children clear time limits to select and customise their characters and background.
- Encourage children to test and debug throughout.
- Remind children that the last character you touch will be the character in the front.
- Support children to record clear and precise instructions.

## Possible Extensions

- Send a message block to the Rocket from the tree to start a celebration move.
- Have an interesting movement/ effect and a recording "Not here try again" on each character.

## To Simplify

- Have fewer objects for the rocket to hide behind.
- [Start on Tap, POP, Hide] Have a simpler line of code
- *Will your spaceman move?*

## Finishing up

- Swap your games with a friend.
- As this is the last lesson, you might like to show and tell for collecting parents and adults. Have the children give the game to the parents to play. Encourage the children to explain what they did.