1. Under the Sea

Overview

This February half term children will be taking a crafty adventure under the sea, making under water games and telling fishy stories using Scratch Jr

In the morning children will get creative and craft a fish or octopus or both, then they will incorporate their craft into their scratch junior project.   Using different speed blocks they will create an underwater race using their crafted fish and library characters. Who will win?

In the afternoon the children will use the story of "The Pufferfish and The Crab" (adaptation of the Tortoise and The Hare) as inspiration to tell their own story. They will create a race over several scenes and make a hide and seek game in the middle to wake up cheeky Freddy Fish in time to finish the race with the slow and steady Cathy Crab.

National Curriculum links

- **Spoken Language:** To maintain attention and participate actively in collaborative conversations, staying on topic and initiating and responding to comments.
- **Computing:** children will use technology purposefully to create, organise, store, manipulate and retrieve digital content.

EYFS Curriculum Links

- **Mathematics:** Numbers - In practical activities and discussion, beginning to use the vocabulary involved in adding and subtracting.
- **Technology:** Completes a simple program on a computer.

Offline Activities

This is a selection of Under the Sea themed activities which could be done at any point during the workshop. They are called 'offline' activities because they don't require the use of a computer or tablet.
- **Colouring**: to hone and develop fine motor skills.
- **Completing a Dot-to-Dot picture**: to build numeracy skills (counting upwards from 1)
- **Printable Maze:** develops hand-eye coordination, patience and persistence.
- **Construct an origami model**: follow a precise set of instructions. Good links to coding because when we code, we give the computer a precise set of instructions (an algorithm) to execute.

2. Under the Sea – Running Order

Timings	Activity	Learning Objectives	Resources
10 min	Seaweed Coders Coders will instruct a "Fish" to travel across the room without getting caught by the seaweed.	• To understand that coding requires clear, precise and unambiguous instructions	See Lesson Plan for more details
40min	**Craft Activity:** Puffer fish or Jelly Fish or Fish **Insert Craft into Scratchjr:**	• To create an object in 'real life' which will be incorporated into Scratchjr.	• See craft plan below
10 min	**BREAK**		
50 min	**Coding Project 1:** Underwater Race	• To use speed blocks • To use an object from the real world in their coding.	• iPad/ tablet • Craft Penguins • Flashcards
10 min	**Show & Tell** Hand out certificates.	For children who are staying the whole day – see offline activities	
	LUNCH (30 minutes)		

Timings	Activity	Learning Objectives	Resources
10 min	**Warm-up game:** Beat the Teacher Mrs/ Mr Silly	• To recognise and recall the code blocks we used this morning. • To spot and debug mistakes.	• See Lesson Plan for more details • Flashcards
10min	Read the Story – "The Jellyfish and The Crab" Introduce "The Fish and The Crab" Project.	• To confidently use different 'Start On' blocks • To use concurrency to make a movement and a sound happen at the same time. • To use an object from the real world in their coding. • To use "Go to …." Page switch with support • To confidently use speed blocks.	• The Jellyfish and The Crab Story
35min	**Coding Project 2:** Make the hide and Seek Game		• iPad/ tablet • Craft Fish • Flashcards
	Snack (10 minutes - nut free biscuits)		
5 min	**Warm-up game:** Traffic Light Game	• To recognise speed blocks • To follow instructions	See Lesson plan for more details.
40min	To add scenes 1,2 & 4 to the re-telling of "The Fish and The Crab"	• To hone and consolidate the skills taught earlier in the day (to use different speed blocks, switching between scenes)	• iPad/ tablet • Fish • Flashcards
10 min	**Show & Tell** Hand out certificates.		

3. Under the Sea - Fish Craft

Overview

Children and parents love holiday workshops which include craft activities. We also know that parents prefer it if online activities are interspersed with offline, creative activities.

Your children will love creating their own pufferfish or jellyfish and then seeing it come to life in a MAMA.codes project.

*If you don't feel confident or you have a lot of younger children we suggest you use the fish template on Repzone (see page below for more details).
*Children 4-5 years can either make the jellyfish or use the fish template. Older children can choose any of the three and may like the challenge and creativity of the pufferfish.

Introduction

- Show the children your Pufferfish and Jellyfish and/or pictures of other fish.
- *Today we are going to make our own fish and then use a special trick to transport them into our underwater code projects.*
- *How do you think I made my fish? What equipment might I have used? How will you make your fish?*
- For the Pufferfish show the children the cut out fins, fish-lips, tail and eye - demonstrate how to add these to their paper plate. Show all the different craft materials – How will you decorate your pufferfish?
- Jellyfish – demonstrate how to cover the paper plate in tissue-paper and how to add the bubble-wrap or shredded paper to the half paper plate. Show all the different craft materials – How will you decorate your jellyfish?
- *What colour fish will you make? How will you decorate your fish? Will they have spots or stripes? Will they be happy or grumpy?*
- Talk to the children about using the scissors and any other equipment safely.
- Remind them to share with one another.

4. Under the Sea - Fish Craft

Craft materials	Preparation	During the activity
• Googly eyes/ cut out circles for eyes • Glue sticks (less messy than PVA glue) • Paper plates • Shredded paper or bubble wrap strips • Scissors • Pufferfish templates • Sticky tape or masking tape or washi tape. Suggested Materials for decorating • Felt-tip pens • Paint Sticks • Chubbie Paint Markers • Pom-poms • Sparkles • Stickers • Cut out shapes from coloured paper • Tissue paper	Print the templates on to thin card. If you have lots of younger children attending, you could pre-cut the shapes for the pufferfish and pre-cut the fish template. To avoid arguments, have a minimum of one glue stick per two children. Cut the paper plates in half for the Jellyfish. Cut the bubble-wrap into strips approximately 3cm by 24cm.	• When providing scissors, ensure they are appropriate for the children to use (if you have any left-handed children you will need to provide left-handed scissors). Before the activity discuss how to handle and use them safely. • If you have adult scissors, make sure you keep the scissors on you or in a safe place. • Sticky tape can be fiddly so put yourself or your TA in charge of it, alternatively masking tape and washi tape are easier for children to use independently and better for the environment) • Make craft resources easily accessible by putting them in bowls or plates. • Tidying up: most children will be used to 'organised' tidying up from nursery or school. Either allocate 2-3 sensible children to do particular jobs or ask your TA to do it during the break.

Paint Sticks and Chubbie Paint Markers are a good "clean" alternative to regular paint.

https://www.crafts4kids.co.uk/catalogsearch/result/?q=chubbie

https://www.crafts4kids.co.uk/playcolor-one-basic-solid-poster-paint

https://www.amazon.co.uk/s?k=paint+sticks+little+brian&crid=1GHJB5CKL8G6Q&sprefix=paint+sticks+litt%2Caps%2C137&ref=nb_sb_ss_i_1_17

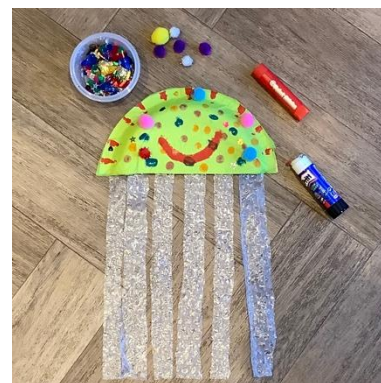# 5. Under the Sea - Fish Craft

Instructions

Jellyfish

1) Cover the plate in glue and lay over the tissue paper. Cover the plate in the tissue paper and turn over to secure down edges. (This step can be skipped and children could use, pens, paints or colours to decorate their jellyfish instead)

2) Using tape attach the bubble wrap (or shredded paper) to the back of the paper plate.

3) Use felt-tip pens or Chubbie Paint Markers or Paint Sticks to decorate . Use various craft materials to decorate further, such as pompoms, sparkles or stickers.

6. Under the Sea - Fish Craft

4) Stick Eyes on the Jellyfish and draw a big smile using a Paint Stick or Pen

Pufferfish

1) Cut shapes out of the Pufferfish pdf.
2) Decorate the shapes and the plate using pens or paint. (Optional – Cover the plate in tissue paper)

3) Stick the tale, lips, and fins to the paper plate, using glue. Then turn the plate over and add some tape to the back to firmly secure the shapes to the plate.
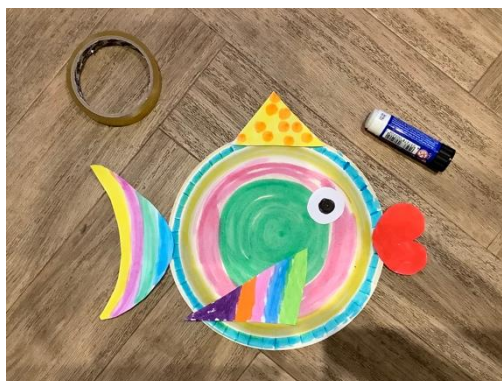
7. Under the Sea - Fish Craft

4) Decorate the pufferfish with the craft materials, pompoms, stickers and sparkles.
5) Add the fish's eye.

Fish

1) Use the craft materials to decorate the fish template.
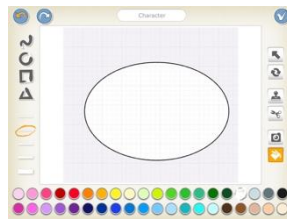2) Cut out the fish (you could pre-cut the templates before the workshop).

8. Under the Sea - Fish Craft

Select a new project in scratch.

Select a new character.

Using the draw function select the circle, draw a circle shape. Select the camera and tap the centre of the circle.

Use the arrow in draw function and tap the picture, you can add more dots by tapping along the line. Move the dots to make a snug fit around the fish.

9. Under the Sea - Fish Craft

10. Under the Sea - Fish Craft