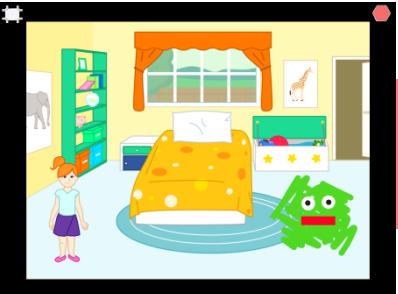


Alien In My Bedroom



Class Structure – 45min

Activity	Timing
Introductions & Warm Up	10 mins
Main Activity	25 mins
Final test & debug	throughout
Share with group	5 mins
Finishing Game	5 mins

Video Link -

<https://vimeo.com/405001597/c319914cb2>

Overview

This project looks at storytelling and using wait blocks to allow characters to have a conversation.

Learning Objectives

- To use Start on Green Flag block
- To use the wait and sound blocks to create a conversation
- Use the Start on Bump block to make something happen when caught.

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: What do I do?

- Select all the cards for the blocks you will teach today.
- Choose two blocks and hold them up.
- 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 say which one it is. To make it harder, hold up two blocks of the same colour.
- You could also hold up a block and ask the children to describe what it does.
- Be positive and offer lots of targeted praise but do correct any misconceptions.

Video Tutoring Adaptations

- Select the Bedroom background from the Library.
- Select the child character from the library and edit it to change the colour of their clothes (they can add in a face if they want to).
- Select a blank character and choose the edit function. Draw a green scribble for your alien. Add in eyes and a mouth. If the children are too young, or new, they can use a library alien character and edit its colours.
- Arrange the characters on the screen so that they are all in the correct starting positions.
- Decide what the conversation between the child and the alien characters is going to be. Select the child character and record the two bits of their conversation in two separate sound blocks.
- Select the Alien character. Record the two bits of conversation in two separate sound blocks.
- Use a Start on Green Flag for each character, and arrange the sound blocks with wait blocks so that there is a gap when the other person is talking. You will need to play around with the wait times for each block.
- Add in a second Start on Green Flag block for each character and code some movements around the screen for them to play chase. Use a wait block to make the chase happen after they have finished talking.
- Add a Start on Bump block to show they have been caught and use the stop block to stop them running.
- Test the project and debug anything necessary.

Alien In My Bedroom

To Simplify

- Use the library Alien character
- Use only one movement block for the Alien to play chase and the opposite movement for the child – so that the alien gets caught. Can you use the repeat forever block for the movement?

Extension

- Instead of the second Start on Green Flag block, you could use a Start on Message block to start the chase sequence. They could change these blocks over once coded to see how it works [remove the green flag and wait block and add in a send and start message block to both characters]

Finishing Game

Play ‘STOP / GO’

Ask the children to run around or do star jumps etc. When you hold up the STOP block, they need to stop moving. Hold up the GREEN FLAG block to get them moving again.

Ending Session

Questions: How did you find today's project? What was the best bit? What was the trickiest bit?

Codesheets



Advanced Project



Advanced Project

Alien In My Bedroom Advanced

Advanced Version

Video Link -

<https://vimeo.com/409743141/414d3ad860>

- Add a second scene to continue to game of chase for the other person to have a go. Who needs to chase who this time?
- Add another background for another room in your house.
- You will need to add the same two characters into the project.
- Use a Start on Green Flag for the Alien to say that he is now going to chase the child – using a sound block.
- Use a second Start on Green Flag to start the chase. Can you use some appearance blocks for the Alien to make him disappear and appear. Use the Speed blocks to make it easier or harder for the Alien to catch the child.
- Code the child to start running away on the Start on Green Flag block.
- Code the characters to stop when they have bumped into each other and been caught.
- What do you think the child would say once they had been caught?

Codesheets

