

Alien Bedroom



Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	5 mins
2.	New project & add bedroom backdrop	5 mins
3.	Create characters	10 mins
4.	Record sound clips	8 mins
5.	Code characters	10 mins
6.	Debug & Demo	7 mins

Step by Step

1. In a new project, select a bedroom background (or draw your own if preferred).
2. Delete the cat, and choose a child character from the library. Then create a second new character that you draw from scratch. (Add character > Tap paintbrush)
3. Draw a squiggly green alien body using a thick line, add eyes and a mouth using circle/square tools.
4. Arrange the characters in the bedroom and code initial sequences to make each move about.

Overview

This cute project involves a conversation between a child and an alien!

In the basic version, we control the timing of the conversation using WAIT blocks with varying numbers below them. An extension is to control the conversation using pairs of differently coloured MESSAGE blocks instead.

Let the children play with the dialogue!

5. Record the dialogue in a series of sound clips, divided carefully between the characters.
6. Code the dialogue sequence between the characters. Test each section as you go along and ensure the synchronisation of the dialogue works as expected. The children may need to tweak the numbers on the wait blocks – great for estimation skills.
7. Add the final section – a MESSAGE block triggers their game of Tag. Let the children choose how the characters move around during their game.

Code Sheets

