Blast Off! SIMPLE

Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	5 mins
2.	New project & add moon backdrop	5 mins
3.	Design rocket	7 mins
4.	Record sound clips	5 mins
5.	Animate sequence	15 mins
6.	Debug & Demo	8 mins

Overview

This project is popular with a wide range of ages and can be simplified or extended to suit different experience levels.

In the simplest version, the children animate a single rocket to take off from the moon and spin towards earth.
In the more advanced version, they create a second rocket characters with orange flame, to replace the first one at blast off. Shooting star and alien are optional extras!

Step by Step

1. In a new project, choose a Space background from the library. Ideally the Moon background.

2. Delete the cat, and select a Rocket character from the very bottom of the library. Colour the rocket in using the paintbrush tool to edit it, then the paint pot tool to colour. Use the camera to add child's face to window.

3. Record 2 sound clips: "5,4,3,2,1" and "blast off". Younger children can record in one clip.

4. Code the sequence to make rocket take off and spin towards Earth. Challenge children to adjust

5. numbers on the blue movement blocks and orange loop block so the rocket reaches the Earth precisely.

6. Code second line for Rocket to control the timing of the 'Blast off' sound clip, or if very young/pressed for time, just put second sound clip next to first one.

7. If time, code the shooting start and/or alien.

8. Leave time to demo at a little Show and Tell if possible.

Project Plan

MAMA.codes

Code Sheets

ROCKET AND ALIEN BLOCKS:

Code Sheets

SHOOTING STAR BLOCKS: