Message in a Bottle

Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	6 mins
2.	New project & draw backdrop	8 mins
3.	Draw bottle & clone	8 mins
4.	Code the bottles	8 mins
5.	Record message	5 mins
6.	Debug & Demo	10 mins

Overview

In this imagination-stirring sequence, children create a mystery message in a bottle and code a little game. They create a set of half-seen bottles, bobbing up and down out at sea.

Each one disappears when tapped, but only one of them contains a message. What will the children conjure up? Will it be a "rescue me!" plea from a desert island? A prediction? Time will tell!

Step by Step

1. Introduce the project by asking the children if they've ever heard of a message in a bottle? Where do we find them? What kinds of message might they contain? Ask them to start thinking about the message they want to code today.

2. In a new project, add a background – encourage the children to draw the sea/sky/seagulls.

3. Delete the cat, and draw a new character: a half height bottle. Where is the rest? (In the sea). Select it again from library to add further bottles.

4. Code the up/down sequence to make bottles bob. Older/more advanced children can code hide/show sequence also.

5. Make bottles tappable – simple version is to add recorded message in a sound block at end of this line Advanced version is to link to scene 2 for message.

6. Extension 1: Create Scene 2 with full size bottle and a scroll/piece of paper containing message. Record the message in a sound block to play out in Scene 2.

7. Extension 2: Continue the story, eg if the message is to rescue someone, create a Scene 3 showing where they are trapped. Or make something tappable and then show the rescue.