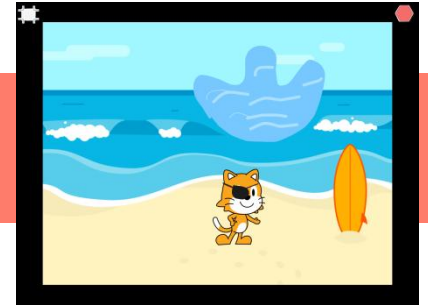


Ocean Pirate Joke



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/405001840/61e307c0ed>

Overview

This project illustrates a joke and focuses on sound and wait blocks to tell the joke.

Learning Objectives

- To use Start on Green Flag block and introduce the Message blocks
- Explore the paint editor functions to create a character.
- Use a range of blocks to make things move and change appearance.

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: Send a Message

- Tell the children you are going to ask them to send a message to each other to carry on the code. Explain and introduce what the message blocks are called.
- Start by holding up the green flag and then calling a child's name. That child make a movement [jumping, cover eyes, start jumps, shrinks small etc]
- The hold up a send message block – the child doing the movement needs to shout out another child's name.
- Hold up a Start on Message block and call that child's name – then they start their movement
- Keep going until all the children have had a turn.

Video Tutoring Adaptations

- Select the Beach background from the library.
- Select the Scratch Cat character and edit – give him an eye patch.
- Select a blank character and edit – you need to draw a wave in the sea
- Arrange the characters on the screen so that they are all in the correct starting positions – you may need to shrink or grow the characters to get them to fit.
- Code the two lines of the joke for the Pirate Cat character:
 - “What did the Ocean say to the Pirate?”
 - “Nothing, it just waved.”
- Code the Pirate Cat to walk up and down on the beach on the Green flag. Use a second Start on Green Flag to make the Pirate Cat tell the joke.
- Code the Wave character to start moving on a Start on Green Flag block when the joke punch-line is said – you will need to use a wait block to test how long this will take. Then make the wave move.
- Alternatively, you can use the Start on Message block to make the wave start moving when the message block is sent. Remember to add in the send message block to the Pirate Cat character. Make sure the children understand that the different colour messages need to match the actions.
- Test the project and debug anything necessary.

Ocean Pirate Joke

To Simplify

- The child could use the shape characters to make the wave, circle / square / triangle
- Use the Scratch Cat without an eye patch.

Finishing Game

Play 'Beat the Teacher'

If you can correctly tell me what a block is for you get a point but if you get it wrong, I get a point. Let's see who can get the most points.

Ending Session

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

Codesheets

Scratch project interface showing a cat character on a beach with a wave and a surfboard. The code area shows a 'when green flag clicked' event block followed by a 'say Hello! for 6 seconds' block, a 'say Hello! for 6 seconds' block, and a 'say Hello! for 5 seconds' block.

Scratch project interface showing a cat character on a beach with a wave and a surfboard. The code area shows a 'when green flag clicked' event block followed by a 'say Hello! for 60 seconds' block, a 'say Hello! for 4 seconds' block, a 'say Hello! for 4 seconds' block, and a 'say Hello! for 8 seconds' block.

Scratch project interface showing a cat character on a beach with a wave and a surfboard. The code area shows a 'when green flag clicked' event block followed by a 'say Hello! for 6 seconds' block, a 'say Hello! for 6 seconds' block, a 'say Hello! for 5 seconds' block, and a 'say Hello! for 10 seconds' block.

Advanced Project

Scratch project interface showing a cat character on a beach with a wave and a surfboard. The code area shows a 'when green flag clicked' event block followed by a 'say Hello! for 60 seconds' block, a 'say Hello! for 4 seconds' block, a 'say Hello! for 4 seconds' block, and a 'say Hello! for 8 seconds' block.

Advanced Project

Ocean Pirate Joke Advanced

Advanced Version

Video Link -

<https://vimeo.com/409743435/ffd6f6faf8>

- Edit the background to remove the surf board and add in a palm tree.
- Add in a third character of a Pirate Ship – edit the character of the boat to add in a pirate flag.
- Code the Pirate Ship to rock in the ocean by using turn and wait blocks.
- Code the Pirate Cat to send a message after the first line of the joke. The punch-line should then start on the Start on Message block of the same colour.
- Once the wave is in position – use a disappear block to make the wave disappear at the start of the project.
- Code the wave to appear on the Start on Message Block of the same colour that the Pirate Cat sent. Remember that the last character that you touch will show up on the top.

Codesheets

