



3 Little Men in a Flying Saucer

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/405001711/fabd35f850>

Overview

This project is a song about aliens in flying saucers.

Learning Objectives

- Using wait blocks to make things happen in sequence / introducing message blocks.
- Replicate a song into code

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]
- Then 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 space background from the library.
- Select an Alien character and edit – change the colour of the alien. You will need to add the alien 3 times into the project screen.
- 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 first Alien to bob up and down slowly and repeat forever – then copy this code to the other two aliens.
- Code the first Alien to sing verse 1 of the song, then leave the screen and disappear.
- Code the second Alien to sing verse 2 of the song, then leave the screen and disappear. You will need to add wait blocks before this alien sings, to make sure this starts after the first alien has finished.
- Code the third Alien to sing verse 3 of the song, then leave the screen and disappear. Add in wait blocks to make this happen after the second alien has finished. The maximum number on a wait block is 99, so you will need to add multiple blocks in to make the alien wait longer than this.
- Test the project and debug anything necessary.

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To Simplify

- Use the alien as a library character and do not edit.
- Record the song against one alien in full and then use the wait blocks only for the movements.

Finishing Game

Play 'Action Blocks'

Hold up some pictures of the blocks you have used today. Ask the children to make up an action for the block and share with the group.

Ending Session

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

Codesheets



Song Words

THREE little men in a flying saucer
flew round the world one day.
They looked left and right but they didn't like the sight
So one man flew away.

TWO little men in a flying saucer
flew round the world one day.
They looked left and right but they didn't like the sight
So one man flew away.

ONE little man in a flying saucer
flew round the world one day.
He looked left and right but he didn't like the sight
So one man flew away.

3 Little Men in a Flying Saucer Advanced

Advanced Version

- Create a new Alien in a flying saucer character using the paint editor. An example is shown below. Can the children add their picture into the flying saucer?
- Use message blocks to code the next verse of the song. You will need to explain how the different colour message blocks work as they will need to use different colours for each verse.
- The original song starts with 5 aliens, can they add in two more aliens who sing first in the sequence?

Codesheets



Advanced Project



Advanced Project



Advanced Project

