Code Your Name

Liane

Activity Structure – 45min

#	Activity	Timing
1.	Introduce project	5 mins
2.	New project & add colour backdrop	5 mins
3.	Draw character(s)	10 mins
4.	Animate name (1)	10 mins
5.	Animate name (2)	8 mins
6.	Debug & Demo	7 mins

Overview

This project is popular with all ages and can be adapted for more or less experienced children.

In the simplest version, the children draw a single character with their name (or nickname if their name is long!) and animate it to flash and grown and shrink. In the more advanced version they create a character per letter of their name and code them to 'blast off'.

Step by Step

1. In a new project, make a bright single-colour background using the Fill (paintpot) tool.

2. Delete the cat, and draw a the letters of your name or nickname. SIMPLE version: make a single character for the name. ADVANCED: make a separate character for each letter, bubble writing makes a nice extension too.

3. A: SIMPLE: Code the character to flash on and off, and repeat forever. Speed block if desired.

4. B: EXTENSION: Code the character to move up and down creating a screensaver effect.

5. C: ADVANCED: Code each character to wiggle (tilt left and right) and then blast off and disappear. Use a WAIT block to delay each successive letter by an extra '10'

6. Test each letter as you go along and ensure the synchronisation of the letters works as expected. The children may need to tweak the numbers on the wait blocks – good for estimation skills.

7. Make sure to play this one on the full screen to see the full effect!

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The Enemies

The Prize:

Simplification:

3-4s can draw a circle for a photo frame and use camera to add photo inside for their character if don't know letters yet.

Extension activities:

Can the children change the movements of the letters?
Can they add some sound effects in an additional line of blocks?

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