Message in a Bottle

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/405002005/ed9ba95b34

Overview
This project is about finding a message in a bottle and introduces copying code and scene changes

Learning Objectives
- To use copy code functions to make characters do the same thing.
- Use appearance blocks to make things disappear and appear.
- Use more than one scene in a project to move the story along.

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: Simon / Simone says
- Have you ever played Simon Says? What happens? Are there any rules?
- Explain that in some ways coding is a bit like Simon Says. When we play Simon says we must use the phrase 'Simon says…' to make the other players do what we ask, e.g. rub their tummy or touch their feet. Similarly, when we code in Scratchjr we use a 'start' block to make a character do an action.
- Play a couple of round or Simon says (a child could be 'Simon' or 'Simone') .
- Let the tutor or TA take on the role of Simon/Simone. Instead of saying 'Simon says…' say a start block, followed by the action, e.g. 'start on green flag' + 'clap your hands', 'start on tap' + 'turn around'.

Video Tutoring Adaptations
- Select the Lake background from the library.
- Create a new character in the Paint Editor – draw half a bottle using the square tool. You will use the same character 4 times.
- Arrange the bottles 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 Bottle 1 to appear and disappear with a wait block inbetween. You could also make the bottle move while it has disappeared so that it appears in a new place.
- Copy this line of code to your other 3 bottles.
- Code Bottle 1 to bob up and down in the water using the movement blocks.
- Copy this line of code to your other 3 bottles.
- Code Bottle 1 to make a pop sound and disappear when it is tapped. Copy this code to 2 other bottles.
- You final bottle will have the message inside – Code this bottle to Start on Tap, Pop, Disappear, and record a winning message – saying you have found a message. What will it say?
- Use some speed blocks to make the bottles move slowly in the water.
- Test the project and debug anything necessary.

Project Plan

MAMA.codes

Message in a Bottle

To Simplify

- Have less bottles in the lake
- Create the code for every bottle rather than copying.

Finishing Game

Play 'What do I do?'

Select some cards of the blocks you have used today. Describe what one of the blocks does, e.g. I am blue and I move my character forward, or I am green and I play a sound and ask the children to shout out the block.
Let a child have a go if they feel confident.

Ending Session

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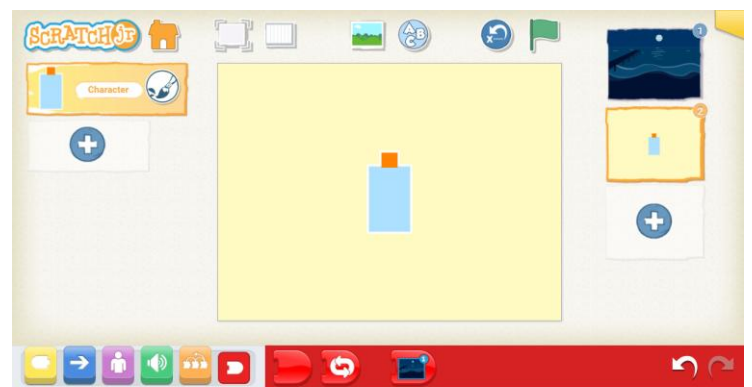
Codesheets

Message in a Bottle Advanced

Advanced Version

- Add in more bottles and make them smaller so they are harder to tap.
- Add in scene 2 and code the bottle with the message in to take you to scene 2.
- Scene two can be whatever the child wants to create – maybe a desert island with a stranded pirate, maybe a jungle scene with some explorers, maybe an astronaut in space.
- Use the scene to create a message that the bottle tells and then create a character to come and 'save the day'

Codesheets
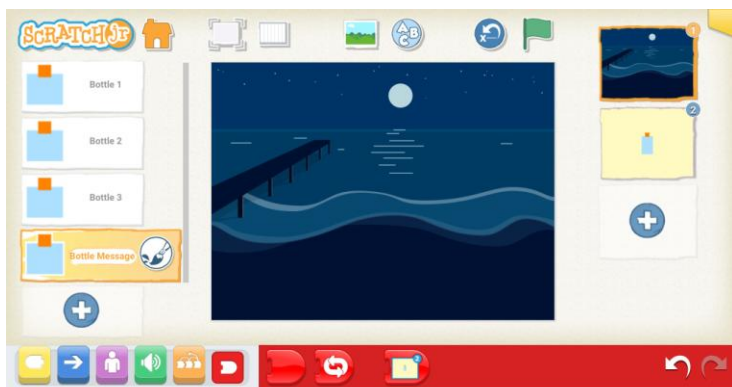
Advanced Project

Advanced Project