

# Pirate Treasure



## 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/417358156/f9aeccf072>

### Overview

This project is about a pirate who is asking for help to find his treasure.

### Learning Objectives

- Using scenes to tell a story
- Creating a game using Start on Tap blocks
- Using text to make a character talk

## 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: Guess the Program

- The tutor should act out several short programs/code. *Can you guess what my code/program is?*
- The children should try and guess what the program is. Confident children could also have a go at acting out a program for other children to guess. Use flashcards to support if needed.
- Decide whether you want to limit the program/code to the blocks available in Scratchjr.
- Here are some possible programs:
  - Shrink, Forward 5, Grow, Forward 5.
  - Slow, Backwards 5, Wait, Fast, Forward 5

## Video Tutoring Adaptations

- Select the beach background, and edit it to remove the surfboard.
- Select a person character – and edit it to add in a pirate hat and change the colour of their clothes.
- Add a new character and use the paint editor to draw a treasure chest – you will need to add this to the project twice.
- 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 pirate to say 'Arrrrrrr, where's my treasure?' using the speech bubble and the sound blocks. These should both start on the green flag.
- Code the treasure chests to Start on Tap, shake and then go to another scene – you will need to create two more scenes to enable to red scene change blocks to show. The second scene should be the slime treasure box, the third scene should be the gold treasure box.
- Code the pirate in the second scene to fall into the treasure box with slime. You will need to add in a slime treasure box character. The treasure boxes in scene 2 do not have any code.
- Code the pirate in the third scene to jump up and down when he finds the treasure. You will need to add in a gold treasure box character. The treasure boxes in scene 3 do not have any code.
- Test the project and debug anything necessary.

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## To Simplify

- Use the person character as it is and just change their clothes to pirate clothes.
- Use just the sound recordings and no text bubbles.
- When you start on tap for the treasure boxes – go straight to the scene selection and remove the shake movement.

## Advanced Version

- On the Background, add in a drawing of a pirate ship in the sea to the background image.
- When creating scene 2 and 3, use the copy character function by tapping on the characters in the left hand column of scene 1 and dragging them over the scene 2 picture and release. Do this for all the characters you want to copy across to the next scene.
- In scene 2 or 3, what would the pirate do when he found the treasure – how would he celebrate. Can you add this to your coding project.

## Finishing Game

### Play 'Copy Me'

*Start by asking the children to copy what you are doing – start with an action (for example patting your head), the children have to copy what you are doing. Without saying anything, change your action and see if the children keep copying you. Keep going and add in new actions once everyone is copying you.*

## Ending Session

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

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## Codesheets

