



Learn

Learning Objectives

- To expand the understanding of block coding.
- To create a simple animation.

Learning Outcomes

All children: create a simple animation of a sprite.

Most children: animate a second sprite and make the sprites "speak".

Some children: experiment and make their own animations and interactions.

Cross curricular links

Maths: geometry - position and direction.

Vocabulary

code, sprite, costume ([see glossary](#)).

Resources

Template: j2e.com/code/template/Y3template1

Example: j2e.com/code/example/Y3example1

Video: just2easy.com/vids/j2code/Y3video1

Code

Introduction

Recap the work done in lesson 3 then show example 4. Load template 4. Show the children how to make the sprite move and animate (*use the "repeat", "move forward" and "switch costume to next" blocks*). Explain how to select the different sprites to add code to each one (*refer to the video*).

Main Activities

Load the template.

Task 1- children experiment with making one of the sprites move and animate using the "repeat", "move forward" and "switch costume to next" blocks.

Stop the class to discuss any problems.

Q. How can we make a sprite "speak". Watch the example and discuss.

Task 2- get the second sprite to move and animate so that the two sprites meet.

Add in a "say" block

Challenge

Try some different actions when the sprites touch. Experiment with new backgrounds and animations. Try to make the sprite say something as its mouth opens like in the example.

Repeat

Follow up lesson(s)

Allow children to gradually use more level2 blocks. (see some of the other examples)

Children can be encouraged to continue to experiment by accessing Visual at home.

Schools with access to the Just2easy ToolSuite may choose to blog some work, pupils can then leave comments on each other's work suggesting improvements or leaving feedback. Teachers may also save and share their own examples and templates.

Assessment

Self and peer assessment - pupils can work with a partner to review, and help correct their code (debug).