

Videos:

Let's do some Graphic Design
Detective Work
Mrs Humpy explains 'if-then'

Let's send out a Message
Copying and Graphical Effects
Ready to Play?

General:

Children create a nice game using Yes/No questions to guess the correct identity. It's a subtle first step towards Binary. We explain how to use Graphic tools to change the colours and name of a Girl Sprite and see how to correct mistakes.

Next, we get children to think of simple Yes/No questions, laying the foundations of a Binary Search. Broadcasting a message, getting an input and storing the 'yes' or 'no' answer in a variable are carefully explained.

Mrs Humpy the Hippo explains how 'if-then-else' can test whether an input is 'y' or 'n' before another child-friendly 'Explainer' video teaches the concepts of sending out and receiving messages. We show how speed up the coding process and explain how to create fun visual effects like pixilation. With some 'sizzles' and 'beep' sounds, children complete their Identity Game, and can now enjoy playing it.

Worksheets:

Lesson 1: Let's do some Graphic Design
Lesson 2.1: Detective Work (a)
Lesson 2.2 Detective Work (b)
Lesson 3.1 Mrs Humpy Explains 'if-then'
Lesson 3.2 if-then coding

Lesson 4.1 Broadcast-Receive
Lesson 4.2 Broadcast-Receive coding
Lesson 5.1 Copying
Lesson 5.2 Graphical Effects
Lesson 6 Ready to Play?

File downloads:

Guess-Who.sb3 Scratch project

Extension:

Quicker children can:

- experiment with different colour schemes.
- Design their own messages in the 'say' blocks and experiment with the timings.
- Think how to modify the code if the green 'Operator' block had an 'n' after the '='.
- see what happens if they forget to add the 'receive' block to one or more sprites.
- try changing the order of the 'broadcast' blocks in the 'if' and the 'else' sections.
- experiment with other effects, rather than pixilation and timings
- choose their own comments for the 'say' blocks, with a 'user-friendly' approach
- have fun experimenting with the many sounds available in the Sound Library.