Halloween: SAM Space

Recommended Read Aloud: **Spider Sandwich** by Clair Freedman

The recommended read aloud is a story about a monster named Max who likes to eat lots of disgusting foods.

Students are going to create codes for different spooky characters for this Halloween. After reading the story allow the students some time to think about the (school appropriate) spooky, creepy, and gross things that are common around this time of year.

Activity

Students are going to create animated spooky characters. These characters can be created on their own, or using some of the options here.

For even more fun, have students create candy versions of their characters. For example: Spiders can be made with Oreos for the body and Gummy Worms for the legs. Check out some additional ideas below:

Oreo Spiders
Marshmallow Monster Pops
Lollipop Ghosts
Broomstick Suckers
Pumpkin Candy Bags
Candy Bar Mummies

Note: SAM Labs cannot be held responsible for third party links. Please be sure to view the links prior to teaching this lesson with your students.
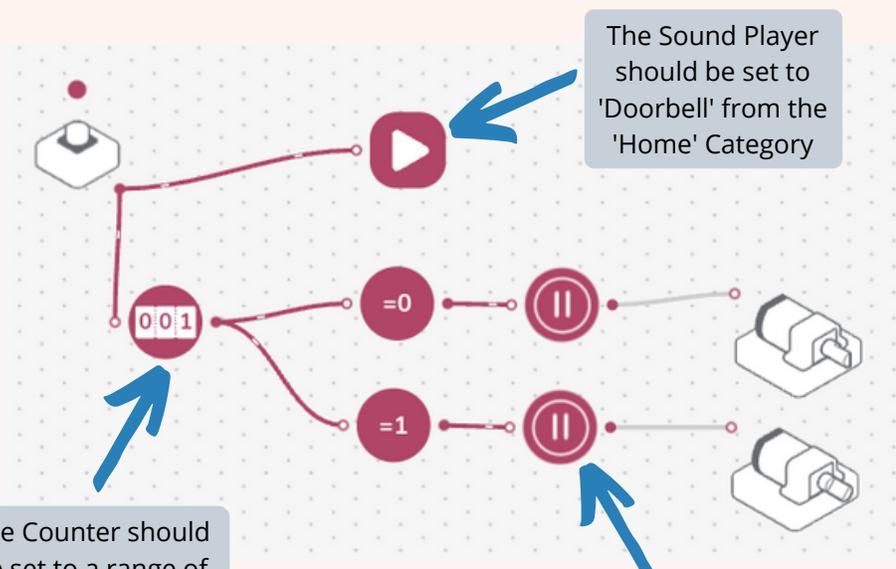
Halloween: SAM Space

Sample Code:

Students will create a code that makes their character move when a button is pushed. Pushing the button is going to simulate pushing the door bell while trick or treating.

Student can manipulate the movement of their character. They can also add lights and additional sounds to add to the spookiness of their character.

The Sound Player should be set to 'Doorbell' from the 'Home' Category

Input: Button
Output: 2 DC Motors, Sound Player
Behaviors: Counter (Numbers), Compare (Numbers), Hold (Time)

The Counter should be set to a range of 0-1 and it should reset

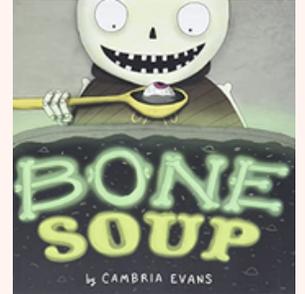The Hold is going to determine how long the object spins

Aligned to standards: CSTA (1B-AP-09 [HOLD BLOCK], 1B-AP-10)

Halloween: SAM Blockly

Recommended Read Aloud: **Bone Soup** by Cambria Evans

The recommended read aloud is a story about a skeleton named Finnigin who known for his appetite. He comes into a new city for Halloween and since no one will share with him, he has to create his own meal.

Students are going to create codes for different spooky characters for this Halloween. After reading the story allow the students some time to think about the (school appropriate) spooky, creepy, and gross things that are common around this time of year.

Activity

Students are going to create animated spooky characters. These characters can be created on their own, or using some of the options here.

For even more fun, have students create candy versions of their characters. For example: Spiders can be made with Oreos for the body and Gummy Worms for the legs. Check out some additional ideas below:

Oreo Spiders
Marshmallow Monster Pops
Lollipop Ghosts
Broomstick Suckers
Pumpkin Candy Bags
Candy Bar Mummies

Note: SAM Labs cannot be held responsible for third party links. Please be sure to view the links prior to teaching this lesson with your students.

Halloween: SAM Blockly

The Buzzer pitches here are to simulate a simple doorbell

Sample Code:

Students will create a code that makes their character move when a button is pushed. Pushing the button is going to simulate pushing the door bell while trick or treating.

Student can manipulate the movement of their character. They can also add lights and additional sounds to add to the spookiness of their character.

This makes the character move back and forth. Thinking about it going across a window.

```
program start
repeat forever
do    if        get Button is pressed
   do      set Buzzer volume to    15
           set Buzzer pitch to    10
           wait for   0.5   seconds
           set Buzzer volume to    15
           set Buzzer pitch to    30
           wait for   0.5   seconds
           clear Buzzer
           repeat   2   times
           do      set DC Motor ▾ motor speed to    50
                   set DC Motor2 ▾ motor speed to    -50
                   wait for   3   seconds
                   set DC Motor ▾ motor speed to    -50
                   set DC Motor2 ▾ motor speed to    50
                   wait for   3   seconds
   else    clear Buzzer
           set DC Motor ▾ motor speed to    0
           set DC Motor2 ▾ motor speed to    0
```