

Overview: Introduces the “Start on Bump” block, which directs characters to start their action only when “bumped” by another character.

**Warm-up (5-10 minutes)**

- Review the starting blocks we have learned already, and the differences between each
  - Green Flag, Start on Tap

**Work Through Tutorial As a Class (20 minutes)**

- Open the “Start on Bump” Tutorial

**Page 1**

- Have students tap the scripts (as it says on the screen).
- Discuss with the class what happens when the cat touches each character
- *Tip: have students guess what is happening before explaining what Start on Bump does*

**Page 2**

- Can you make the cats finish the relay race?
  - Orange cat starts the race, blue cat finishes the race
- Students should create programs using the given blocks as a starting point
- Have students program both characters to make this work

**Page 3 - Explore (20 minutes)**

- Have them create their own story with Start on Bump!