



Scratch Programming

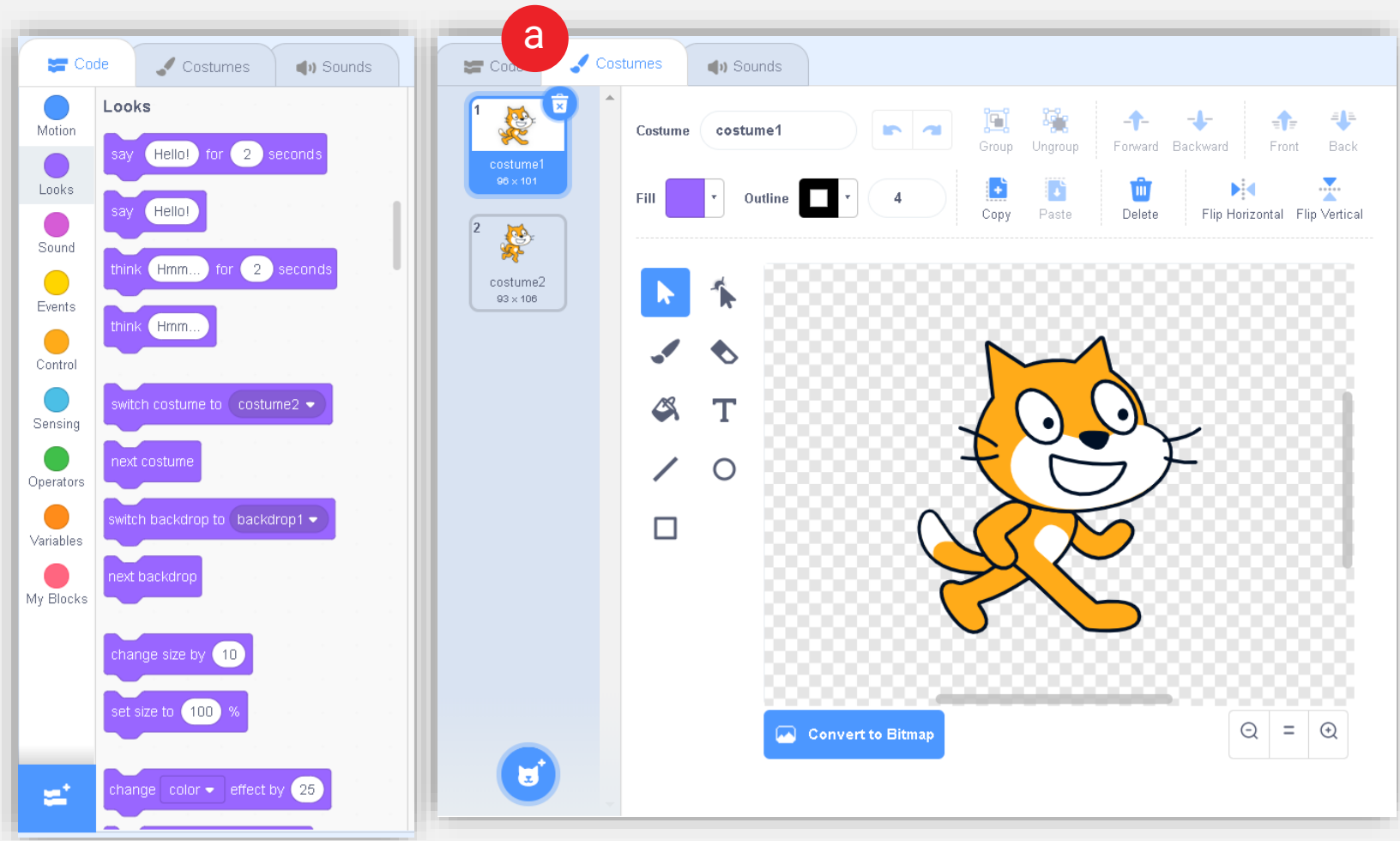
Lesson 2

Conversation Story

Presented by Advaspire Team



Looks → make it talk



a You can transform your object into animation by changing the costumes of the sprites.


Click costumes tab to edit or draw your costumes.

The concept is like a flipping comic, by changing the costumes very fast, it gives us an optical illusion that the object is moving.



Looks → make it talk

a



Yes! It's my lunch time!!

Say

b



Hmm... What should I eat?

Think

Script:

a

b

when green flag clicked

say Yes! It's my lunch time!! for 2 seconds

wait 1 seconds

think Hmm... What should I eat? for 2 seconds

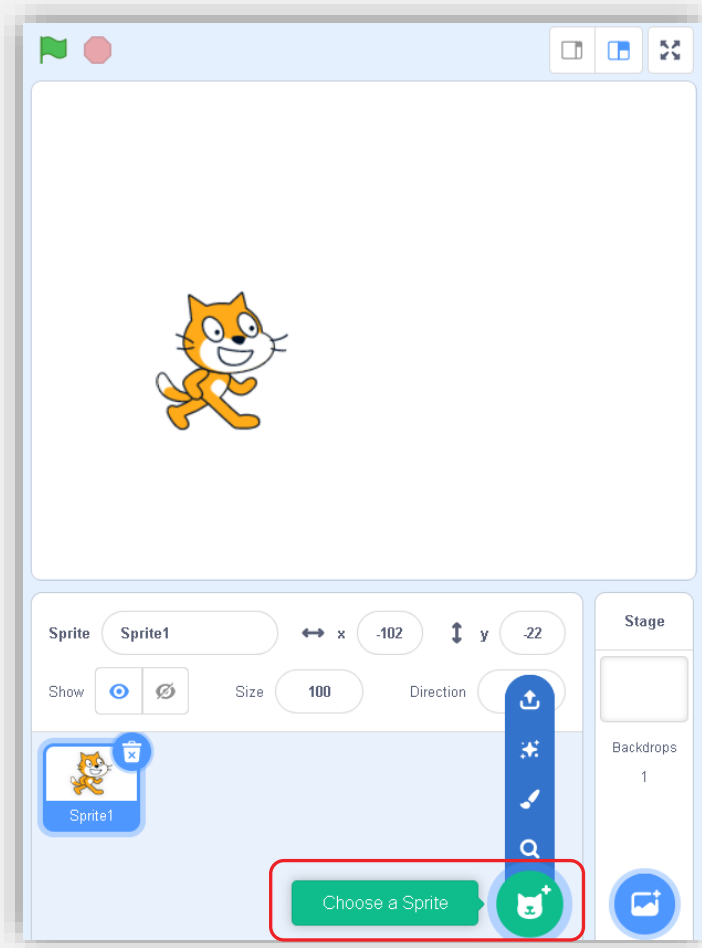
You can either make your cat say something or think about something.

“say ____ for __ seconds” block is to make your cat to say a sentence for certain seconds.

“think ____ for __ seconds” block is to make your cat think about something for certain seconds.



Add a New Sprite or Character

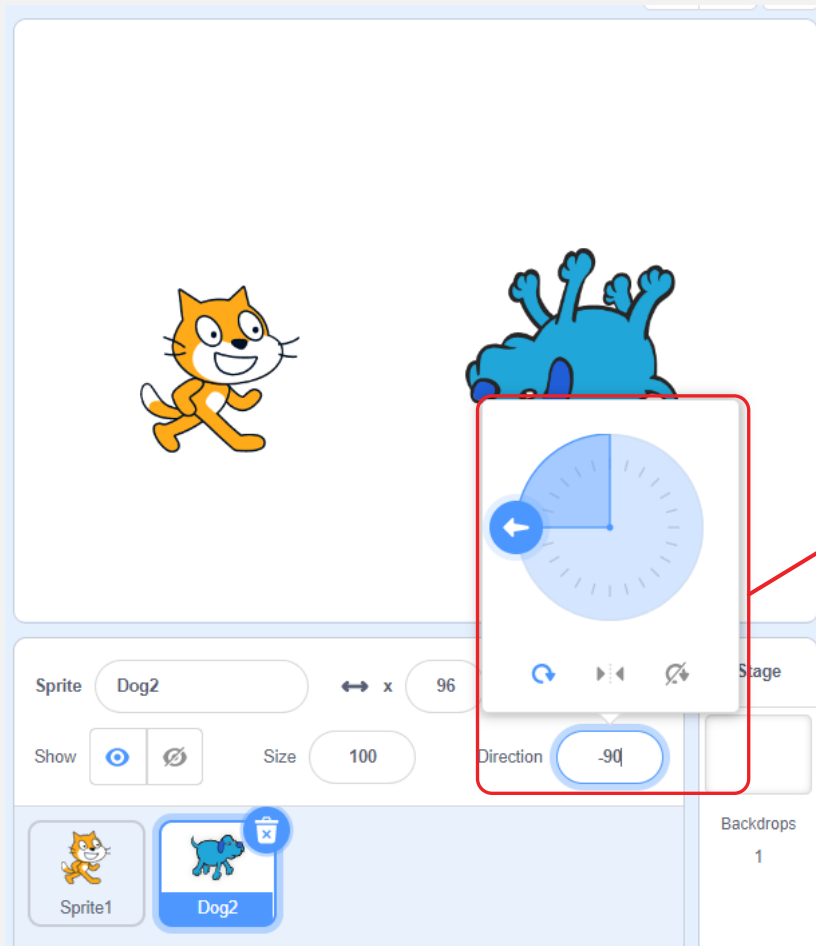


Click “Choose a Sprite” (bottom right icon) to add a new character.

I will add “Dog2” as a new sprite.



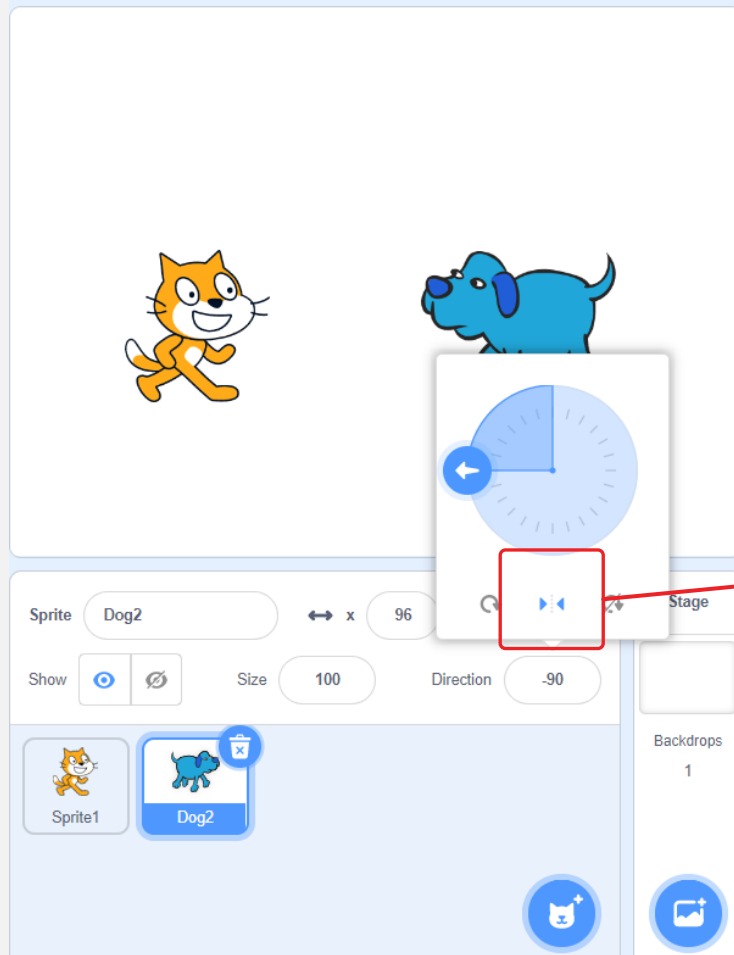
Looks → Edit the costumes



Turn the direction of the dog to -90° to make it face to left.



Looks → Edit the costumes

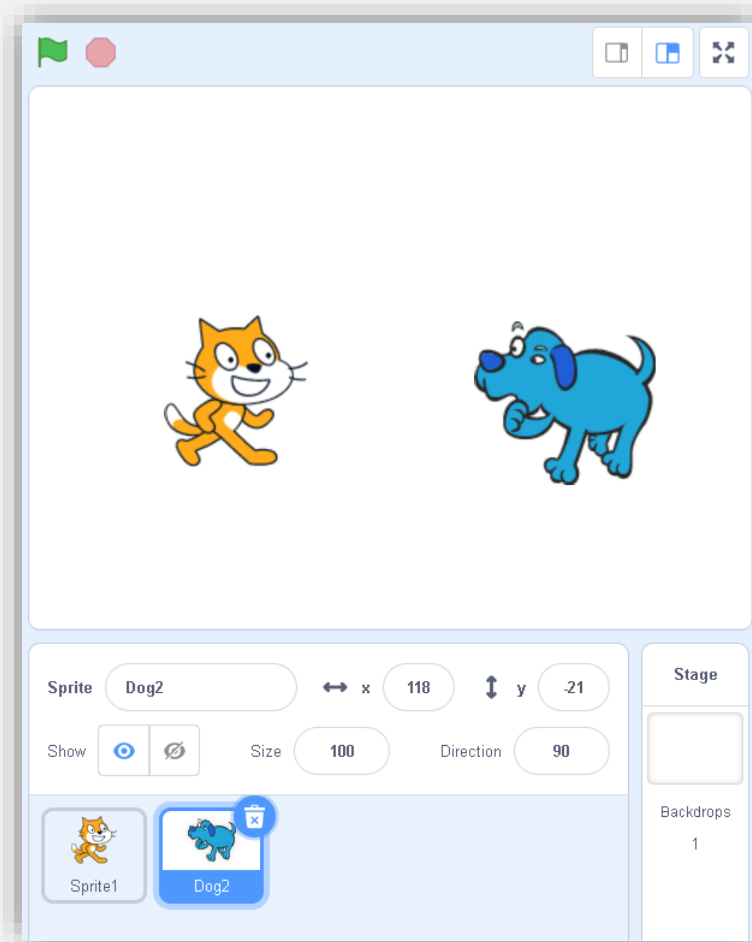


In rotation style, select the middle one to make the dog only flip to left or right.

Then your dog should be standing now.



Starts a conversation

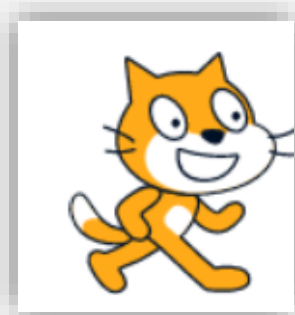


Lets make a conversation like below:

Cat: Hi Doggy!
Dog2: Hi Catty!
Cat: What's up!
Cat: How are you?
Dog2: Quite busy lately...
Dog2: I'm going to have my lunch
Dog2: Wanna grab some food together?
Cat: Sure! Let's go!



Conversation Arrangement



Script:

```
when green flag clicked
say Hi Doggy! for 1.5 seconds
wait 1.5 seconds
say What's up! for 1 seconds
say How are you? for 1 seconds
wait 4.5 seconds
say Sure! Let's go! for 2 seconds
```

Script:

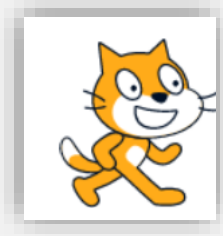
```
when green flag clicked
wait 1.5 seconds
say Hi Catty! for 1.5 seconds
wait 2.5 seconds
say Quite busy lately... for 1 seconds
say I'm going to have my lunch for 1.5 seconds
say Wanna grab some food together? for 1.5 seconds
```

Arrange the conversation accordingly.

For example, cat will be the first one to talk, then it will say “Hi Doggy!” for 1.5 seconds, then dog will wait for 1.5 seconds until cat finishes its speaking, then only say “Hi Catty!”, so and so on.



Broadcast Function



Script:

```
when green flag clicked
say Hi Doggy! for 1.5 seconds
broadcast message1

when I receive message2
wait 0.5 seconds
say What's up! for 1 seconds
say How are you? for 1 seconds
broadcast message3

when I receive message4
wait 0.5 seconds
say Sure! Let's go! for 2 seconds
```



Script:

```
when I receive message1
wait 0.5 seconds
say Hi Catty! for 1.5 seconds
broadcast message2

when I receive message3
wait 0.5 seconds
say Quite busy lately... for 1 seconds
say I'm going to have my lunch for 1.5 seconds
say Wanna grab some food together? for 1.5 seconds
broadcast message4
```

We can also arrange the conversations with Broadcast function.

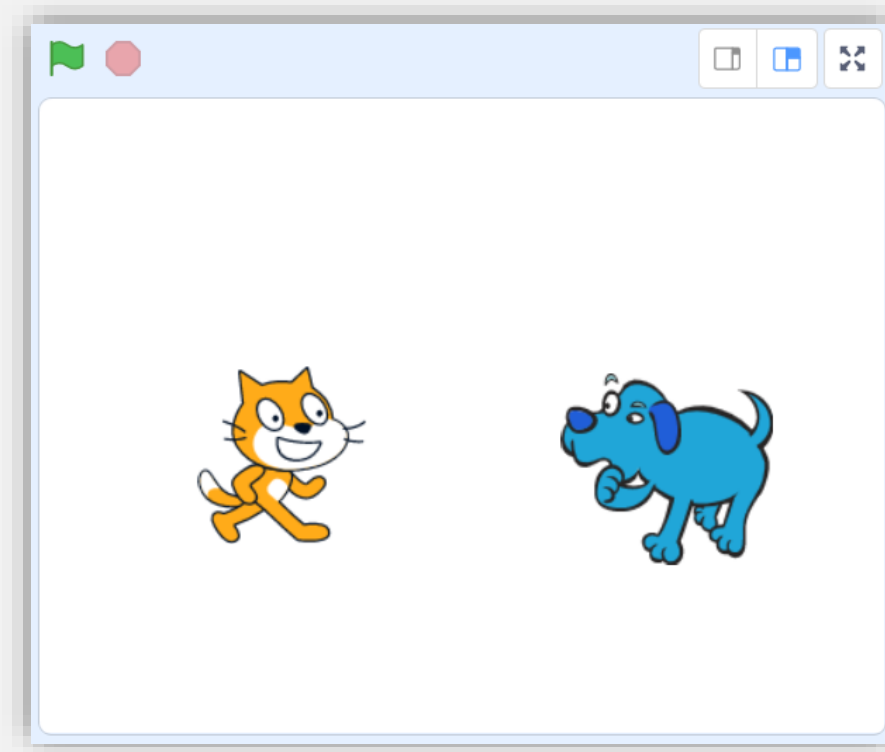
Broadcast function is like acting based on cues.

If Catty is the conversation starter, after first sentence, Catty will send a message to Doggy as it's Doggy's turn.

Then after Doggy ends its turn, it will tell Catty to start its turn.



You can try to create your own story





ASSIGNMENT *for*

Lesson 2

L2 – Mission 1

Do a conversation like below:

Cat: Good morning, Doggy!

Dog2: Good morning, Catty!

Cat: How is everything going?

Dog2: I'm good... ..

(pause a moment)

Dog2: But I'm quite worried about my exam

Dog2: I think I screwed the exam.

(pause awhile)

Cat: Don't worry about it, let's catch some drinks first!



L2 – Mission 2

Try to change these 2 characters to other sprites.

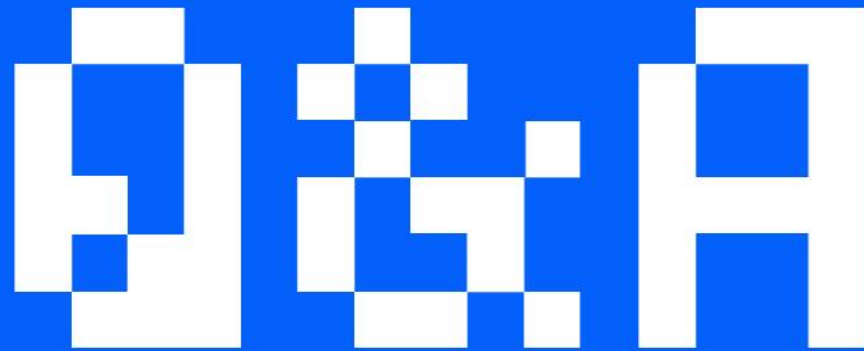
Design your own conversations that's talking about Covid-19 things.

Conversation keeps to 6~10.





You can direct message your teacher and ask your question through [Slack Robotene Community](#) or arrange a [One-to-One Consultation](#) with your teacher.



Any Questions?



Thank you :)