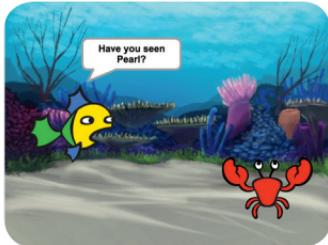


Create a Story Cards



Choose characters, add conversation,
and bring your story to life.

Create a Story Cards

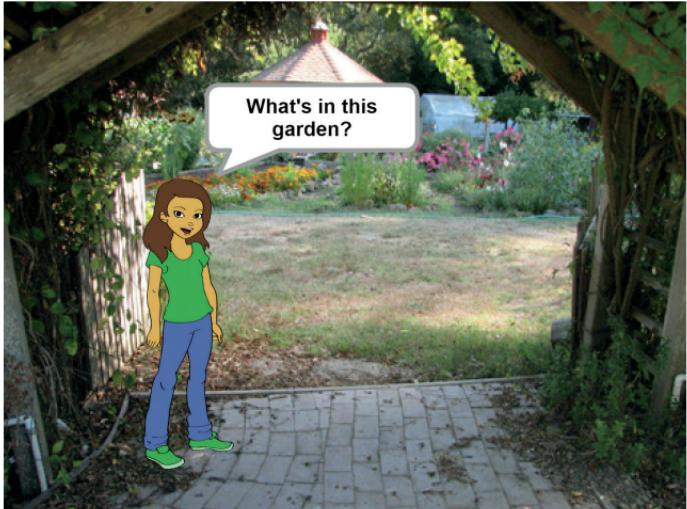
Start with the first card and
then try the other cards in any order:

- **Start a Story**
- **Show a Character**
- **Make a Conversation**
- **Switch Scenes**
- **Glide to a Spot**
- **Appear in a Scene**
- **Make It Interactive**
- **Add Your Voice**
- **Click a Button**

Start a Story



Choose a scene and introduce a character.



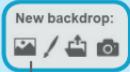
Start a Story

scratch.mit.edu/story



GET READY

Choose a backdrop.



Choose a character.



ADD THIS CODE



Type what you want
your character to say.

TRY IT

Click the green flag to start.



Show a Character

Make a new character appear in the scene.



Show a Character

scratch.mit.edu/story



GET READY

Choose a character.

New sprite:



Unicorn

Click the Sounds tab.

New sound:



Then choose a sound,
like fairydust.

ADD THIS CODE

Click the Scripts tab.

when green flag clicked

hide

wait (3) secs

play sound [fairydust v]

show

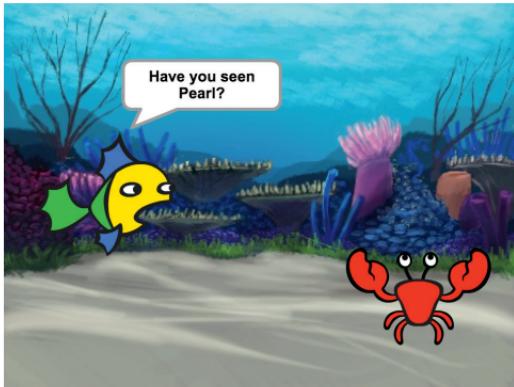
TRY IT

Click the green flag to start.



Make a Conversation

Make your characters talk with each other.



Make a Conversation

scratch.mit.edu/story



GET READY

Choose two characters.

New sprite:



Fish2



Crab

ADD THIS CODE



Fish2

when green flag clicked

say Have you seen Pearl? for 2 secs

say I can't find her. for 2 secs

broadcast message1 ▾

Broadcast a message.



Crab

when I receive message1

say Yes! Follow me! for 2 secs

Tell this character what to do when it receives the message.

TRY IT

Click the green flag to start.



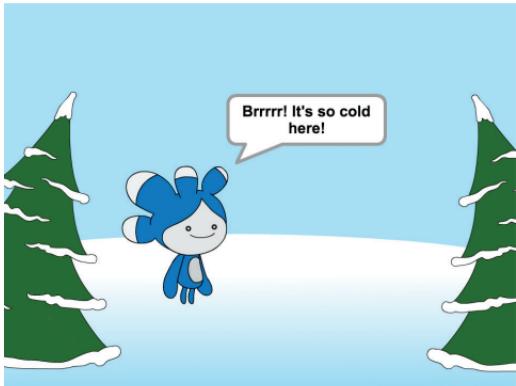
TIP



You can click the drop-down menu to add a new message.

Switch Scenes

Change the backdrop and make something happen.

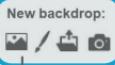


Switch Scenes

scratch.mit.edu/story



GET READY



Choose two backdrops.



winter



desert

Choose a character.



Tera

ADD THIS CODE



```
when green flag clicked
  switch backdrop to winter
  say [Brrrr! It's so cold here!] for [2] secs
  say [I miss the sun.] for [2] secs
  wait [1] secs
  switch backdrop to desert
```

Type what you want your character to say.

Make something happen when the backdrop switches.

```
when backdrop switches to desert
  say [Ah that's better!] for [2] secs
```

TRY IT

Click the green flag to start.



Glide to a Spot

Make a character glide across the screen.



Glide to a Spot

scratch.mit.edu/story



GET READY

New backdrop:



Choose a backdrop.



New sprite:



Choose a character.



ADD THIS CODE



when green flag clicked

point in direction 120

go to x: -190 y: 60

glide 1 secs to x: -20 y: -170

point in direction 90

Set a starting point.

Glide to another point.

TIP

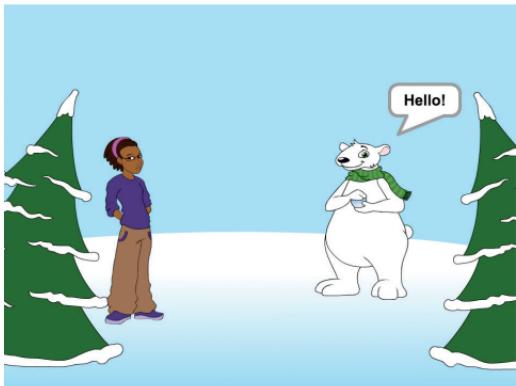
Drag your sprite to where you want it and then add a **go to** or a **glide** block to your script.



When you drag a sprite, its x and y position will update in the Blocks palette.

Appear in a Scene

Change the backdrop and
make a new character appear.

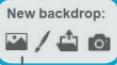


Appear in a Scene

scratch.mit.edu/story



GET READY



Choose two backdrops.



Choose a character.



Bear1

ADD THIS CODE



Click the Stage thumbnail.

when clicked

switch backdrop to bedroom2 ▾
wait [6 secs]
switch backdrop to winter ▾

Switch to this scene.



when clicked
hide

Hide at the beginning.

when backdrop switches to winter ▾
show
say [Hello!] for [2 secs]

Appear in this scene.

TRY IT

Click the green flag to start.



Make It Interactive

Click a sprite to make it do something.



♪)



♪)



Make It Interactive

scratch.mit.edu/story



GET READY

Choose a sprite.

New sprite:



Click the Sounds tab.

New sound:



Then choose a sound from the Sound library.

ADD THIS CODE

Click the Scripts tab.

when this sprite clicked

play sound fairydust ▾

repeat (10)

change color ▾ effect by (25)

Choose your sound.

You can select different effects from the menu.

TRY IT

Click your sprite to start.

TIP



To clear the effect, click the stop sign.

Add Your Voice

Record your voice to make a character talk.



Add Your Voice

scratch.mit.edu/story

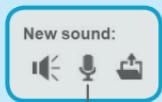


GET READY

Choose a character.



Click the Sounds tab.



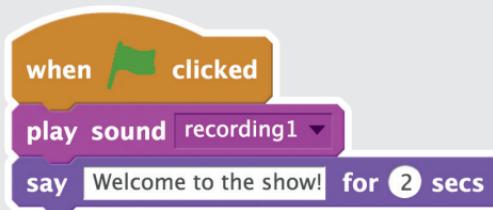
Click this icon.
(You'll need a
microphone.)



Click to record
your voice.

ADD THIS CODE

Click the Scripts tab.



TRY IT

Click the green flag to start.



Click a Button

Click a button to switch scenes.

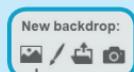


Click a Button

scratch.mit.edu/story



GET READY



Choose two backdrops.



atom playground



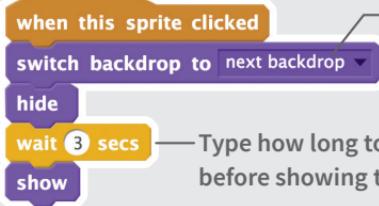
basketball-court1-a

Choose a button sprite, like Arrow1.



Arrow1

ADD THIS CODE



Choose **next backdrop** from the menu.

Type how long to wait before showing the button.

TRY IT

Click your button to start.

TIP

Add this script to set the first scene. Then click the green flag to start.

