

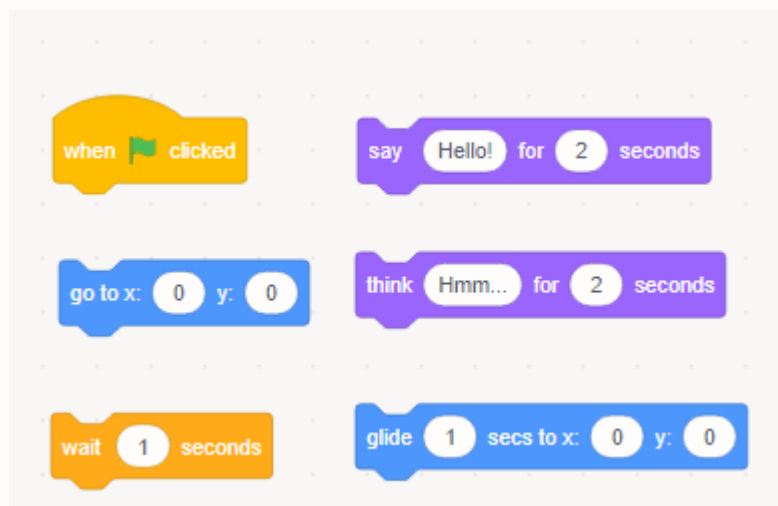
WORK SHEET 2

Activity 1

The goal of the activity is to enter the appropriate scenery, such as the picture below and the appropriate formats, to talk to each other.



Use the following commands to create a dialogue between the two people.



Implementation Guidelines

Once the user has chosen the green flag the girl should be in position $x = -180$ and



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y = - 90. Next:

- ✓ Say "Hello!" For 2 seconds,
- ✓ Move smoothly to a position near the boy for 1 second,
- ✓ wait for 2 seconds,
- ✓ think about something for 1 second,
- ✓ wait for 3 seconds,
- ✓ Speak for 3 seconds.

Once the user has chosen the green flag, the boy should be in position x = 180 and y = - 90. Next:

- ✓ Wait for 5 seconds.
- ✓ Say "Hello" for 2 seconds, wait 2 seconds,
- ✓ think about something for 1 second,
- ✓ Speak for 2 seconds.



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Activity 2

The goal of the activity is to make the dancer dance. Create the scene that you see in the picture below, enter a dancer from the SCRATCH embroidered styles, and then program it to change the appropriate costume and give it a sense of dancing.



The commands you will need are as follows:

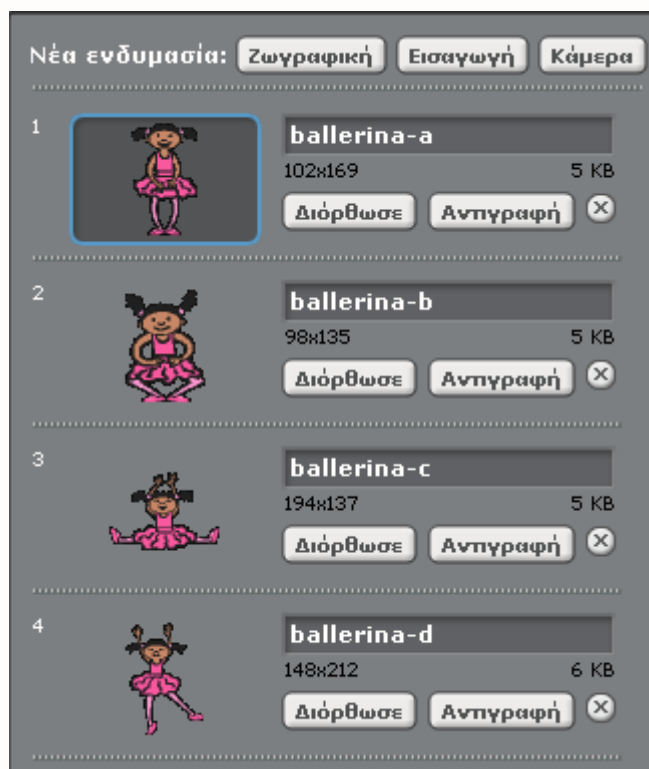


The costumes you will need are the following:

For the dancer you must use, in the order shown, the following costumes:



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Clicking on the flag will have the dancer at the center of the scene. Subsequently:

- ✓ The dancer will change her dress in the following order: ballerina_a, ballerina_b, ballerina_c, ballerina_d.
- ✓ Place the commands in the correct order so that the change between the clothes is not done automatically.
- ✓ Repeat ten times the above dancing movement (use the command repeat 10).
- ✓ At the end of the program the dancer will return to her original position (dress ballerina_a) and will say thank you.