Activity 1: Monster Feelings

In this video, club members will:
1. Watch a video that introduces the survey.
2. Complete the survey.
3. Submit the survey, and watch the next video.

NOTE: The "next" arrow will turn green once the survey is complete. Clicking the green "next" arrow submits the survey.

In this video, club members will:
1. Learn about computer science and the programming language Scratch.

NOTE: If your club members have never been in a CS First club before, advise them to watch the introduction video.

Video 1: Monster Feelings Introduction

In this video, club members will:
1. Choose one of the starter projects linked next to this video.
2. Click remix, and sign in.

NOTE: Club members can choose between 5 different starter projects.
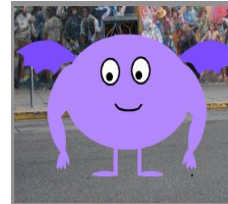All examples below will use "Starter Project - Teal Monster"

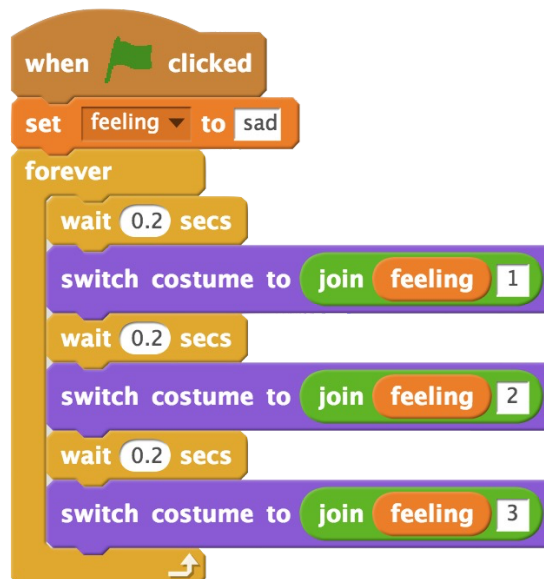| Teal Monster	Pink Monster	Orange Monster	Purple Monster	Blue Monster

Video 2: Animate the Monster

In this video, club members will:
1. Create a "feeling" variable.
2. Code the monster to animate different expressions using the "feeling" variable, the "forever" loop, "switch costume to," "wait," and "join" blocks.
3. Set the starting emotion with the "set feeling" block and a "when flag clicked" event.

Costume for the
Monster sprite:

```
when [green flag] clicked
set [feeling ▼] to [sad]
forever
    wait (0.2) secs
    switch costume to (join (feeling) (1))
    wait (0.2) secs
    switch costume to (join (feeling) (2))
    wait (0.2) secs
    switch costume to (join (feeling) (3))
```
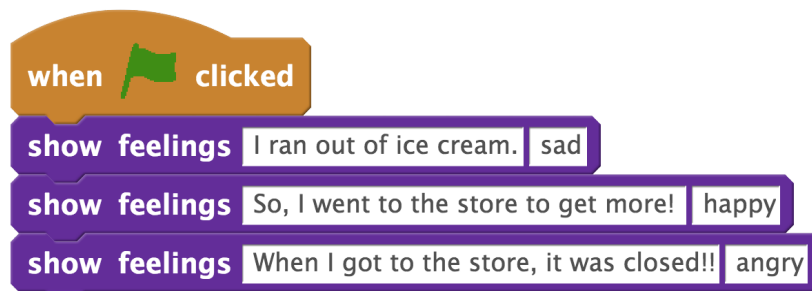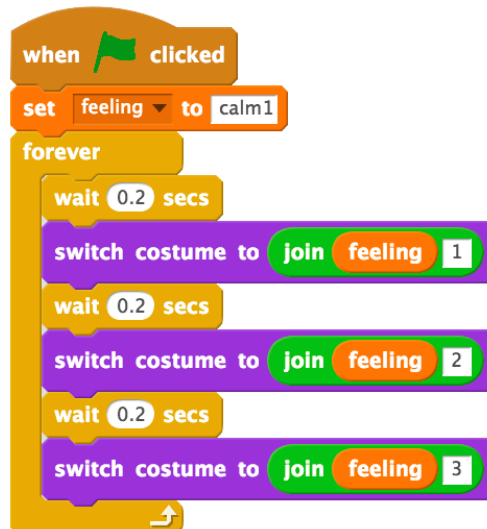
Video 3: Monster Expression

In this video, club members will:

1. Program a function to make the monster say a statement and change its expression at the same time.
2. Call the function using "when flag clicked" and "show feelings" blocks.
3. Add more "show feelings" blocks to give the monster a personality.

NOTE: Club members should type in their own statements in the "show feelings" blocks to create their own unique story.

Costume for the
Monster sprite:

Teal Mon...

```
when 🚩 clicked
set feeling ▾ to calm1
forever
    wait 0.2 secs
    switch costume to join feeling 1
    wait 0.2 secs
    switch costume to join feeling 2
    wait 0.2 secs
    switch costume to join feeling 3
```

```
define show feelings monster statements monster feelings
set feeling ▾ to monster feelings
say monster statements for 2 secs
```

```
when 🚩 clicked
show feelings I ran out of ice cream. sad
show feelings So, I went to the store to get more! happy
show feelings When I got to the store, it was closed!! angry
```
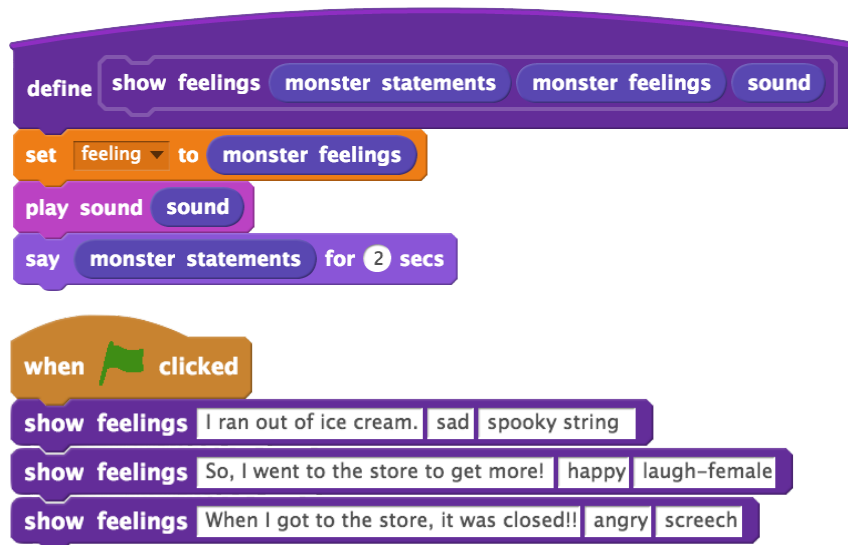
Add-On: Monster Noise

In this video, club members will:
1. Code a sound parameter to the "define show feelings" block.
2. Write the new sound in the input space of the "show feelings" block to make the monster play a sound when it says its emotional statement and animates.

NOTE: Club members can pick any sounds for the "show feelings" blocks.

Costume for the **Monster** sprite:

define show feelings (monster statements) (monster feelings) (sound)

set [feeling ▾] to (monster feelings)

play sound (sound)

say (monster statements) for (2) secs

when [🏴] clicked

show feelings | I ran out of ice cream. | sad | spooky string |

show feelings | So, I went to the store to get more! | happy | laugh–female |

show feelings | When I got to the store, it was closed!! | angry | screech |

Add-On: Emotional Scene
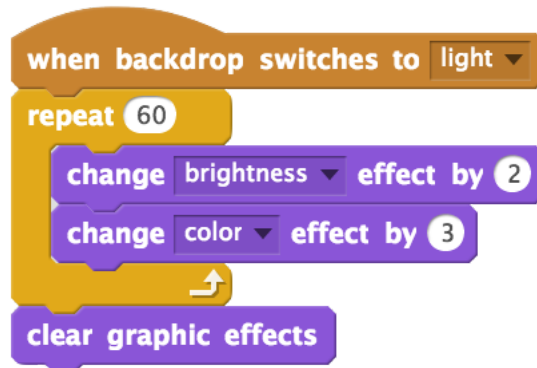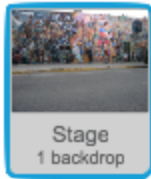
In this video, club members will:
1. Code an effect for any of the monster's expressions.
2. Add a new backdrop, and use blocks from the looks menu to create a cool effect.
3. Return the stage to its original state.

NOTE: Code and sprites will vary.

Costume for the **Monster** sprite:

when [🏴] clicked

switch backdrop to [berkeley mural ▾]

show feelings | I ran out of ice cream. | sad |

switch backdrop to [light ▾]

show feelings | So, I went to the store to get more! | happy |

switch backdrop to [berkeley mural ▾]

show feelings | When I got to the store, it was closed!! | angry |

Backdrop for the **stage**:

Stage
1 backdrop

```
when backdrop switches to light ▼
repeat 60
    change brightness ▼ effect by 2
    change color ▼ effect by 3
clear graphic effects
```
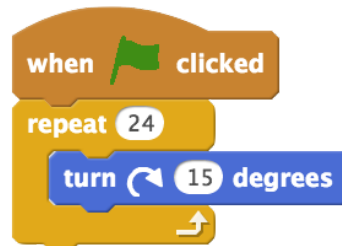
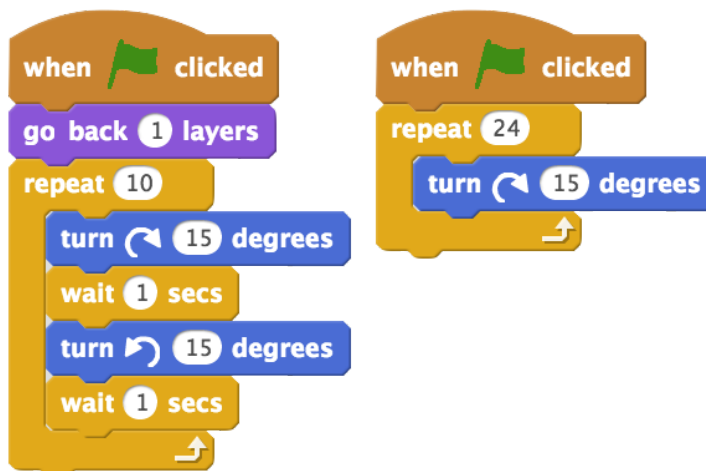## Add-On: Movin' & Groovin'

In this video, club members will:

1. Use the vector tools to paint a new sprite to further animate or add to the monster's body.
2. Use different blocks from motion, control, and looks to animate the monster and its individual parts.

NOTE: Code and sprites will vary. They can add arms, legs, or whatever they would like to the monster's body.

Costume for the **Monster** sprite:

Teal Mon...

```
when 🏳 clicked
repeat 24
    turn ↻ 15 degrees
```

Costume for the **Arm** sprite:

Arm1

```
when 🏳 clicked
go back 1 layers
repeat 10
    turn ↻ 15 degrees
    wait 1 secs
    turn ↺ 15 degrees
    wait 1 secs
```

```
when 🏳 clicked
repeat 24
    turn ↻ 15 degrees
```

Add-On: Fuming

In this video, club members will:
1. Draw a new grey circle sprite.
2. Create a fading effect.
3. Code a smokey effect using "repeat" loops and a "create clone of myself" block.
4. Make the smoke effect go in different directions.
5. Code the smoke effect to start.

NOTE: Club members will add the "broadcast fuming" block wherever it makes sense in their story.

Costume for the **Monster** sprite:

Teal Mon...

```
when [flag] clicked
show feelings [I ran out of ice cream.] [sad]
show feelings [So, I went to the store to get more!] [happy]
broadcast [fuming ▼]
show feelings [When I got to the store, it was closed!!] [angry]
```

Costume for the **smoky** sprite:

Smoky

```
when I receive [fuming ▼]
hide
repeat (10)
    create clone of [myself ▼]
```

```
when I start as a clone
show
point in direction (pick random (-10) to (10))
repeat (40)
    move (2) steps
    change [ghost ▼] effect by (2)
    change size by (3)
delete this clone
```

Add-On: Draw An Expression

In this video, club members will:

1. Duplicate the monster costumes to further animate each emotional expression.
2. Use the vector animation tools to animate the monster.
3. Add a new "show feelings" block to incorporate the new expression.

NOTE: Club members can draw any emotional expression they like. They should use this format to name the new costumes: [feeling]1, [feeling]2, [feeling]3, [feeling]4.
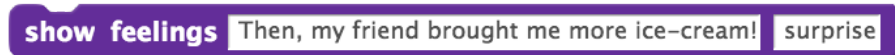
Example costumes:
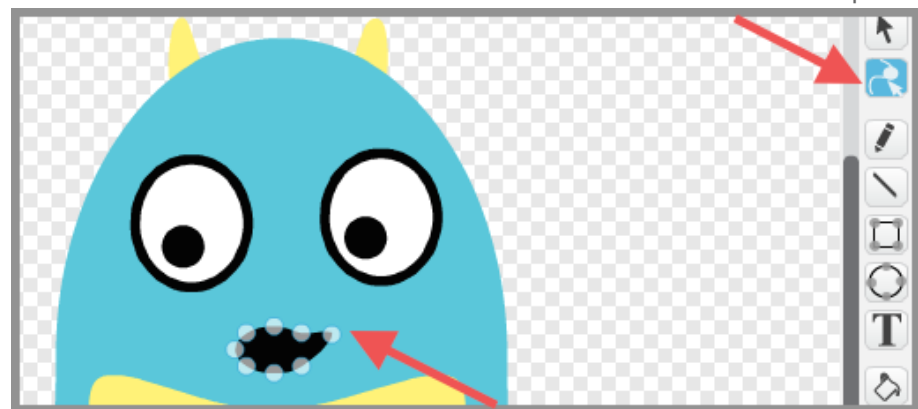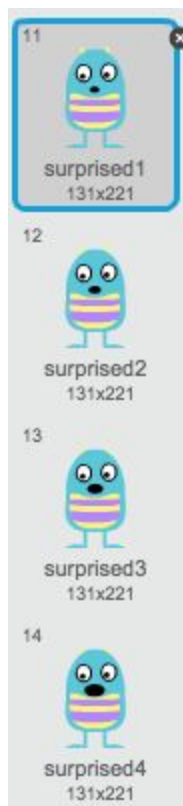
Click the Reshape icon

Click and drag vector points to change an object's shape.
Double click a vector point to delete it.

Costume for the **Monster** sprite:

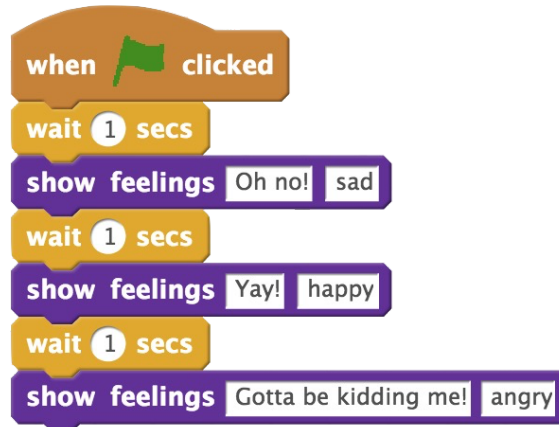show feelings | Then, my friend brought me more ice-cream! | surprise

Add-On: More Monsters (Challenge)

In this video, club members will:
1. Add another sprite to the project.
2. Copy all of the code from the monster sprite to the new sprite.
3. Make the sprite interact with the monster.

NOTE: Code and sprites will vary.

Costume for the **new character** sprite:

Pink Mon...

```
when [flag] clicked
wait 1 secs
show feelings [Oh no!] [sad]
wait 1 secs
show feelings [Yay!] [happy]
wait 1 secs
show feelings [Gotta be kidding me!] [angry]
```

Costume for the **Monster** sprite:

Teal Mon...

```
when [flag] clicked
show feelings [I ran out of ice cream.] [sad]
wait 1 secs
show feelings [So, I went to the store to get more!] [happy]
wait 1 secs
show feelings [When I got to the store, it was closed!!] [angry]
```