

Project #2: Knock Knock Jokes

Lesson: Using wait blocks

Your task: change the delays (number of seconds) to make the knock knock joke work. The goal is to have no speech bubble overlaps and no long delays between dialog. After that, change the joke to make up one of your own.

1. Pick a simple background and two Sprites.

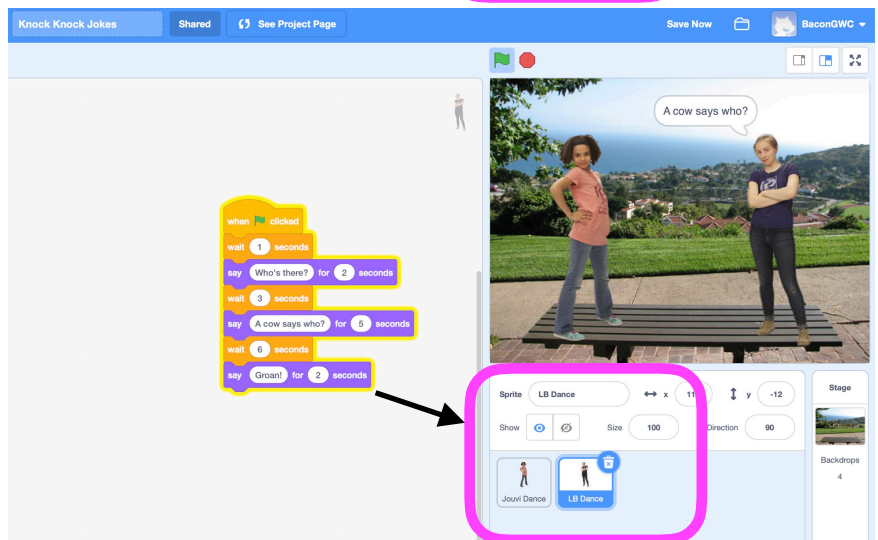
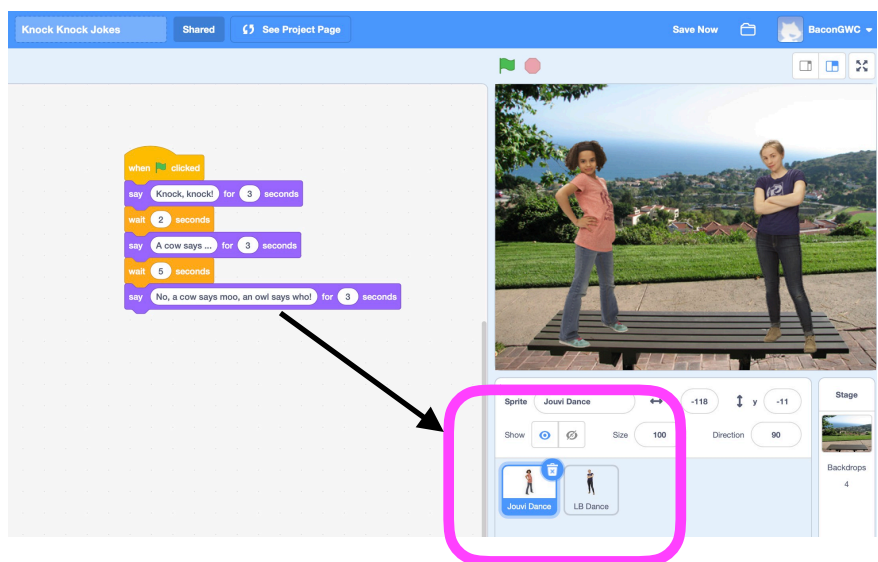
2. Using this picture —>
Pick the Sprite on the left and add this code block.

3. Select the other Sprite and add the code block from the 3rd picture.

4. Run the program several times, paying attention to the order, sequencing, delays, and whether the joke is delivered correctly.

5. Change the time that the dialog boxes are displayed and the wait times until the joke looks and sounds right.

6. Now change the words to make up your own joke.



<https://scratch.mit.edu/projects/335796502/>