All teaching moments are mentioned in a youtube video attached in the “Student Step By Step Guide Story Board in Scratch” along with the steps mentioned in this document.

Character Section:

Step 1: For students that may want to be creative, urge them to experiment with the different ways of uploading a sprite as mentioned in the first step in the student step by step guide.

Conversation Section:

Step 11: In order to create a conversation with the sprites so they will not talk at the same time we add the wait block in this step. In order to determine the wait time within that block we know that the sprite will have to wait the amount of time that the other sprite is talking. In this case in the Maya code section we see that her say is 2 seconds long which means the wait will be at least 2 seconds long.

Backdrop Section:

Step 18: Put emphasis on the students that the block hide will make a character disappear. The block show will make a character appear. The use of these help us make a character appear in some scenes but not all. For example, Giga is present in the city scene but not the forest scene.

Appearance Section:

Step 21: Emphasize the reason we are using broadcast instead of wait in the conversation we are making amongst sprites is because it can be hard to follow the counting of the seconds that many different characters talk for.

Step 22: The concept of a broadcast in scratch is like an invisible message that one character sends out. You can make other characters do something specific when they get that message. For example in the previous step Maya sends out the invisible message with the broadcast block and then when Giga receives the invisible message Giga will respond.

For two characters the wait blocks work well but with any more characters in the storyboard to limit confusion use broadcast.

Beginners Tip With Coding: Each code change makes sure to run the program to see how it acts. This will help with debugging. Debugging is a practice in computer programming where you identify an error and troubleshoot to fix it so the program runs smoothly. Running the program often to see how it acts makes troubleshooting an error way easier than waiting till all code changes are made.