

Scratch Card - Mouths and talking





To make your monster talk, you can just use the Say sprite.

```
when space v key pressed
say Hello! for 2 secs
```

To make it a bit more impressive, you could make the monsters **mouth open** and **close** whilst it is talking. To do this, edit the sprite that contains the mouth - create a new costume that has a closed mouth. By switching between the two, you can animate the mouth opening and closing.

```
wait (0.1) secs
switch costume to mouthClosed v
wait (0.1) secs
switch costume to mouthOpen v
```

To hook the two up, have the block that does the say broadcast a message that the other block can react to.

```
when space v key pressed
broadcast talk v
say Hello! for 2 secs

when I receive talk v

repeat 8

wait 0.1 secs
switch costume to mouthClosed v
wait 0.1 secs
switch costume to mouthOpen v
```

To make this a bit more flexible, use a variable to control the talkTime the monster says something for, and also to control how many times the animation loop is repeated.

```
when space vey pressed

set talkTime verto 2

broadcast talk v

say Hello! for talkTime secs

when a vey pressed

set talkTime verto 4

broadcast talk v

say Something a bit longer for talkTime secs

when I receive talk v

repeat talkTime 4

wait 0.1 secs

switch costume to mouthClosed verto mouthCl
```

(Notice how we multiply talkTime by 4 to make sure the loop repeats enough times?)

You can also make your monster speak using sound by using one of the sound blocks. Just be sure to import the sounds first in the sounds tab.

when I receive talking V

Why not try adding sounds to other events, you could use a spooky hovering sound for a ghost drifting around the screen!

If you have a microphone on your computer you can even record your own sounds, surprise your classmates by recording a loud monster ROOOAAAARRRRR!!!

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