

Use the Teachable Machine Model in Scratch



You need Internet connection to run this activity.



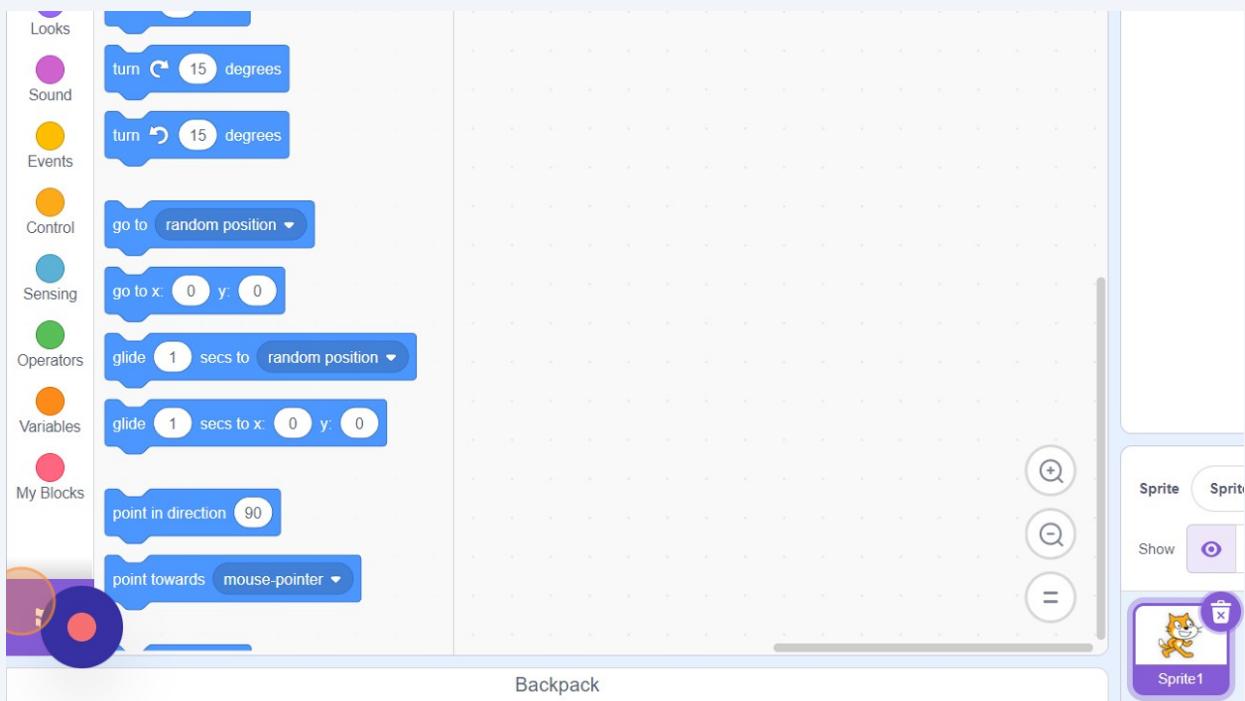
Keep the Teachable Machine model link handy. We need it here.

1

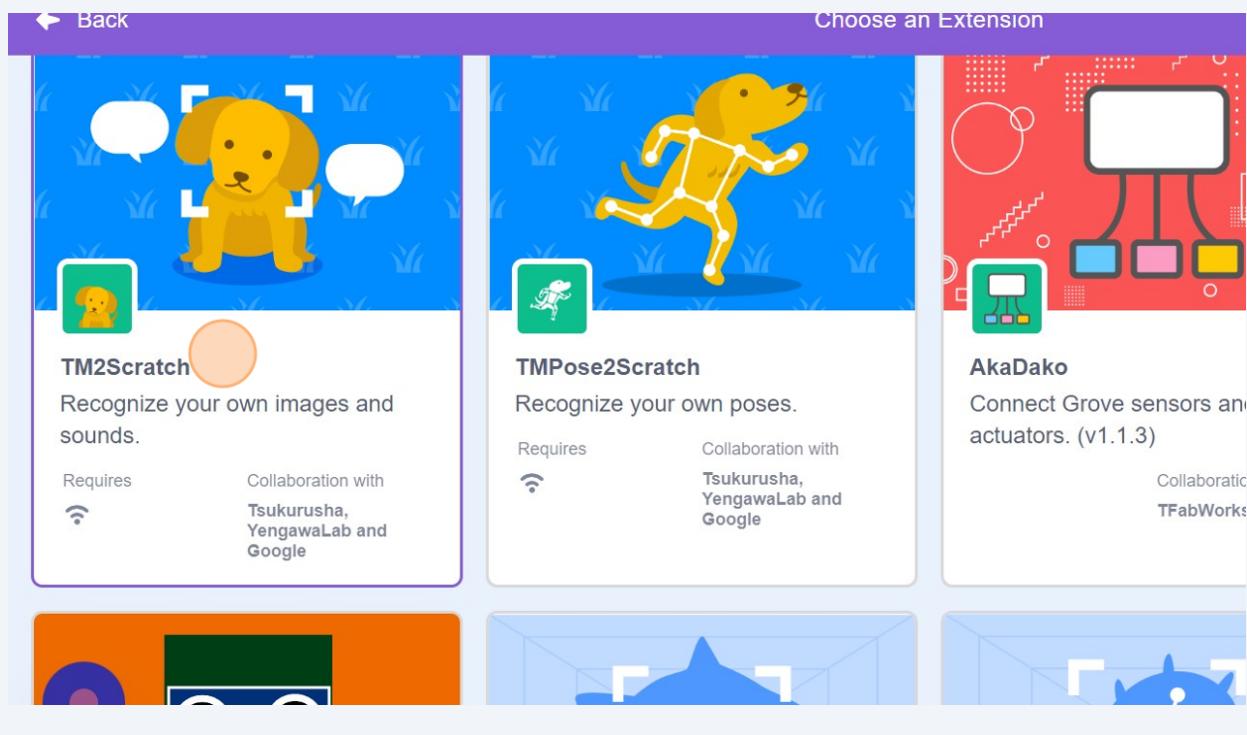
Navigate to <https://stretch3.github.io/>

2

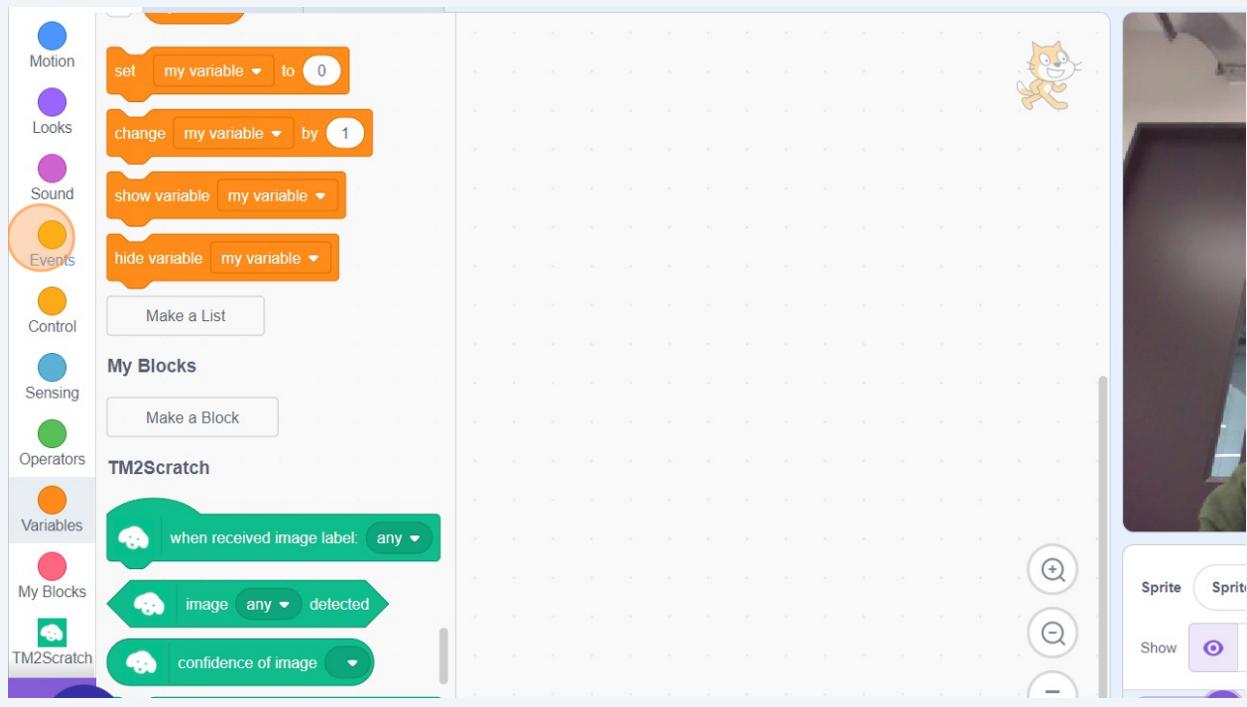
Click on the Extension button.



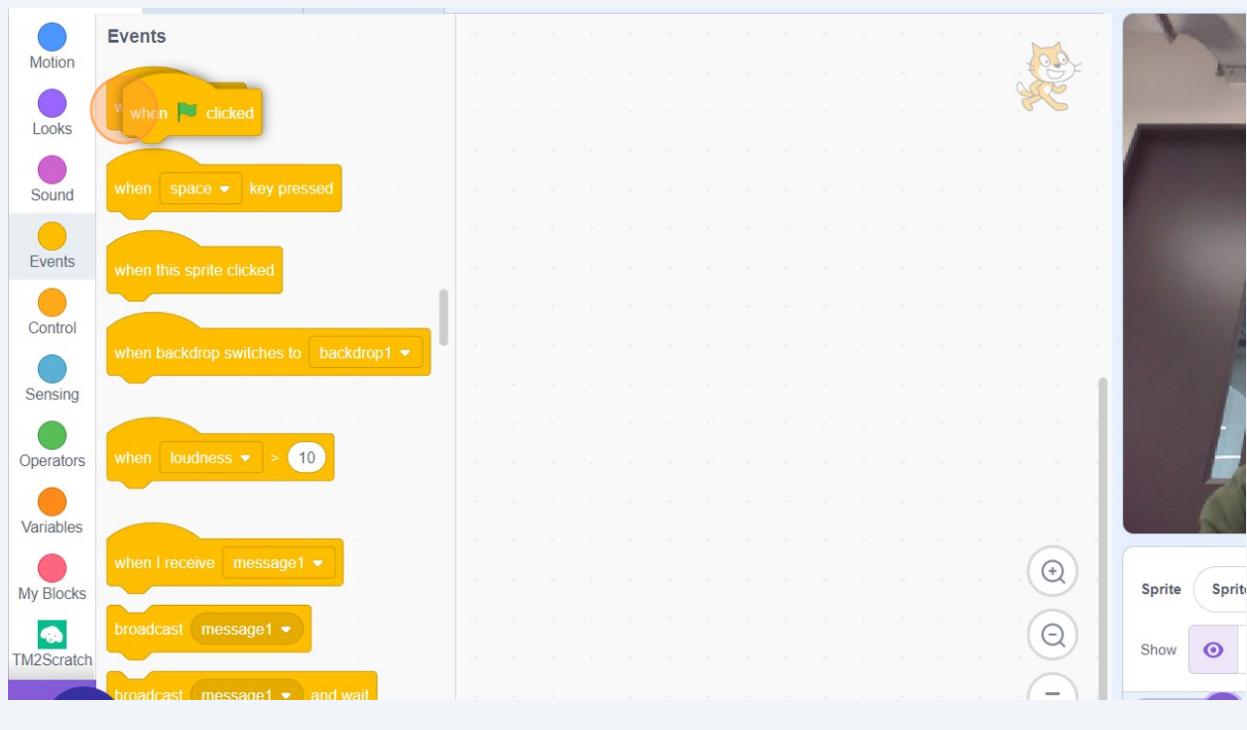
3 Click TM2Scratch to load the Teachable Machine model into the Scratch platform.



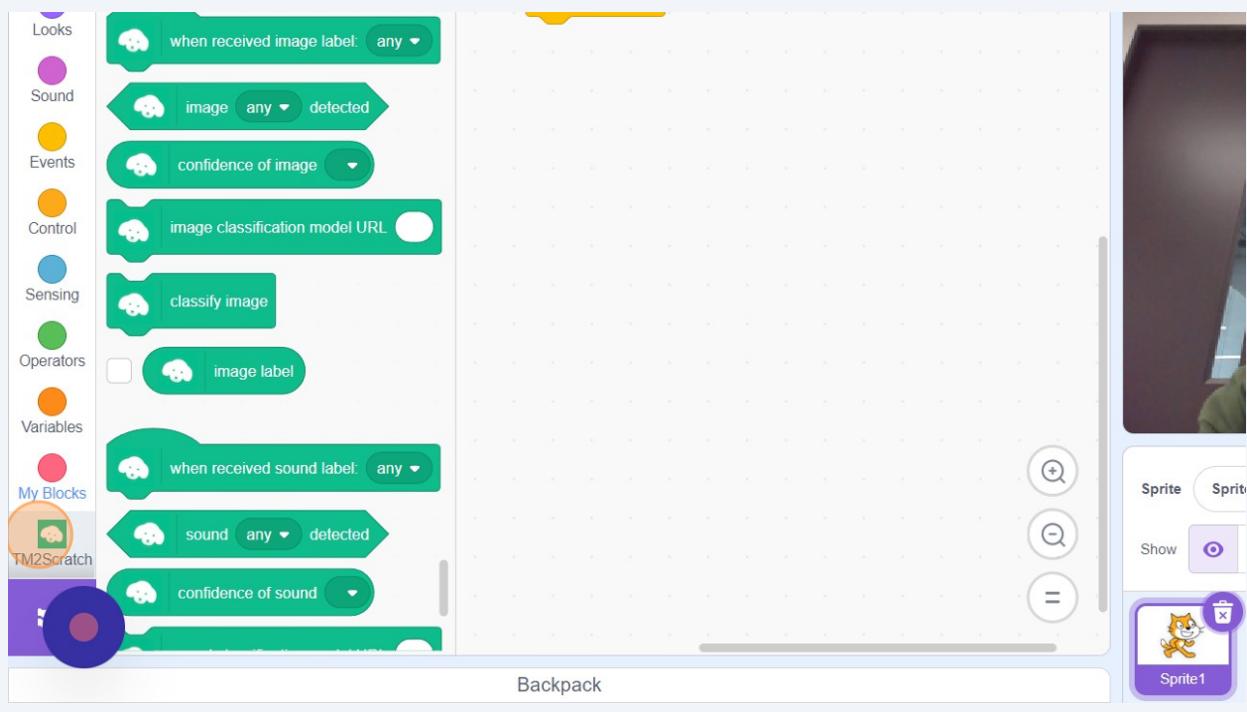
4 Click on Events.



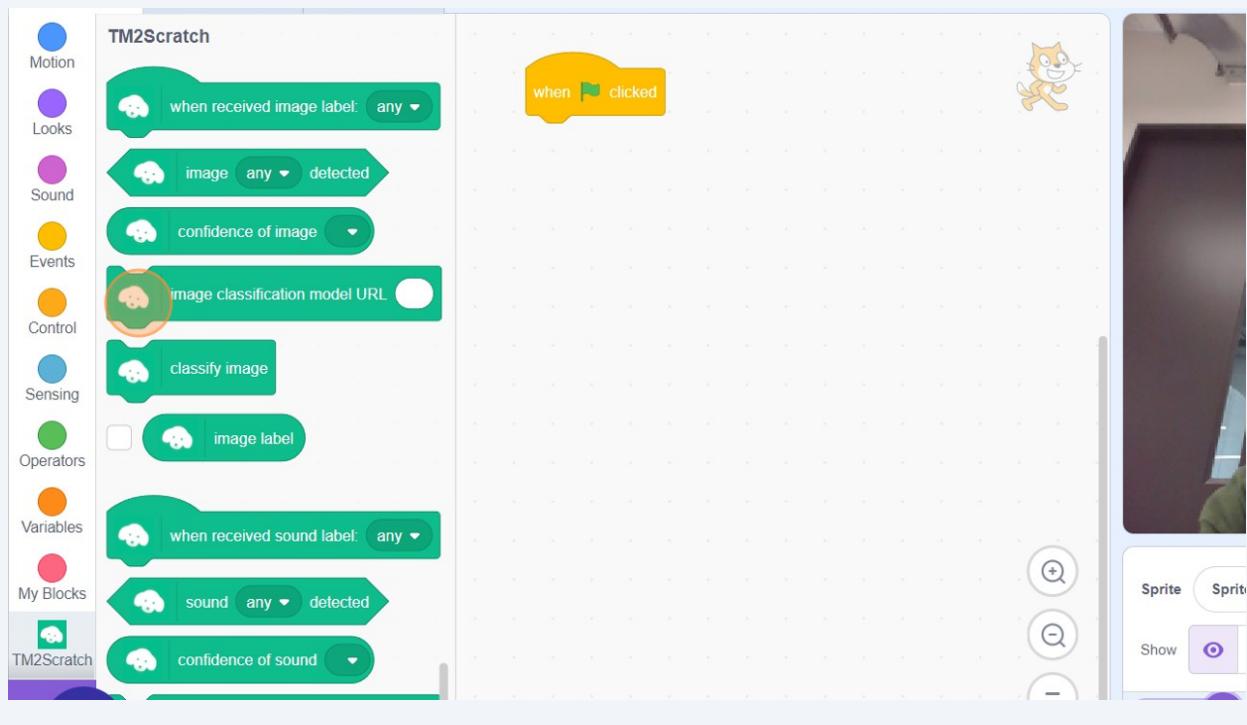
5 Drag and drop When green flag clicked.



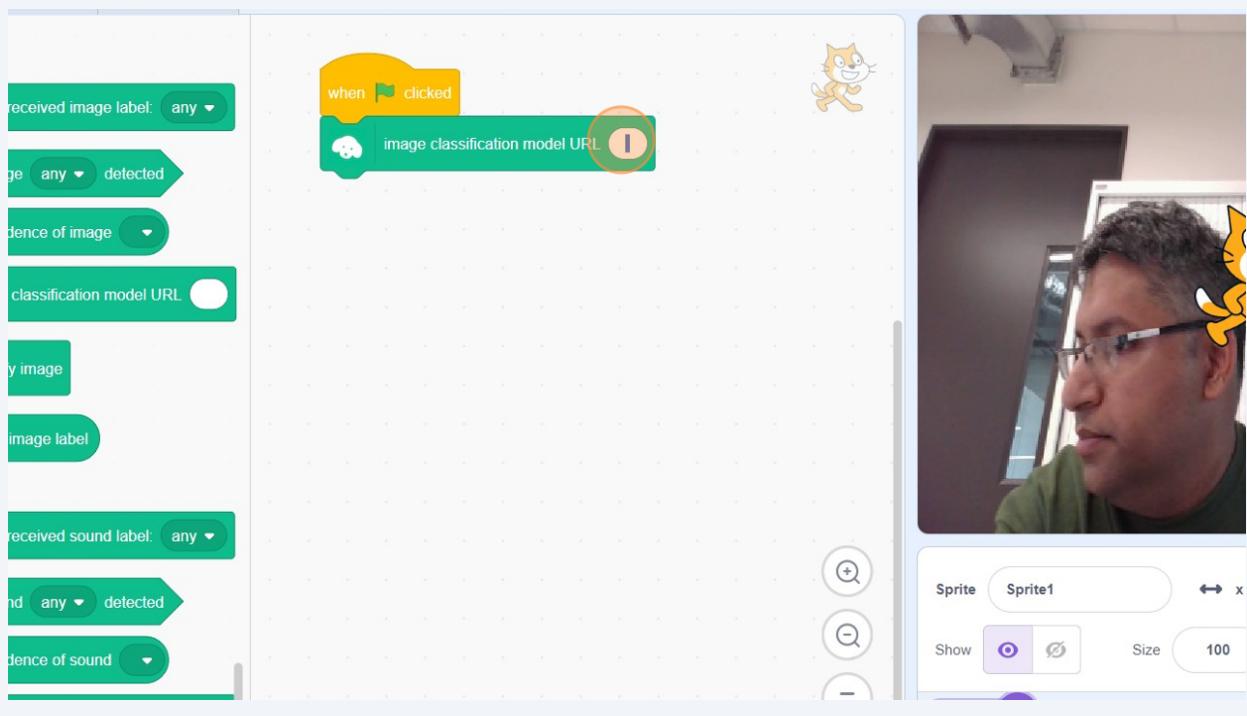
6 Click on TM2Scratch.



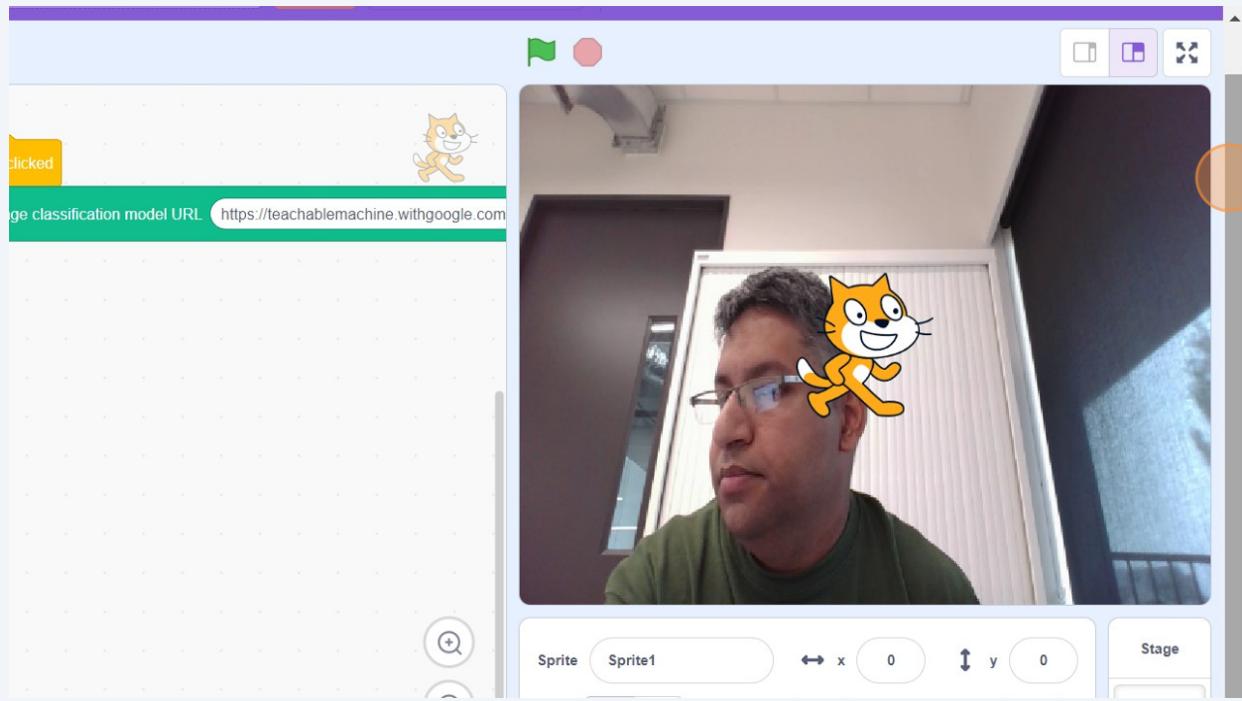
7 Drag and drop image classification model URL block



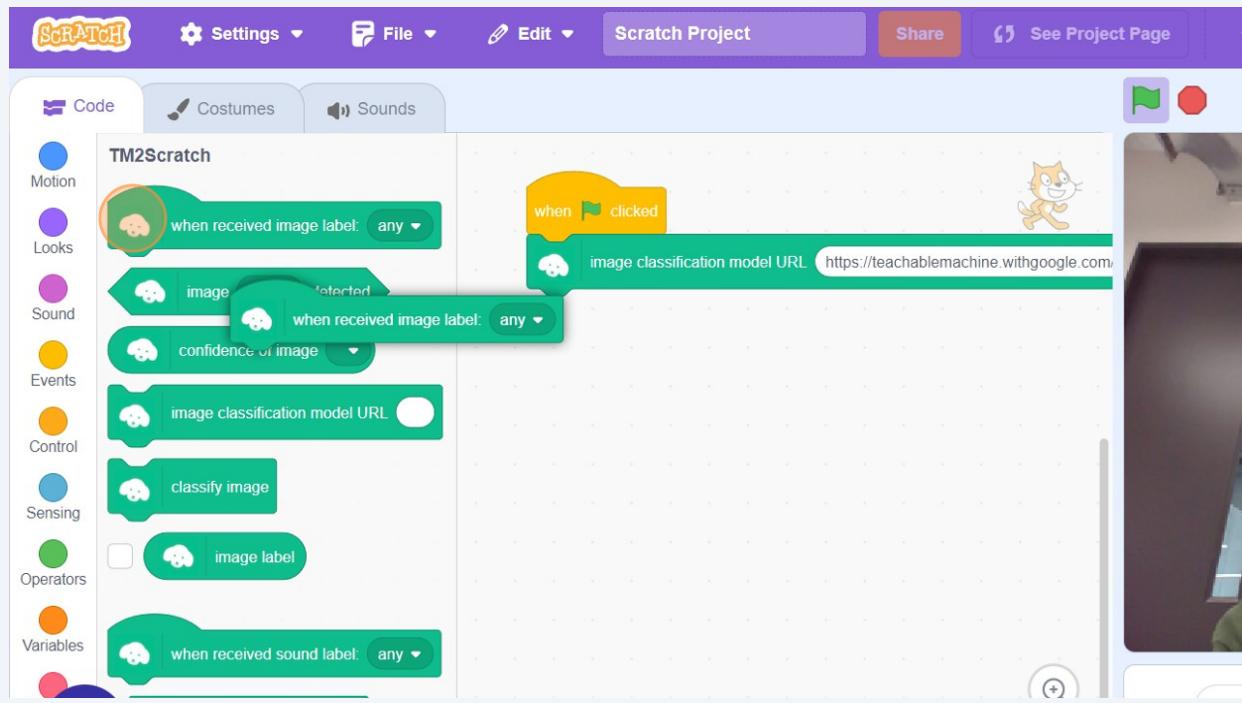
8 Connect them together. Paste the model URL and press Enter.



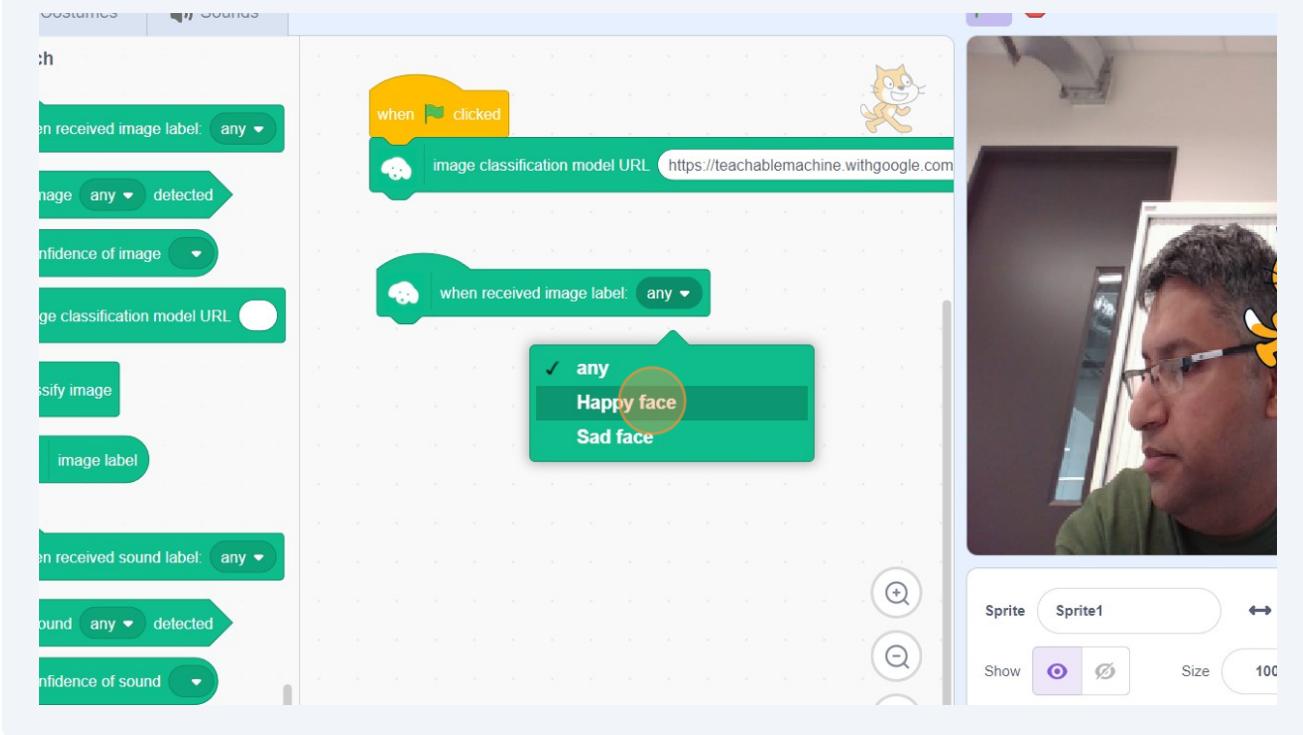
9 Click on the Green flag to run the block. Wait until it ends.



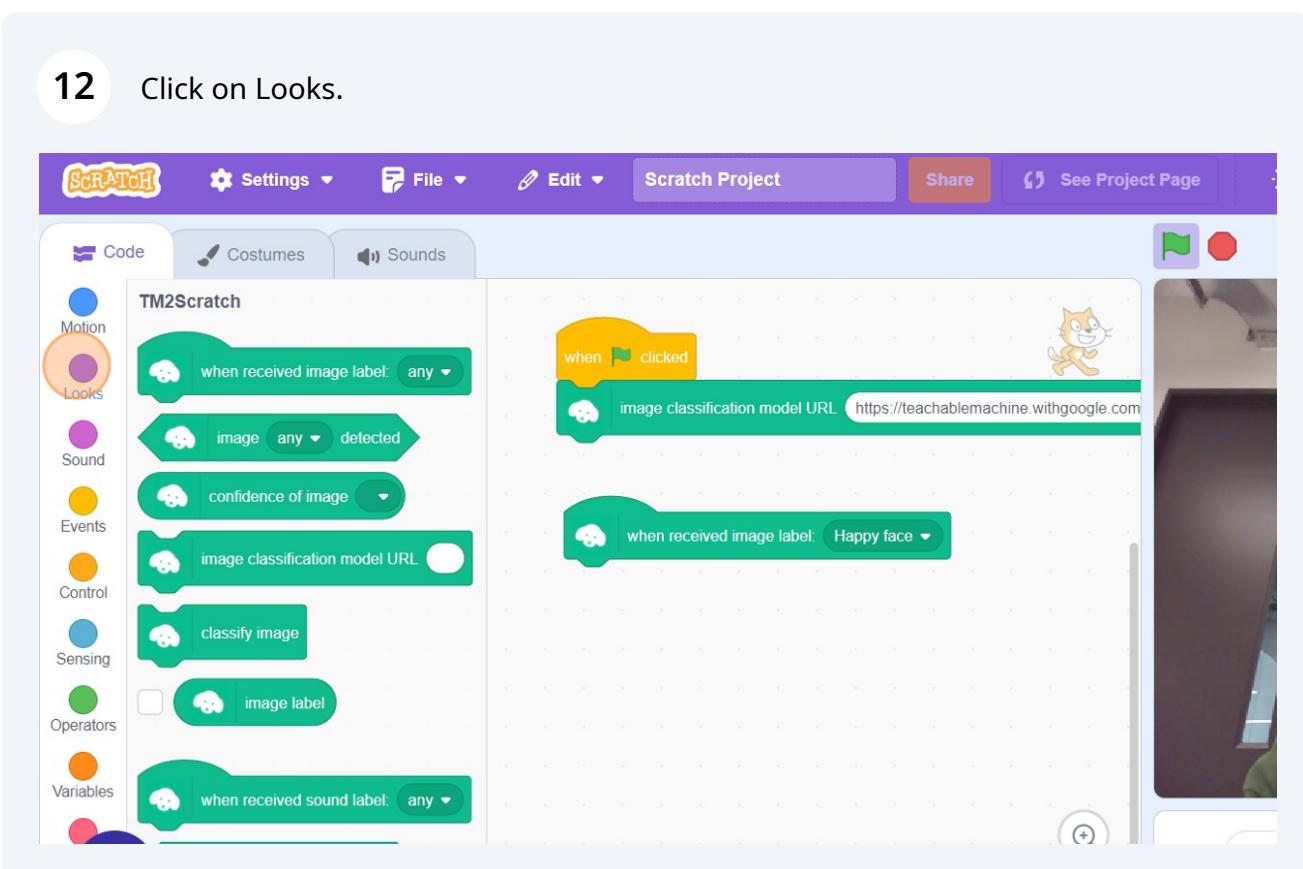
10 Drag and drop when received image label block



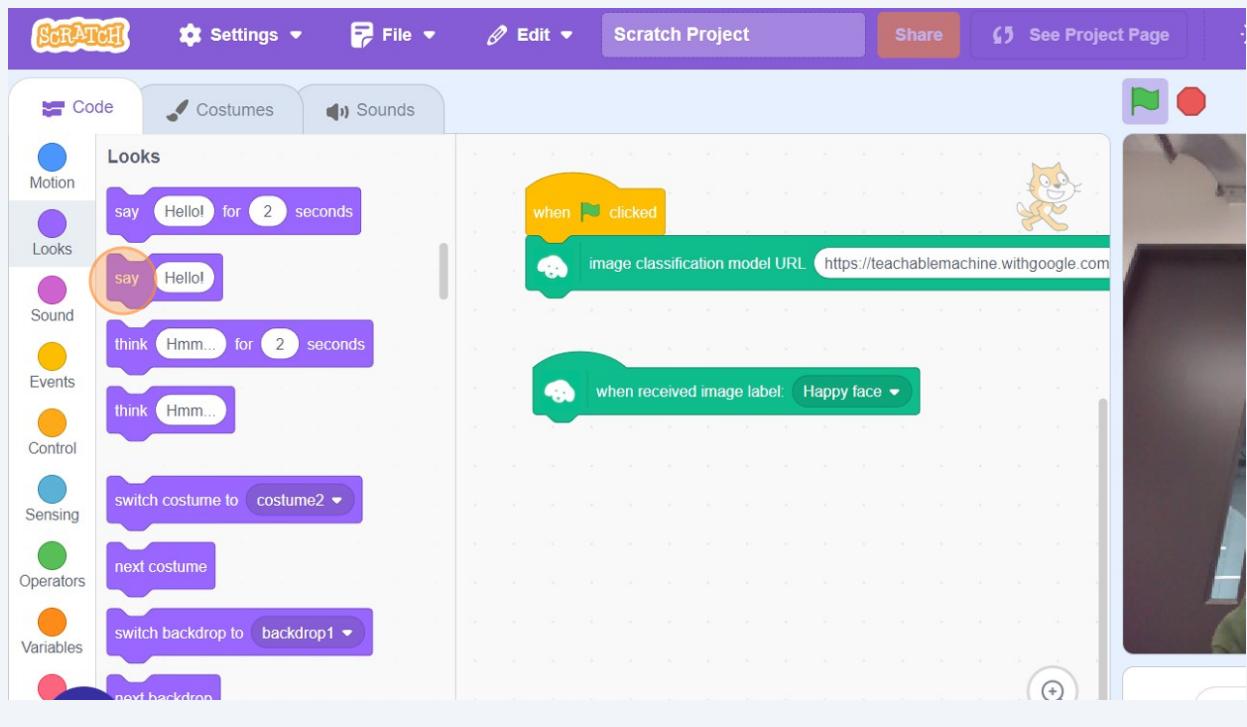
11 Choose Happy face from the drop down menu.



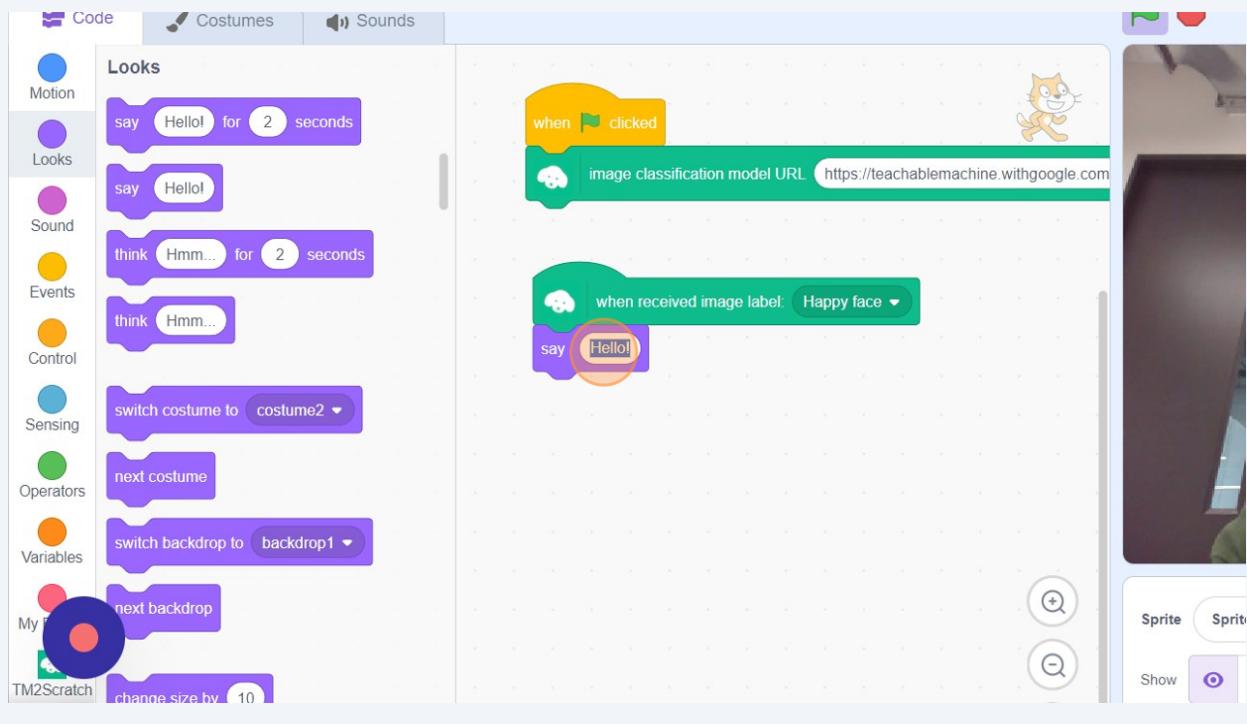
12 Click on Looks.



13 Drag and drop Say 'hello!' block.

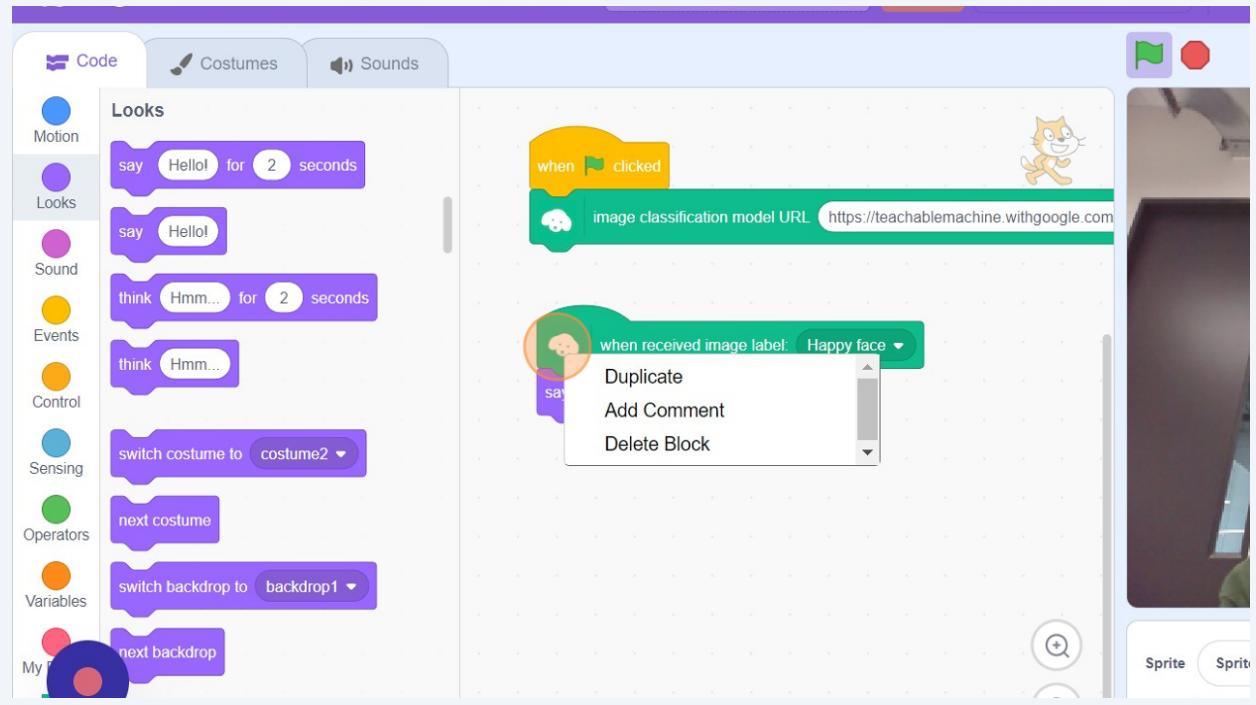


14 Connect it with when received image label block



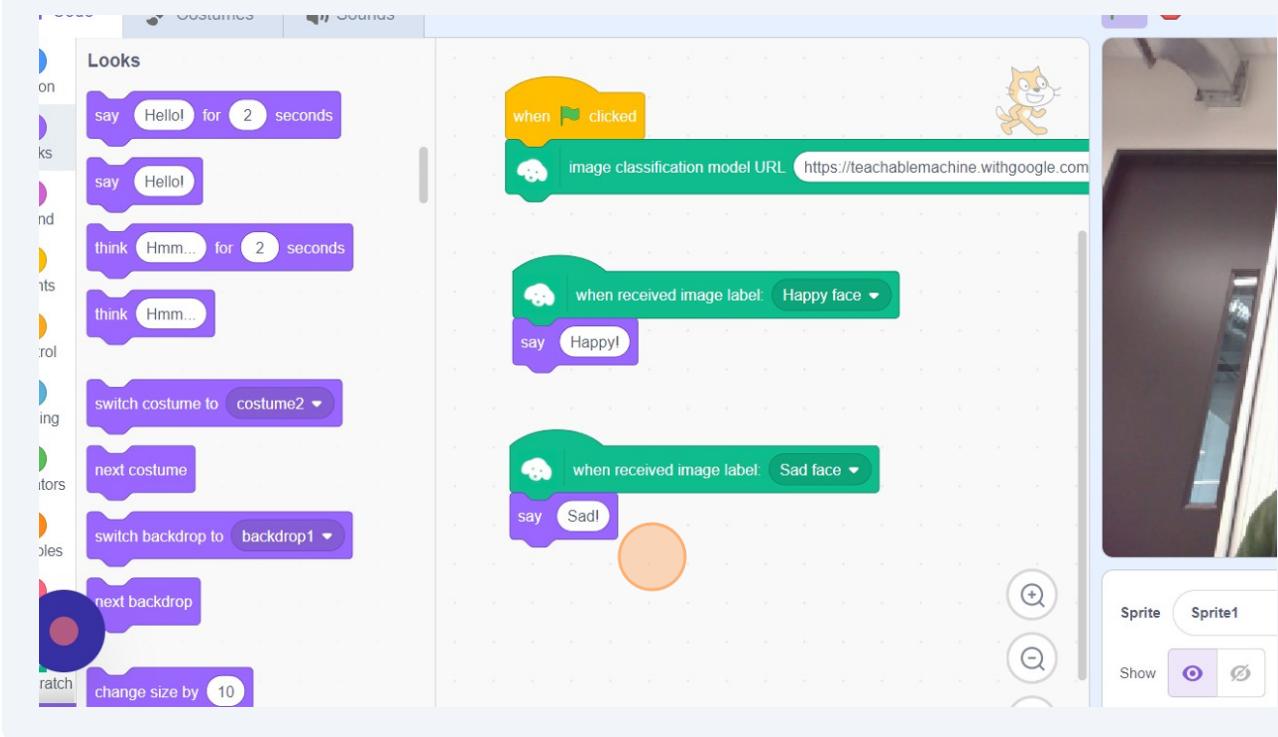
15 Replace Hello! with Happy! Press Enter

16 Right-click and choose duplicate.



17 Type "Sad!"

18 Choose Sad face and type Sad! in the say block.



(i) Test your program. Instead of Say block you can try Move block to move the sprite.