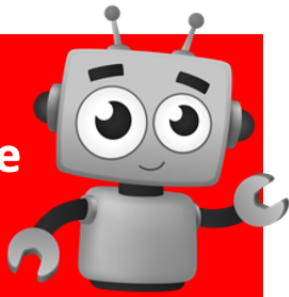


Artificial  
Intelligence



## The Sentimental Jellyfish



*Cheer up the sentimental jellyfish with kind words.*

Open <https://codelab.cognimates.me> (you can't login like normal Scratch)

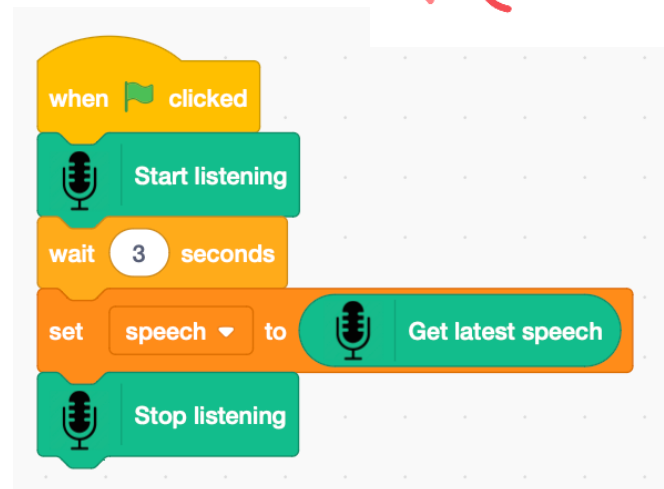
*The jellyfish has a range of expressions from sad to happy.*

- Create a new jellyfish sprite (or create your own set of three sad to smiley faces).



*Use 'speech to text' to capture what you say.*

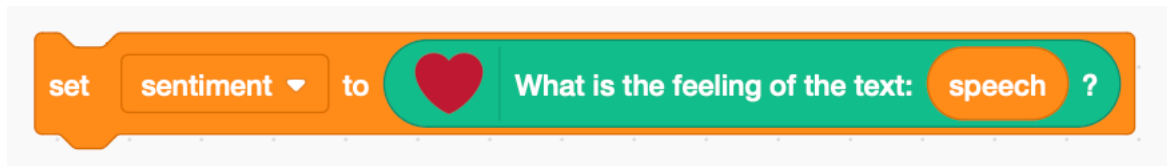
- Create a variable **speech** to store what you say.
- Add code to that **starts listening** to you when you click the **green flag**. What you say is stored in the **speech** variable.



Press the **green flag** and speak (you have 3 seconds). Does it hear you?

The sentiment of your words can be **positive** (kind), **neutral**, or **negative** (unkind).

- Add a variable to store the **sentiment**.
- Add code that works out if the **feeling** is positive or negative.



Press the **green flag** and say something kind to the jellyfish.  
What is the sentiment?

Change the costume according to the sentiment, positive words make it happy, negative words make it sad. Which is the happiest costume?



- Add code that looks for **positive** sentiment.
- **switch costume** to the happiest costume.

- Duplicate the above code, and add it to the end.
- Change it to look for '**negative**' sentiment.
- **Switch costume** to the saddest costume.
- Make another duplicate, and add it to the end.
- Change it to look for '**neutral**' sentiment.
- **Switch costume** to a something neutral, not happy or sad.

Your code isn't saved to Scratch. **Save it on a USB drive.**