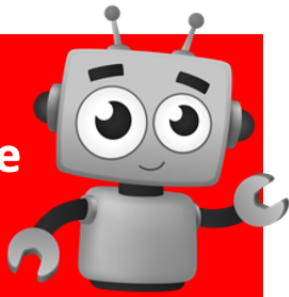


Artificial Intelligence



Voice Control

Pop an on-screen balloon, using your voice to control the aim.



Open <https://scratch.machinelearningforkids.co.uk>
(you can't login like normal Scratch)

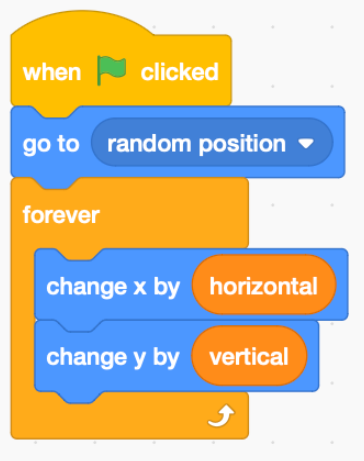


- Press the Add Extension button and add the **Speech to Text** extension.



- Add a balloon sprite and a cross sprite **X** to show your aim.

*Begin by coding the cross sprite **X**.*

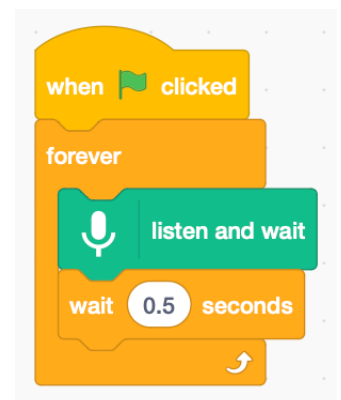


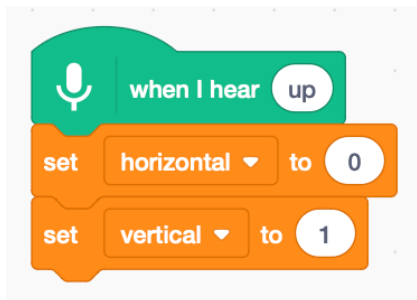
- Add two variables **horizontal** and **vertical** to control the movement of the cross.
- Add the code to the left that positions the cross using these variables.

Try inputting -1,0,1 into these variables to see how it moves.

- Add a loop that **listens and waits** for us to give voice commands. It needs a short delay.

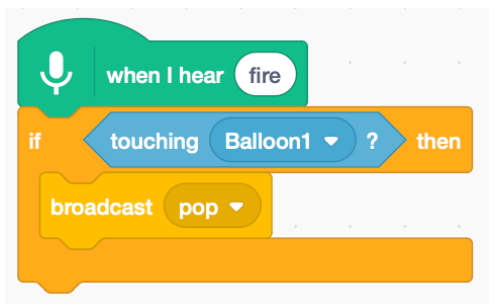
*Use the words **up**, **down**, **left**, **right** to control the aim, and **fire!** to pop the balloon.*





- **When it hears up, down, left, right** set **horizontal** and **vertical** as needed.
- Make four copies of this code using settings from the table below.

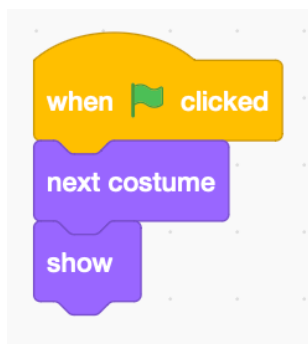
When I hear	horizontal	vertical
up	0	1
down	0	-1
left	-1	0
right	1	0



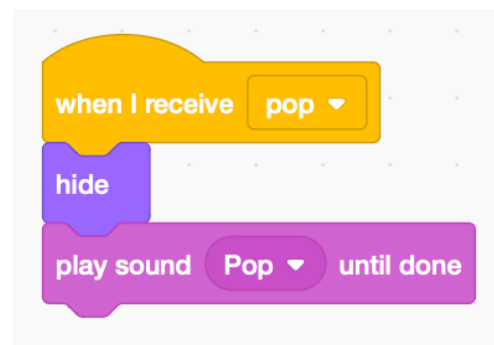
- **When it hears fire**, add code that **broadcasts** a 'pop' message to the balloon if the cross sprite '**X**' **touches** it.

Now, add code to the **balloon** sprite to make it pop!

- Add code to the balloon that **receives** the 'pop' message, **hides** the balloon, and **plays** a pop sound.



- When the **green flag** is clicked switch to the **next costume** which is a different colour balloon, and **show** it again as we hid it when it popped.



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