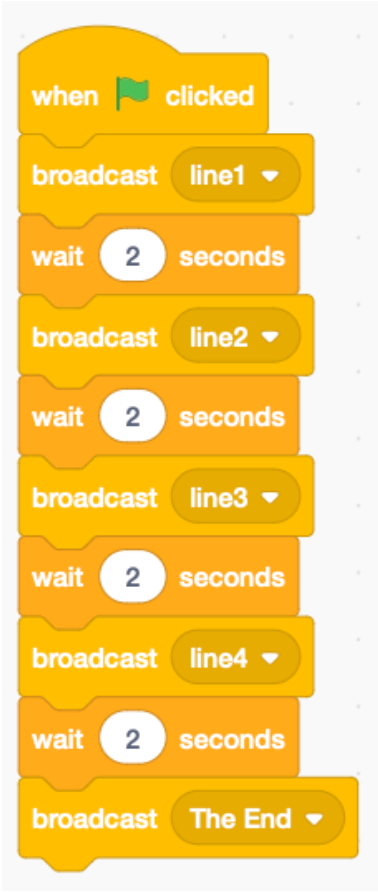
Scratch Story

Login at https://scratch.mit.edu

Make up a simple 3 or 4 line story, or use a nursery rhyme, like "Humpty Dumpty." (https://en.wikipedia.org/wiki/Nursery_rhyme).

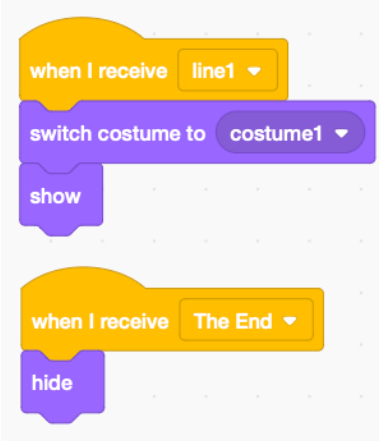
- Create a "**story**" sprite to tell your story. Humpty Dumpty has four lines, starting with "*Humpty Dumpty sat on a wall.*"
- Add each line of the story as a separate sprite costume, using the "**T**" Text tool, and move them to the centre.
- There's a bug that cuts off the text in the output. Fix it by converting them to bitmaps.



Stage Code

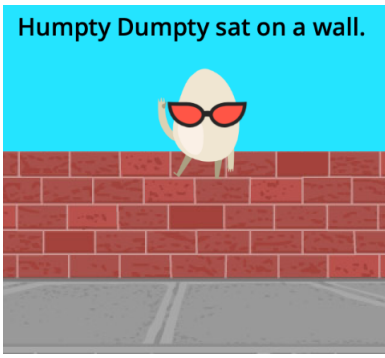
The stage drives the story, broadcasting a message for each line, waiting in between.

- Add code to the stage (above right) with as many lines as you have in your story.
- Add code to your story sprite (right) to receive the messages and **switch** costume. Show and hide the sprite at the beginning and end of the story. **Try it!**

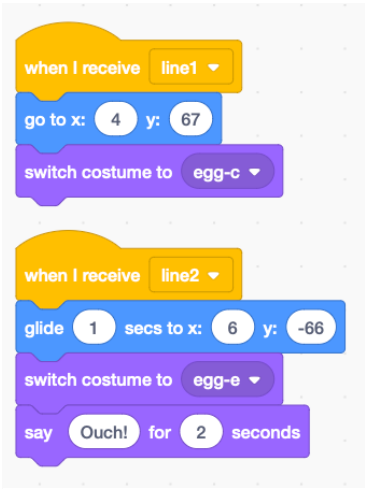


Story sprite code

Add backdrops and characters to your story. I added a wall and a "Humpty Dumpty" egg.



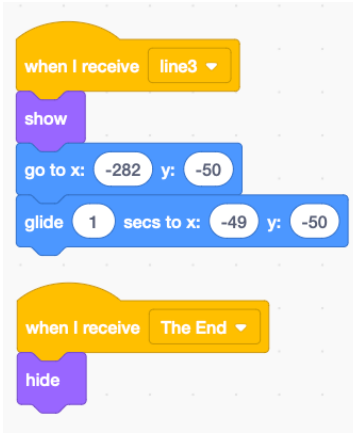
- Find or draw a stage backdrop, and drag your character to where it should appear.
- Add code to your sprite to receive events and perform actions.
  - **Position** it with **go to**, set to the position you dragged it to. *Humpty sits on the wall.*
  - **Move** your sprite, by dragging it to a new position and add **glide**. *Humpty falls down.*
  - Add **speech bubbles** with **say**.



Sprite movement

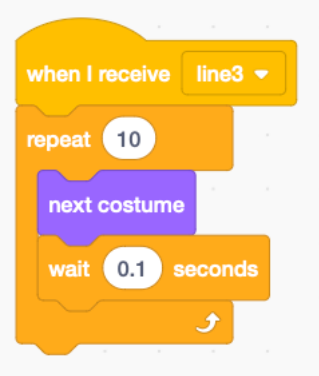
Show *and* ***hide*** *characters when they appear or disappear in your story.*

- For example (code right), *"All the king's horses"* appear in line 3, and disappear at the end.



Show/hide sprite

- **Animate** sprites by changing costumes quickly. You can animate galloping "king's horses" for 1 second with the code below, right. **This can be done at the same time as it moves**.



animate sprite

Try switching to new backdrops on your stage.

Save *your code with a good name.* ***File > Save now***