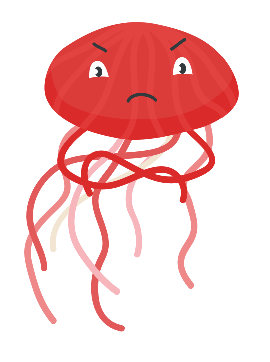
****

# The Sentimental Jellyfish

*Cheer up the sentimental jellyfish with kind words.*

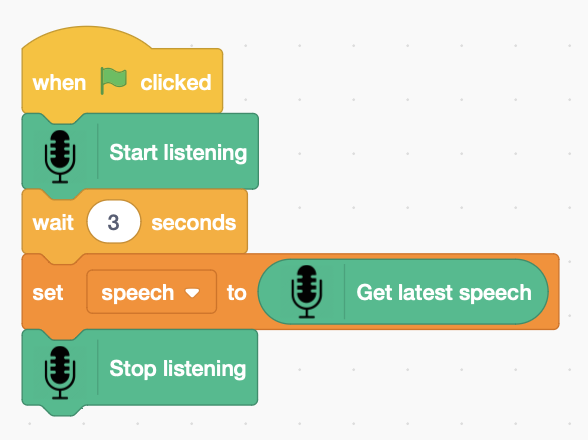
## Open [**https://codelab.cognimates.me**](https://codelab.cognimates.me/)(you can’t login like normal Scratch)



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

* Create a new jellyfish sprite (or create your own set of sad to smiley faces).
* Select the costumes tab and arrange the costumes from the saddest first to happiest last.

*Use ‘speech to text’ to capture what you say.*

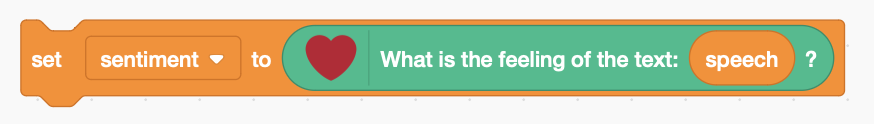


* Create a variable **speech** to store what you say.
* Add code to that **starts listening** to you when you click the **green flag**. What you say is stored in the **speech** variable.

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

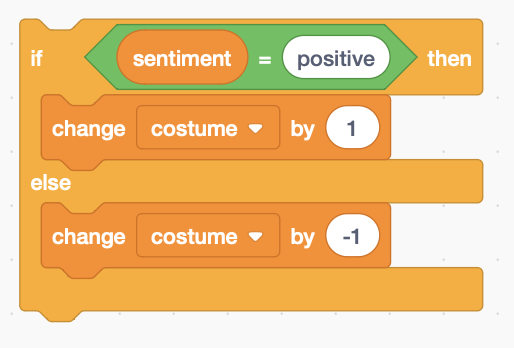
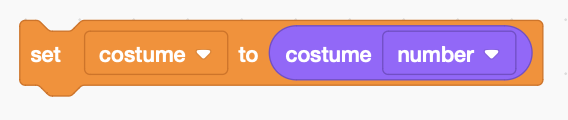
*The sentiment of your words can be* ***positive*** *(kind),* ***neutral****, or* ***negative*** *(unkind).*

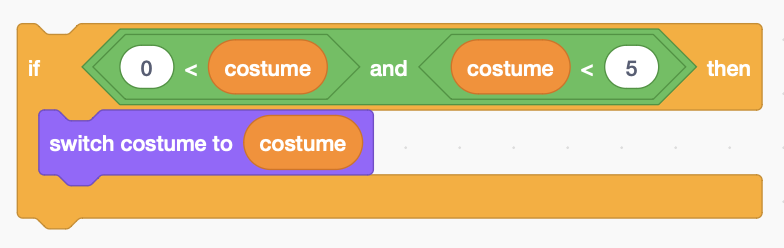
* Add a variable to store the **sentiment**.
* Add code that works out if the **feeling** is positive or negative.

**

*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 happier, negative words make it sadder.*

* Create a new variable to store the **costume** number.
* Add code to **set** **costume** to the current **costume number**.
* If the **sentiment** is positive increase the costume number, making the jellyfish happier. Otherwise decrease it, to make it sadder.



* Finally, **switch costumes**. The jellyfish has 4 costumes, so only do this if the costume number is in the range 1 to 4.

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