



Scratch Card - Mouths and talking

Activity Checklist

To make your monster talk, you can just use the **Say** sprite.

```
when space a key pressed
```

To make it a bit more impressive, you could make the monsters mouth open and close whilst it is talking. To do this, edit the sprite that contains the mouth - create a new **costume** that has a closed mouth. By switching between the two, you can animate the mouth opening and closing.

```
wait (0.1) secs
switch to costume mouthClosed 1
wait (0.1) secs
switch to costume mouthOpen 1
```

To hook the two up, have the block that does the **say** broadcast a message that the other block can react to.

```
when space i key pressed

broadcast talk i

say Hello! for 2 secs

when I receive talk i

repeat 8

wait 0.1 secs

switch to costume mouthClosed i

wait 0.1 secs

switch to costume mouthOpen i
```

To make this a bit more flexible, use a variable to control the **talkTime** the monster says something for, and also to control how many times the animation loop is repeated.

```
when space is key pressed

set talkTime is to 2

broadcast talk v

say Hello! for talkTime secs

when a is key pressed

set talkTime is to 4

broadcast talk is

say Something a bit longer for talkTime secs

when I receive talk is

repeat talkTime 4

wait 0.1 secs

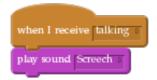
switch to costume mouthClosed is

wait 0.1 secs

switch to costume mouthOpen is
```

(Notice how we multiply **talkTime** by 4 to make sure the loop repeats enough times?)

You can also make your monster speak using sound by using one of the sound blocks. Just be sure to import the sounds first in the sounds tab.



Why not try adding sounds to other events, you could use a spooky hovering sound for a ghost drifting around the screen!

If you have a microphone on your computer you can even record your own sounds, surprise your classmates by recording a loud monster ROOOAAAAARRRRR!!!

These projects are for use outside the UK only. More information is available on our website at http://www.codeclub.org.uk/.This coursework is developed in the open on GitHub (https://github.com/CodeClub), come and join us!

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