

CodeClub activity checklist 08/06/2015

You are going to learn how to program your own talking robot!

**REMEMBER TO SAVE
YOUR PROJECT IN
YOUR HOME FOLDER!**

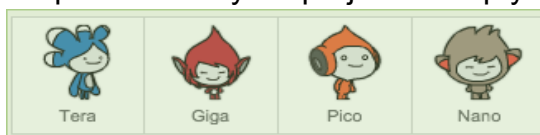
Preparation

1. Take your laptop
2. Log in
3. Check the battery. If remaining time is lower than 1 hour, change laptop.
4. Start Scratch (go to Computer->Student Share folder->Code Club and double click on the link to Scratch website)

ChatBot

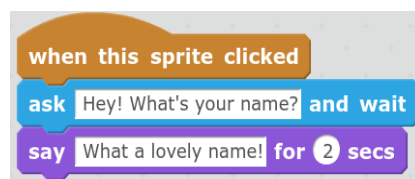
Step 1: Your chatbot

1. Start a new Scratch project, and delete the cat sprite so that your project is empty.
2. Before you start making your chatbot, you need to decide on their personality.
 1. What is their name?
 2. Where do they live?
 3. Are they happy? serious? funny? shy? friendly?
3. Choose one of these character sprites, and add them to your project.
4. Choose a backdrop that fits your chatbot's personality.



Step 2: A talking chatbot

1. Click on your chatbot character, and add this code:
2. Personalise your chatbot's reply, by making use of the user's answer.
3. It may be that you want to store the user's name in a variable, so that you can use it again later. Create a new variable called name.
4. Program your chatbot to ask another question.



Step 3: Making decisions

1. Let's get your chatbot to ask the user a question which has a yes or no answer. Use the if/then or if/then/else block.



Step 4: Changing location

1. Add another backdrop to your stage.
2. You can now program your chatbot to change location.

Once you've finished making your chatbot, get your friends to have a conversation with it! Do they like your character? Did they spot any problems?