

Scratch 3.0 Assignment

Objective:

The purpose of this assignment is to help you learn how to use Scratch 3.0 by creating a simple animated story.

Instructions:

1. Open Scratch 3.0 (online or desktop version).
2. Create a new project.
3. Choose at least two characters (sprites).
4. Choose a background.
5. Make a short story where the characters interact using speech and movement.
6. Add at least one sound effect.
7. Use at least one event block (e.g., "when green flag clicked").

Tasks:

1. What is the title of your story?

2. List the characters (sprites) you used:

3. What background did you choose?

4. Describe what happens in your story in 3-5 sentences:

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5. Which blocks did you use for movement?

6. Did you add any sound effects? If yes, which ones?

7. Save your project and share it with your teacher.

Bonus Challenge:

Try adding a loop or a conditional block (if... then). Describe what it does in your story: