Scratch

Creating a Story in Scratch

Last class we learned…

- What Scratch is.
- How Scratch's interface has many parts.
- How to animate our names in Scratch.
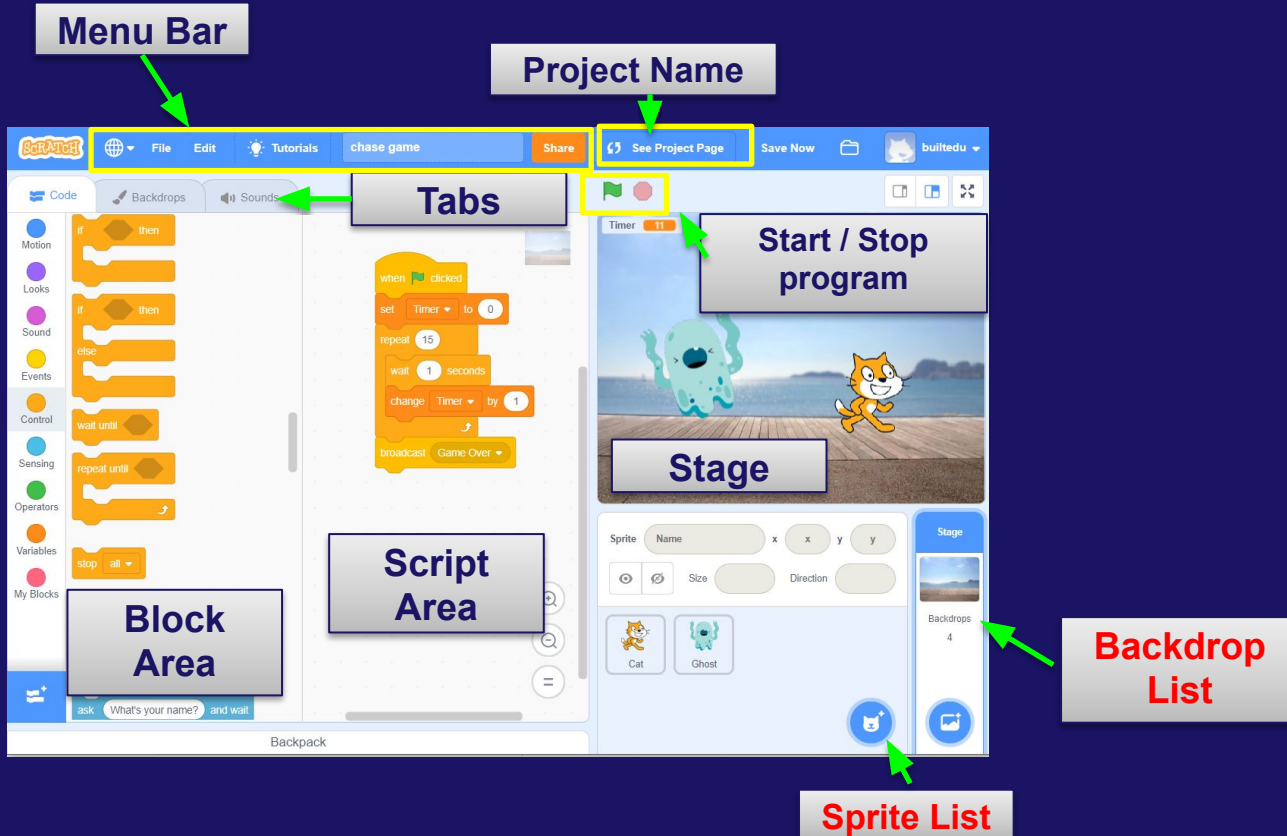
This class we will learn...

- How to create a story in Scratch.
- How to use sprites and backdrops in Scratch.
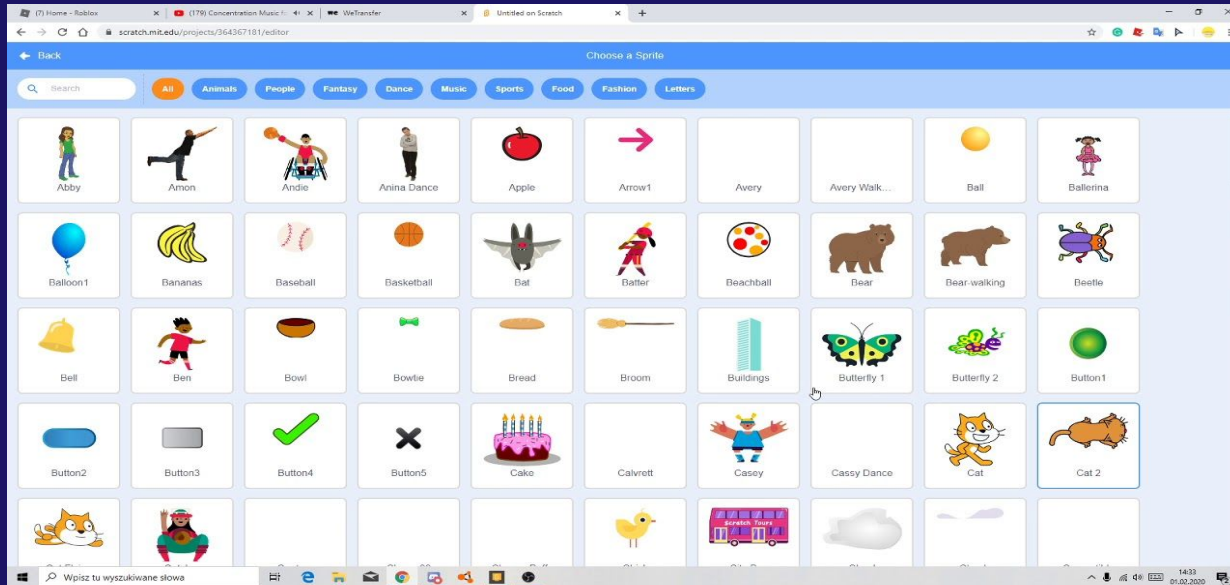
Scratch's Interface

Video - How to Make a Story in Scratch

List of sprites

- There are different categories of sprites you can choose from! Each sprite contains a blank canvas to add code to. In programming, this blank area you add code to is called a **class.**

# Today's Project:
Telling a Story

Story Plotline

- Your character is taking a hike through a forest. They stumble upon what appears to be a small house. They decide to walk towards it to get a closer look. Suddenly, a wizard appears in front of them out of thin air. The wizard exclaims, "Greetings traveler! You look lost. I am a magical wizard and I can grant you 1 wish. What will you wish for?"
- You will be coding your character to make at least 1 wish and have the wish be granted.
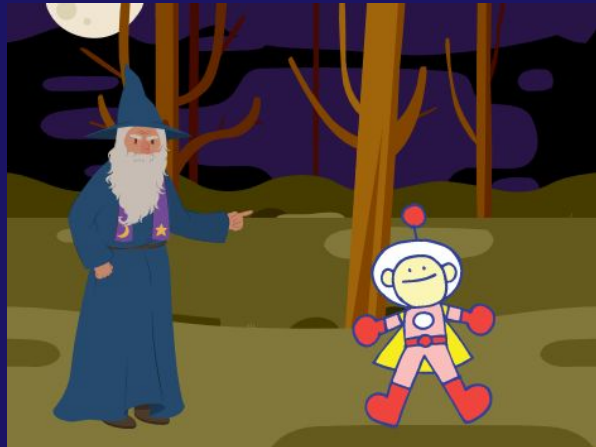
One more thing…

- **Try to make wishes with your character in mind.**
    - For example, if your character is a soccer player, a wish they might have is to be good enough to play soccer at the world cup.
- **The code you add should match up to your story.**
    - Example: If your character wishes for a dog, add a dog sprite.
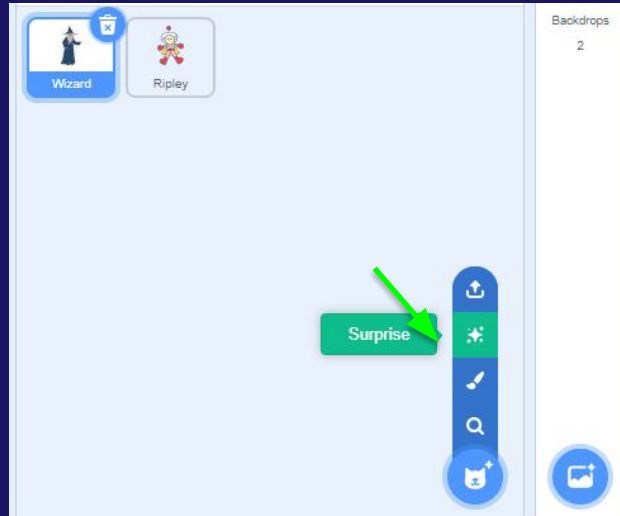
Code Suggestions

- Each character should speak for **5 seconds** and wait for **5 seconds** while the other character is speaking.
- If you have extra time, try to code more than one wish.
- Most of the code you will need will be in the "Motion" and "Looks" categories.

STORIES

Here are some blocks that can be useful in story-themed projects.

WAIT
Insert a pause

`wait 1 secs`

SAY/THINK
Have a speech or thought bubble appear over a sprite

`say Hello! for 2 secs`
`say Hello!`
`think Hmm... for 2 secs`
`think Hmm...`

SOUNDS
Play recorded audio

`play sound meow`
`play sound meow until done`
`stop all sounds`

VISIBILITY
Make a sprite appear or disappear

`show`
`hide`

COSTUMES
Change the appearance of your sprite

`switch to costume costume2`
`next costume`
`costume #`

ASK
Get input to use in a project

`ask What's your name? and wait`
`answer`

STRINGS
Test, access, and change words and sentences

`= `
`join hello world`
`letter 1 of world`
`length of world`

COORDINATE
Synchronize actions between and within sprites

`when clicked`
`broadcast`
`broadcast and wait`
`when I receive`

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Wizard Story Template

- Please download the wizard project template.
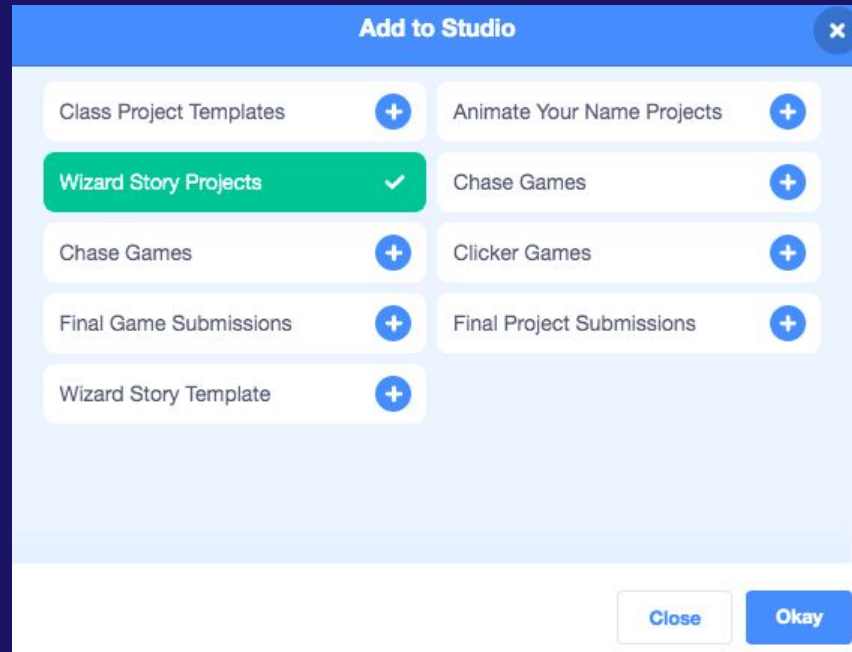- My classes > Studios > Wizard Story Template > Wizard Story Template > Remix
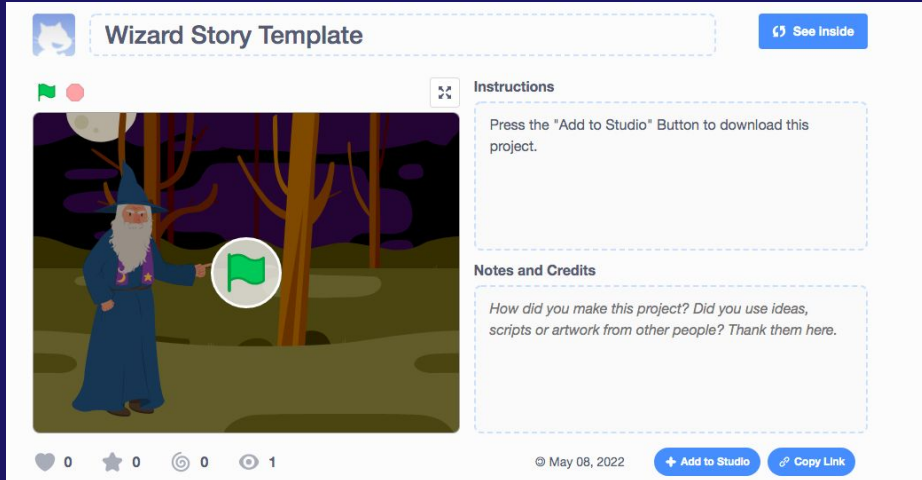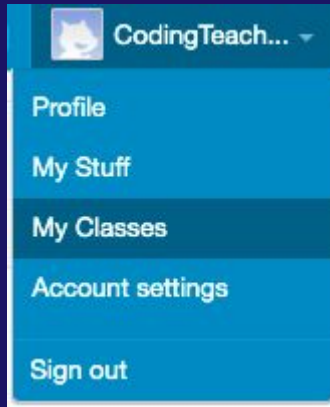
Tutorial Link

- Ideas > Choose a tutorial > Create a Story
- If you are having trouble, you can use this tutorial to help guide you in beginning your story.
- If you finish early, you can continue the "Animate Your Name" project.

Create A Story

Submission

- Projects will be submitted to the "Wizard Story Projects" folder.
- See project page> Share > Add to studio > Wizard Story Projects

Class Discussion / Clean Up