

# Create a Story Cards



Choose characters, add conversation,  
and bring your story to life.

# Create a Story Cards

Start with the first card, then try the other cards in any order:

- **Start a Story**
- **Start a Conversation**
- **Switch Backdrops**
- **Click a Character**
- **Add Your Voice**
- **Glide to a Spot**
- **Walk onto the Stage**
- **Respond to a Character**
- **Add a Scene**

# Start a Story

Set the scene and have a character say something.



# Start a Story

## GET READY



Choose a backdrop.



Witch House

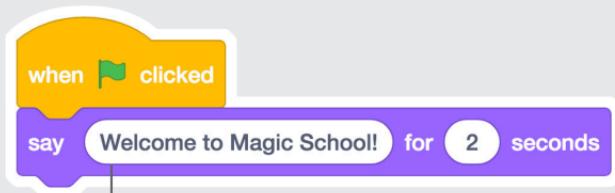


Choose a character.



Wizard

## ADD THIS CODE



Type what you want your character to say.

## TRY IT

Click the green flag to start.



# Start a Conversation

Make two characters talk to each other.



# Start a Conversation

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## GET READY



Choose two characters,  
like Witch and Elf.



Witch



Elf

## ADD THIS CODE



```
when green flag clicked
  say [I have a pet owl] for [2] seconds
  wait [2] seconds
```



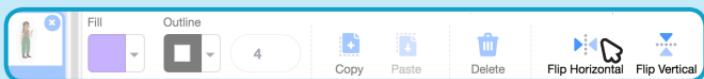
```
when green flag clicked
  wait [2] seconds
  say [What's its name?] for [2] seconds
```

Type what you want  
each character to say.

## TIP



To change the direction a character is facing, click the Costumes tab, then click Flip Horizontal.



# Switch Backdrops

Change from one backdrop to another.



# Switch Backdrops

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## GET READY



Choose a character.



Elf



Choose two backdrops.



Witch House

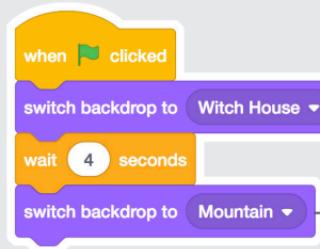


Mountain

## ADD THIS CODE



Elf



Choose the backdrop you want to start with.

Choose the second backdrop.

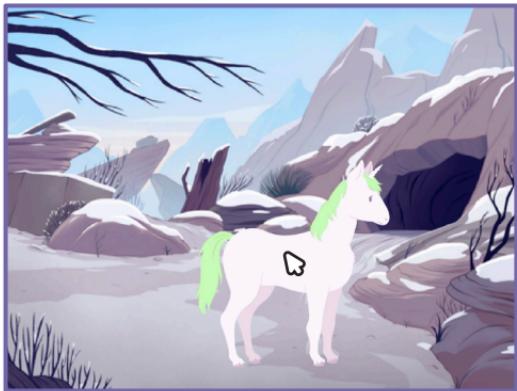
## TRY IT

Click the green flag to start.



# Click a Character

Make your story interactive.



# Click a Character

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GET READY



Choose a backdrop.



Mountain

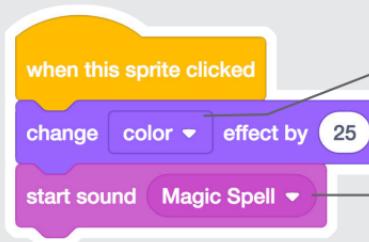


Choose a character.



Unicorn

ADD THIS CODE



You can choose different effects.

Select a sound from the menu.

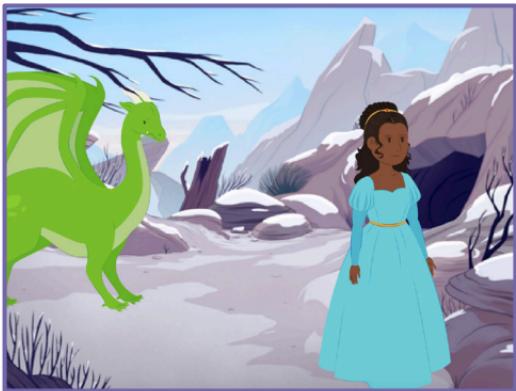
TRY IT

Click your character.



# Add Your Voice

Record your voice to make a character talk.



# Add Your Voice

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## GET READY



Choose a sprite.



Princess

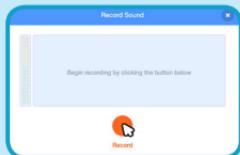


Click the Sounds tab.



Record

Click Record.



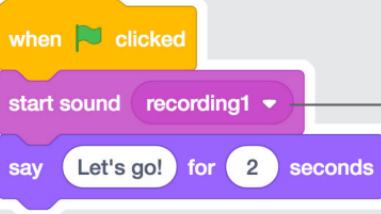
When you're done,  
click Save.

Choose Record from the pop-up menu.

## ADD THIS CODE



Princess



Select your recording  
from the menu.

## TRY IT

Click the green flag to start.



# Glide to a Spot

Make a character move across the Stage.



# Glide to a Spot

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## GET READY



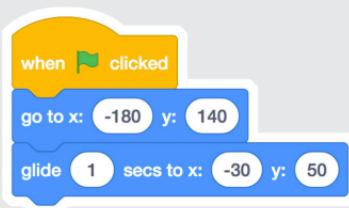
Choose a backdrop.



Choose a character.



## ADD THIS CODE



## TRY IT

Click the green flag to start.



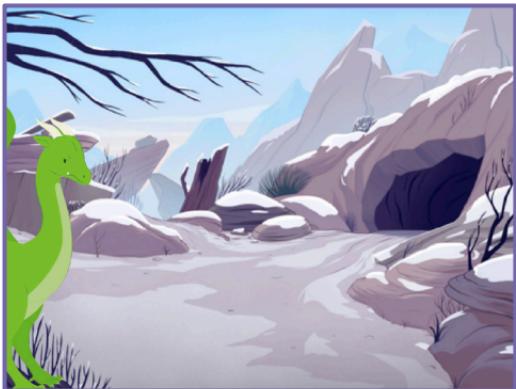
## TIP



When you drag a sprite, its **x** and **y** position will update in the blocks palette.

# Walk onto the Stage

Have a character enter the scene.



# Walk onto the Stage

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## GET READY



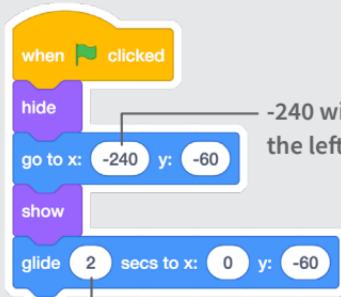
Choose a backdrop.



Choose a character.



## ADD THIS CODE

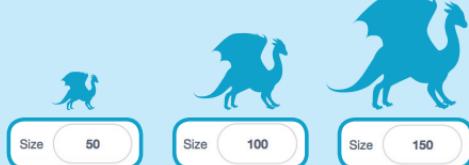
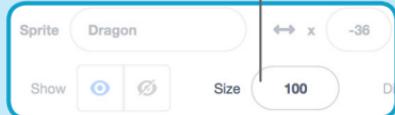


-240 will place your sprite at the left edge of the Stage.

Change this number to glide faster or slower.

## TIP

Change the size of a sprite by typing a smaller or larger number.



# Respond to a Character

Coordinate a conversation so that one character talks after another.



# Respond to a Character

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## GET READY



Choose a backdrop.



Mountain



Choose two characters.



Goblin

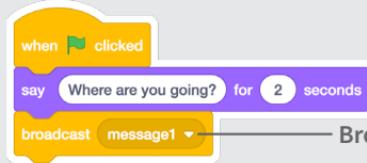


Princess

## ADD THIS CODE



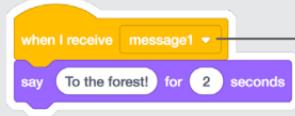
Goblin



Broadcast a message.

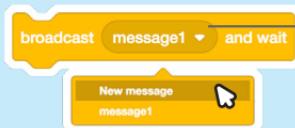


Princess



Tell this character what to do when it receives the broadcast.

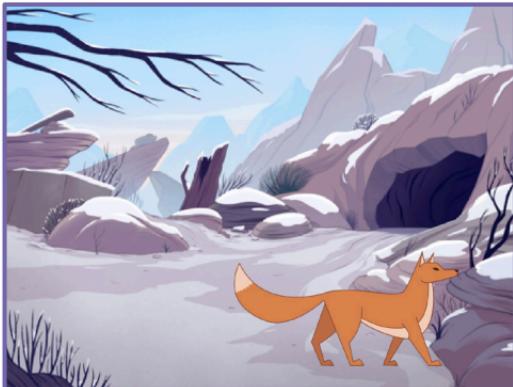
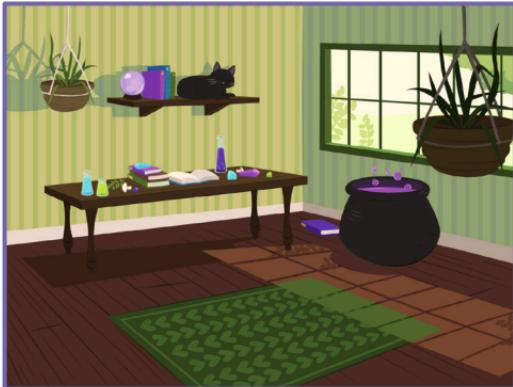
## TIP



You can click the drop-down menu to add a new message.

# Add a Scene

Create multiple scenes with different backdrops and characters.



# Add a Scene

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## GET READY



Choose a two backdrops.



Witch House



Mountain



Choose a character.



Fox

## ADD THIS CODE



Add a go to block to place your character where you want it.

## TRY IT

Click the green flag to start.

