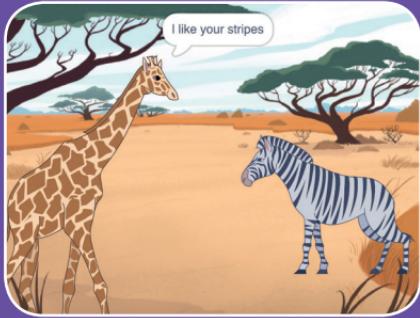
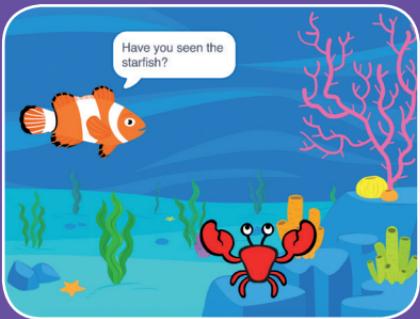
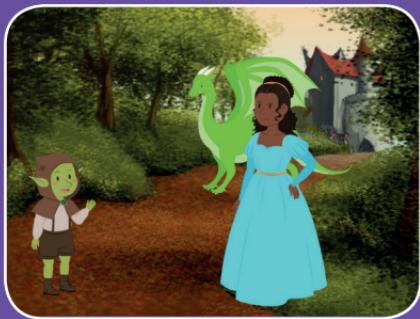


Create a Story Cards



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

Create a Story

Start with the first card, and 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

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GET READY



Choose a backdrop.



Choose a character.

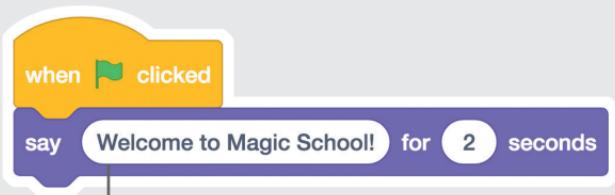


Wizard

ADD THIS CODE



Wizard



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

Click the thumbnail for each character, and then add its code.



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

Type what you want
each character to say.



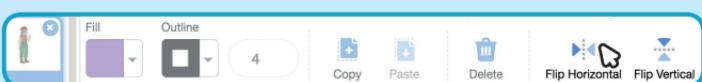
```
when green flag clicked
wait [2] seconds
say [What's its name?] for [2] seconds
```



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

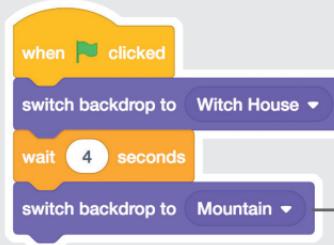


Mountain

ADD THIS CODE



Elf



Choose the backdrop you want to start with.

Choose the second backdrop.

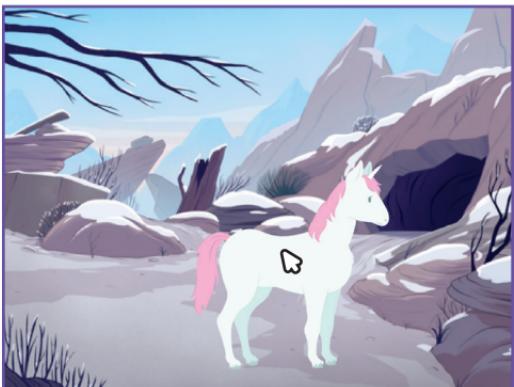
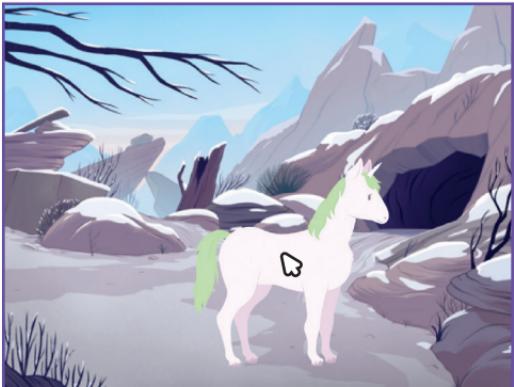
TRY IT

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.

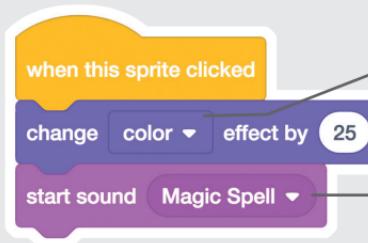


Unicorn

ADD THIS CODE



Unicorn



You can choose different effects.

Select a sound from the menu.

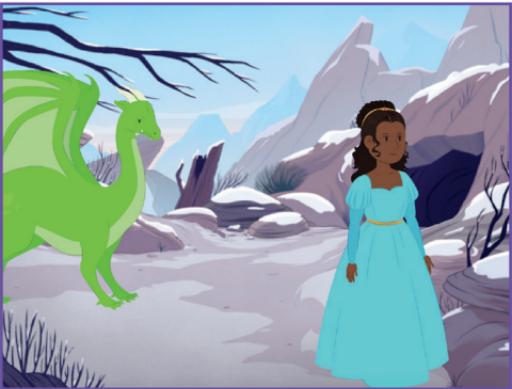
TRY IT

Click your character.



Add Your Voice

Record your voice to make a character talk.



Add Your Voice

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GET READY



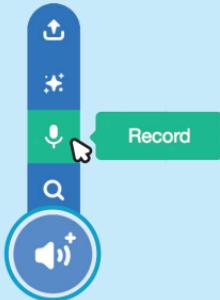
Choose a sprite.



Princess

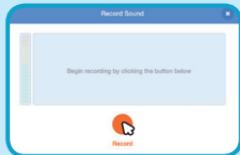


Click the Sounds tab.



Choose Record from the pop-up menu.

Click Record.

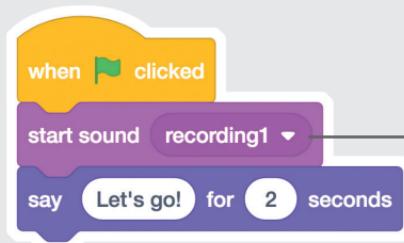


When you're done, click Save.

ADD THIS CODE



Click the Code tab.



Select your recording from the menu.

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.



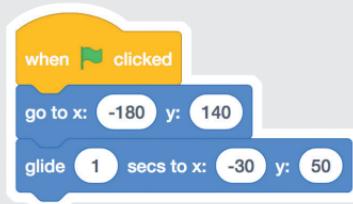
Mountain



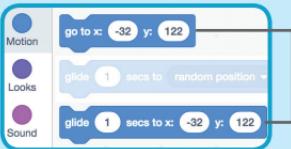
Choose a character.



Owl

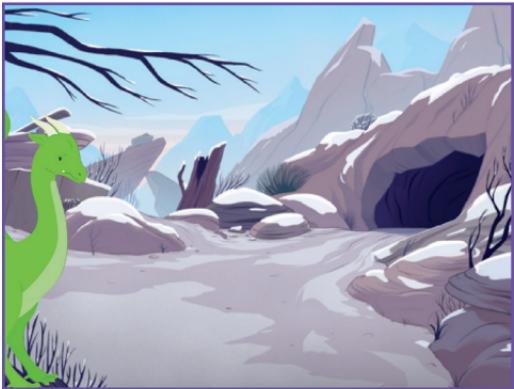


Click the green flag to



When you drag a sprite, the numbers for x and y will update in the blocks palette.

Have a character enter the scene.



Walk onto the Stage

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GET READY



Choose a backdrop.



Mountain

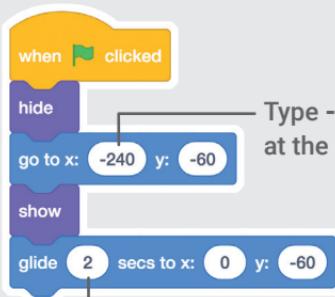


Choose a character.



Dragon

ADD THIS CODE

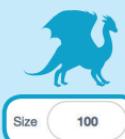
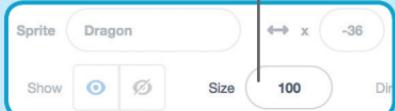


Type **-240** to place your sprite at the left edge of the Stage.

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

Click the thumbnail for each character, and then add its code.



Goblin

```
when green flag clicked
  say [Where are you going? for 2 seconds]
  broadcast [message1 v]
```

Broadcast a message.

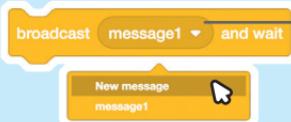


Princess

```
when I receive [message1 v]
  say [To the forest! for 2 seconds]
```

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

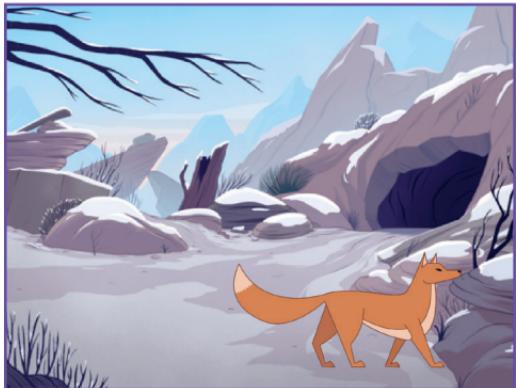
TIP



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 two backdrops.



Witch House



Mountain

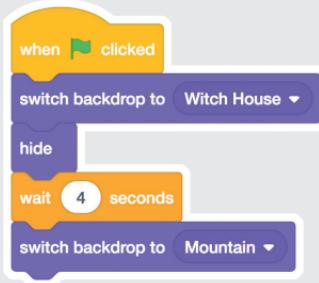


Choose a character.



Fox

ADD THIS CODE



Choose the backdrop name from the menu.

TRY IT

Click the green flag to start.

