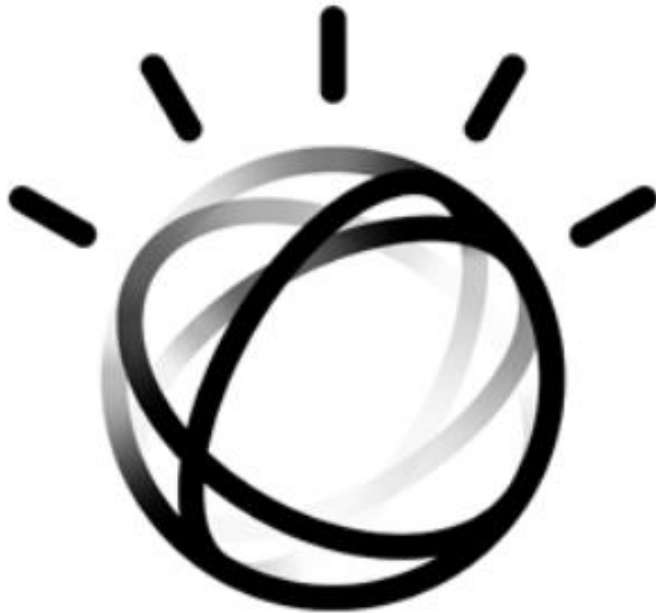

SCRATCH THAT STORY

SCRATCH FOR KIDS

AN IBM VOLUNTEERS ACTIVITY



MS. DEE

@STEMDEEP

DEEPSTEM.WORDPRESS.COM

6th Oct 2019

COOPER SIEGEL COMMUNITY LIBRARY



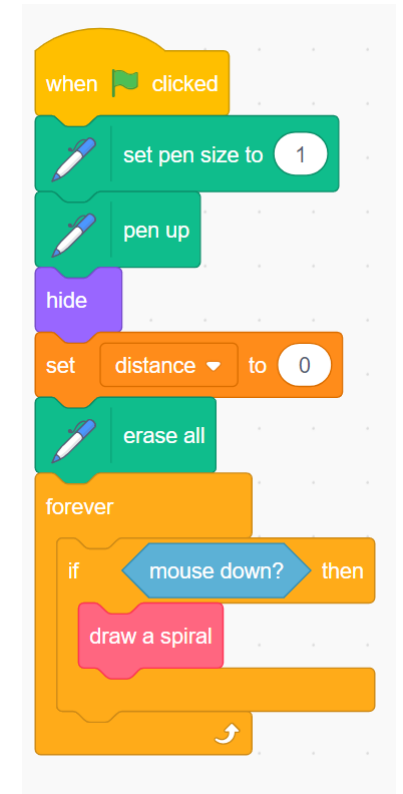
LET'S GET TO
KNOW EACH
OTHER!

Introductions

- Name
- School
- Grade



WHO HAS USED



Scratch is a project of the Scratch Foundation, in collaboration with the Lifelong Kindergarten Group at the MIT Media Lab. It is available for free at <https://scratch.mit.edu>



IS EVERYONE LOGGED IN?



Costumes

Sounds

Start/Stop

Block Palette

Code Blocks

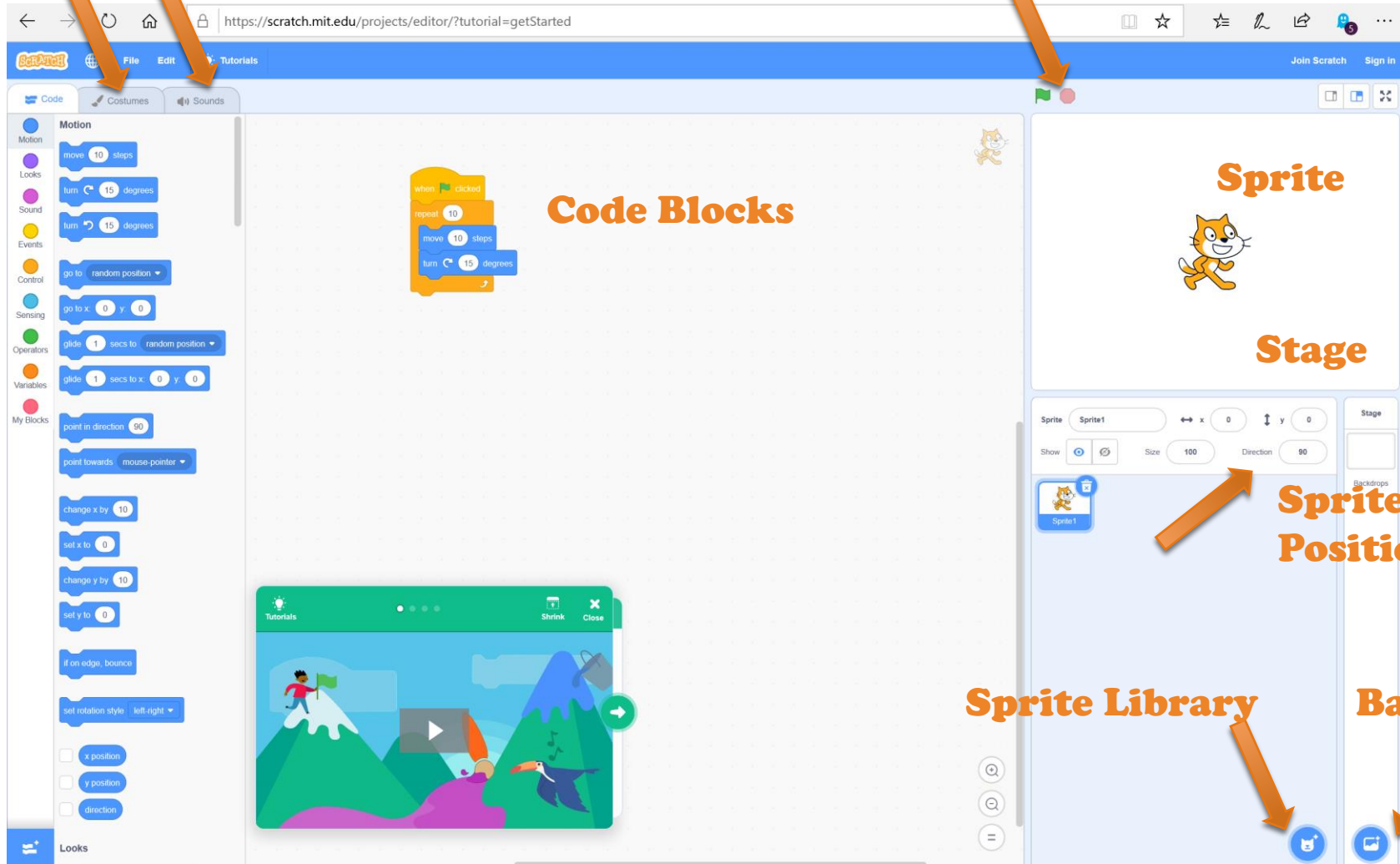
Sprite

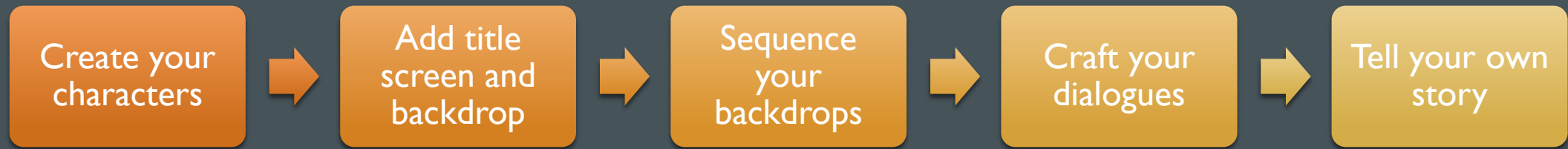
Stage

Sprite Position

Sprite Library

Backdrops

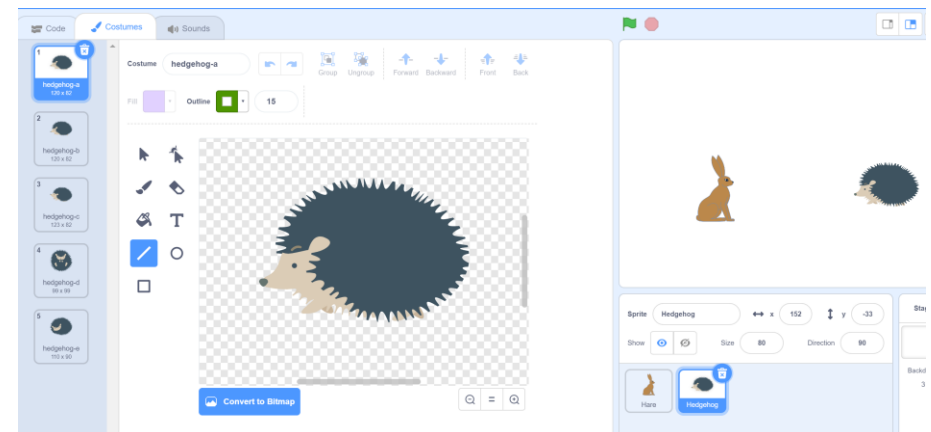
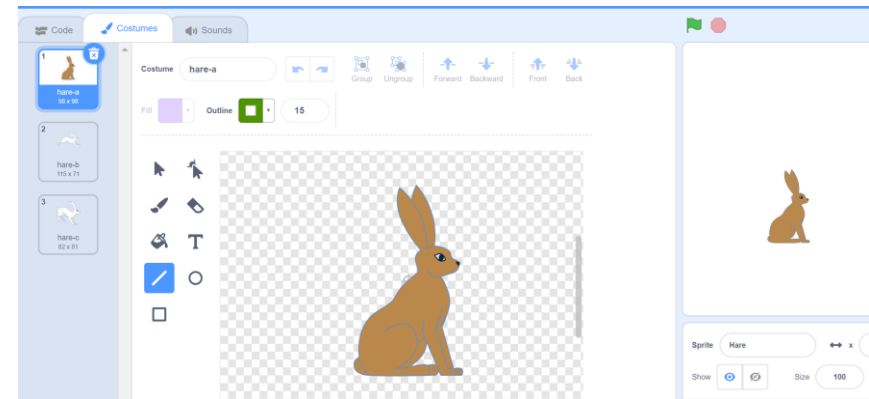




STORY TELLING – THE HARE AND THE HEDGEHOG

STEP 1: CREATE YOUR CHARACTERS (SPRITES)

- Create your project
- Name your Project: “Scratch Story” or “Hare&Hedgehog”
- Delete the Cat Sprite
- Add a Hare Sprite
 - How many costumes does it have?
 - Change its color
- Add a Hedgehog Sprite
 - How many costumes does it have?
 - Flip it horizontally



STEP 2: ADD YOUR TITLE & BACKDROP

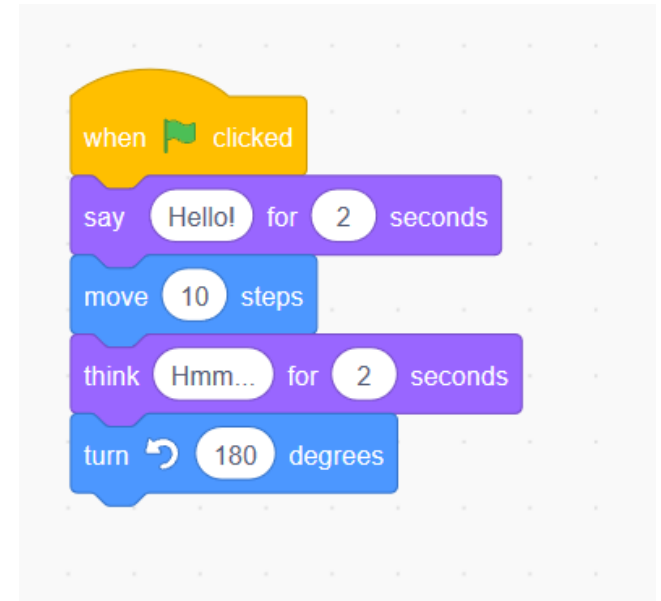
- Add a Backdrop
- Rename it Title Screen
- Add your Title Text “The Hare and The Hedgehog”
- Decorate with lines, boxes and other shapes
- Add another Backdrop for your story
 - Savanna backdrop works well

The Hare and The Hedgehog



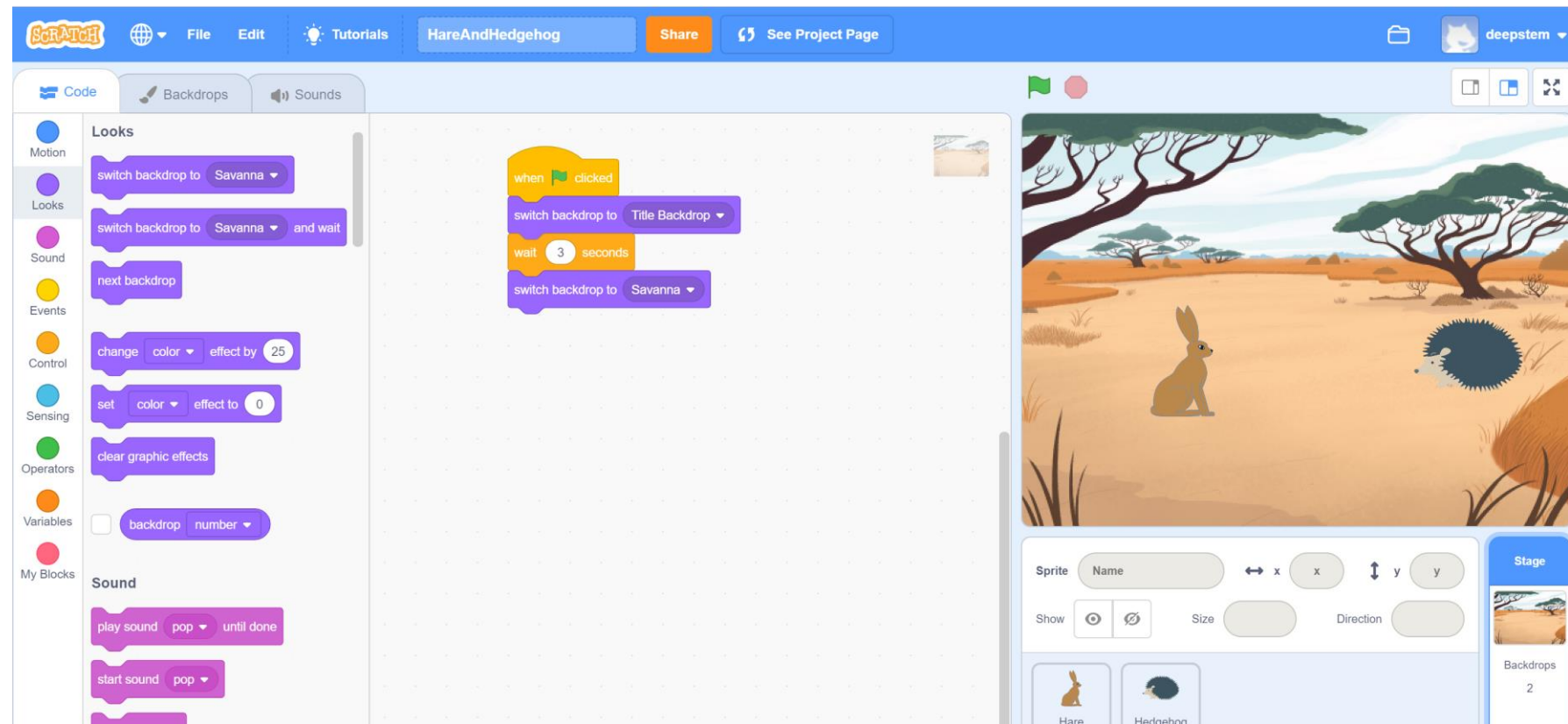
SEQUENCING

- Code blocks run from top to bottom
- Each sprite and backdrop can have its own code blocks
- The *When Clicked* block starts the code for all Sprites

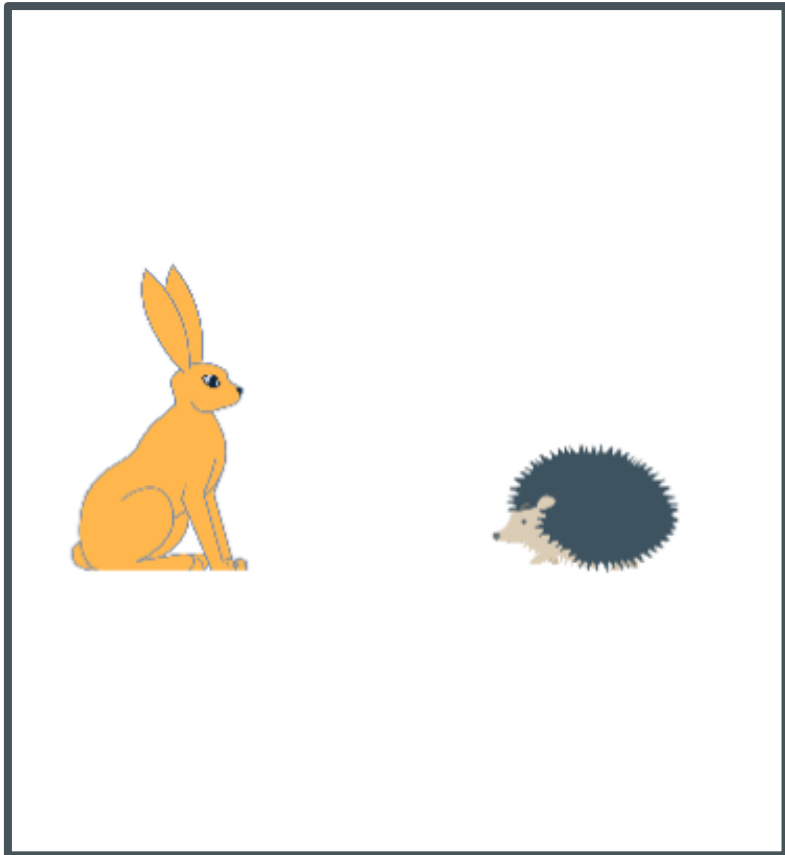


STEP 3: SEQUENCE YOUR BACKDROPS

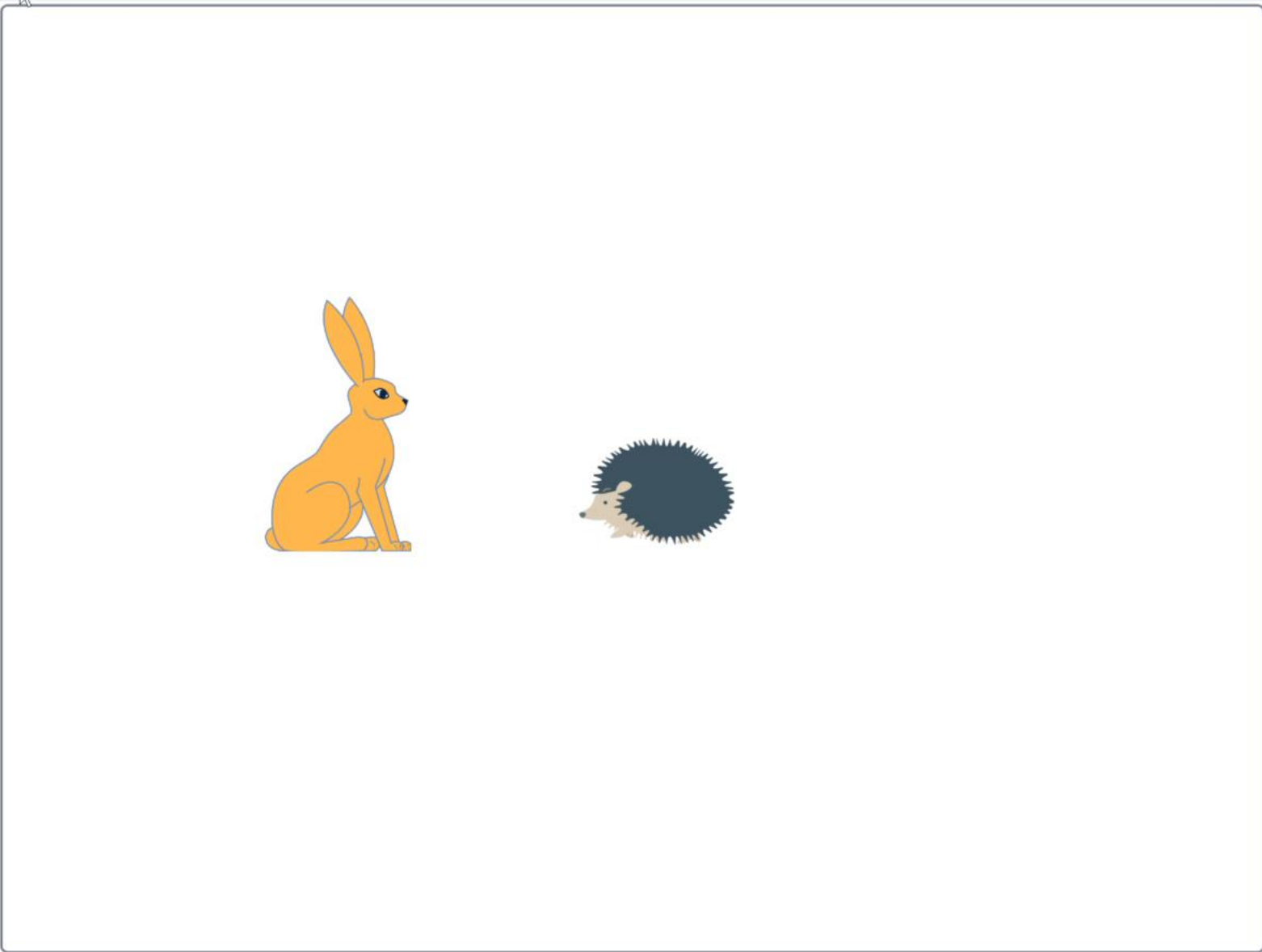
- Click on Backdrops
- Go to Code for Backdrops
- Add Code Blocks



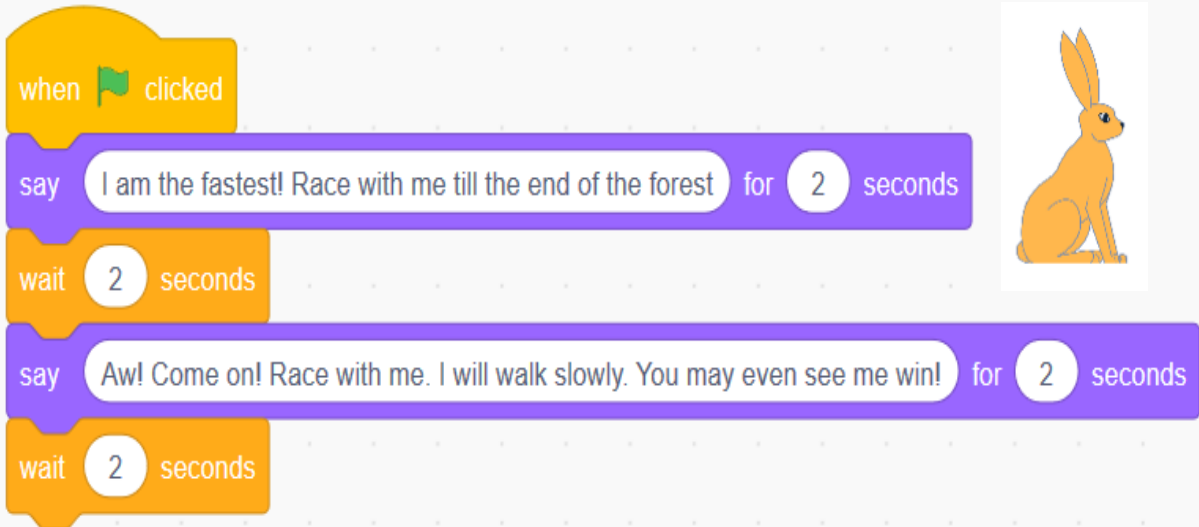
DIALOGUES



- Conversation between sprites
- Timing is important
- Conversation begins with `When Clicked`
- Use `Say <> for <> seconds` and `Wait for <> seconds` blocks
- Don't use questions in your dialogue

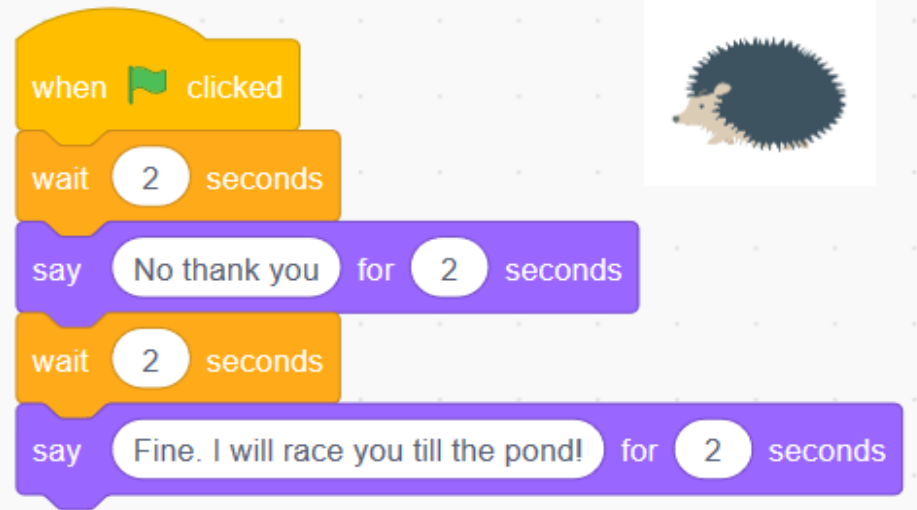


HARE AND HEDGEHOG DIALOGUE



```
when green flag clicked
say I am the fastest! Race with me till the end of the forest for 2 seconds
wait 2 seconds
say Aw! Come on! Race with me. I will walk slowly. You may even see me win! for 2 seconds
wait 2 seconds
```

The script for the hare character consists of five blocks: a yellow 'when green flag clicked' block, a purple 'say' block with the text 'I am the fastest! Race with me till the end of the forest' and a duration of 2 seconds, an orange 'wait' block for 2 seconds, a purple 'say' block with the text 'Aw! Come on! Race with me. I will walk slowly. You may even see me win!' and a duration of 2 seconds, and a final orange 'wait' block for 2 seconds. A small image of the hare is shown to the right of the script.

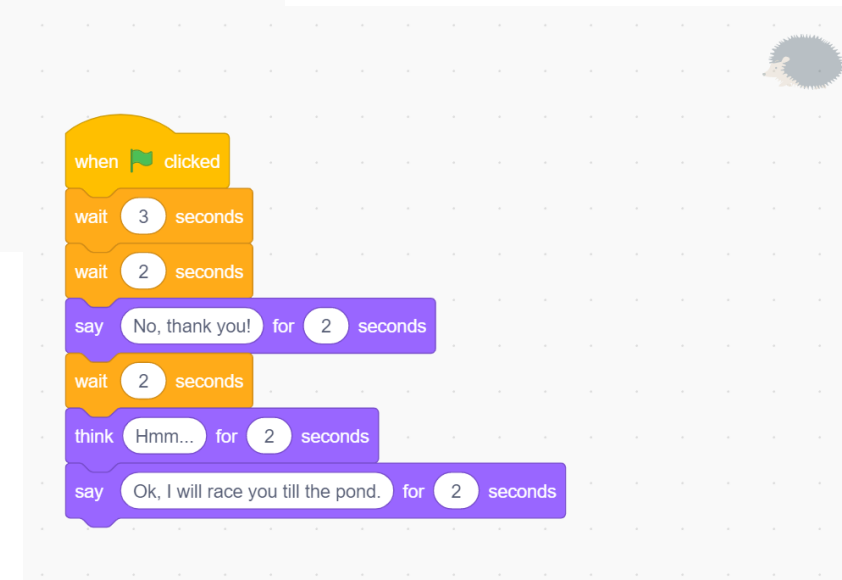
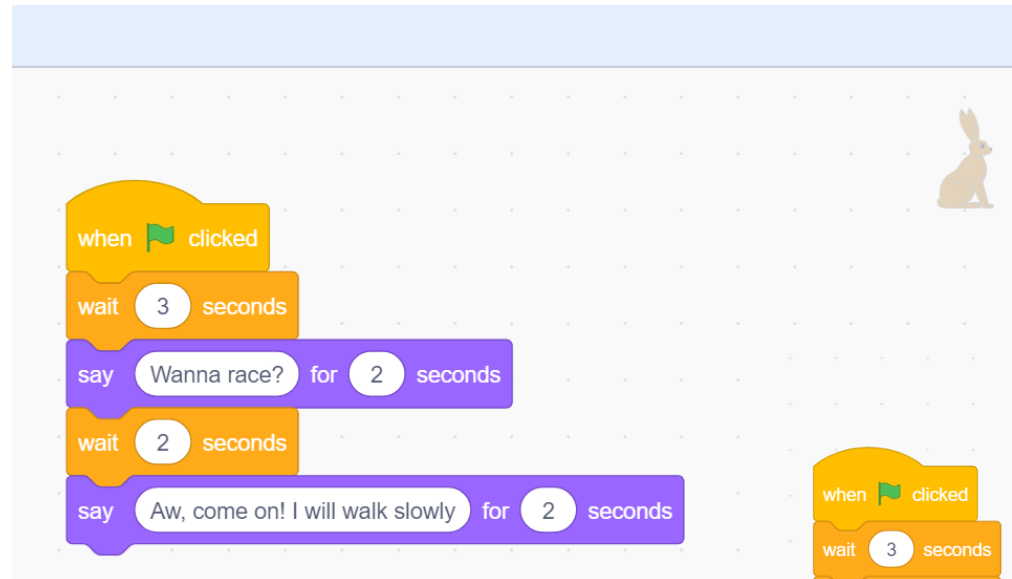


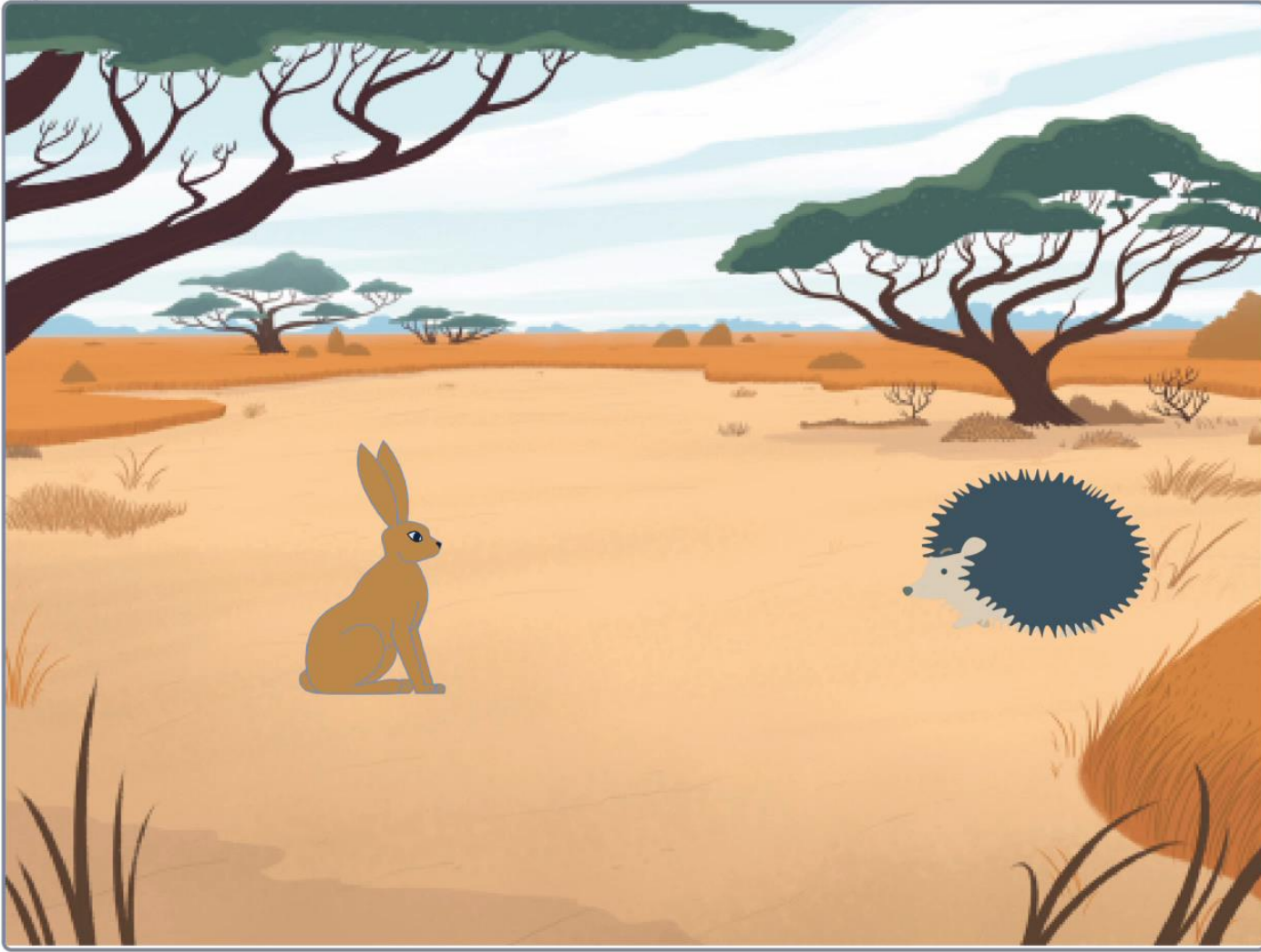
```
when green flag clicked
wait 2 seconds
say No thank you for 2 seconds
wait 2 seconds
say Fine. I will race you till the pond! for 2 seconds
```

The script for the hedgehog character consists of five blocks: a yellow 'when green flag clicked' block, an orange 'wait' block for 2 seconds, a purple 'say' block with the text 'No thank you' and a duration of 2 seconds, another orange 'wait' block for 2 seconds, and a purple 'say' block with the text 'Fine. I will race you till the pond!' and a duration of 2 seconds. A small image of the hedgehog is shown to the right of the script.

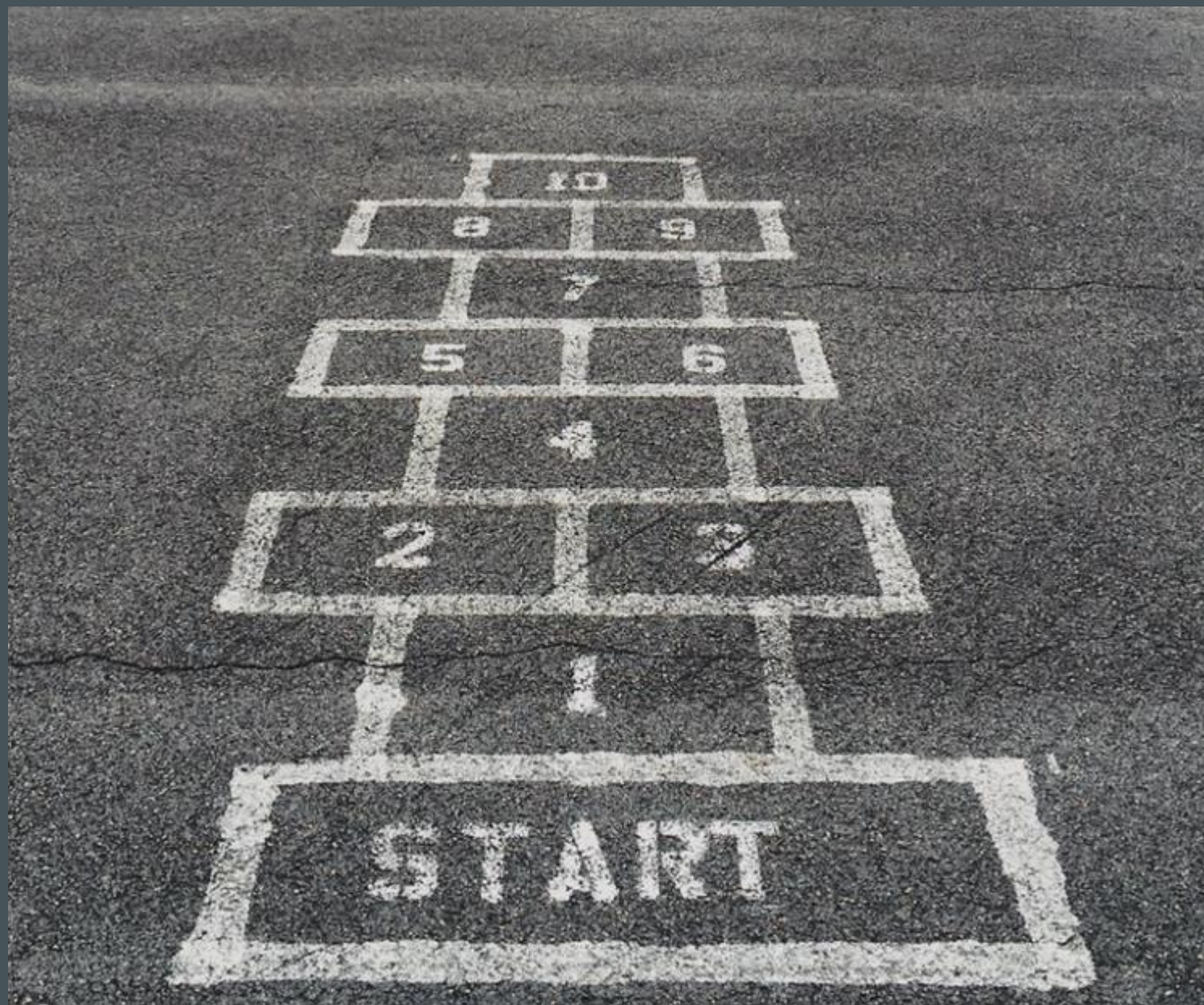
STEP 4: CRAFT YOUR DIALOGUE

- Write your own dialogue on paper
- Add code for Hare Sprite
 - Include delay for Title Screen
 - Timing is important!
- Add code for Hedgehog Sprite
 - Use `Think for < > seconds`





CREATE YOUR
STORY NOW!



Change costumes to
animate your sprite
when they speak
their dialogues

Add another
character to your
story

ADVANCED EFFECTS

A photograph of a stage with red curtains. The text "TELL YOUR STORY!" is overlaid in a white, elegant, serif font. The stage floor is dark, and there are two black speakers visible at the bottom of the frame.

*TELL
YOUR
STORY!*

QUICK SURVEY

- Was this fun?
- Do you want to come back for another project with Scratch?
- What would you like to build with Scratch next?