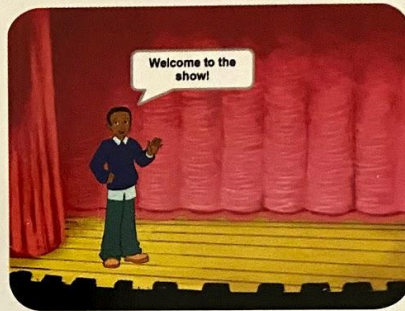# Create a Story Cards

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

SCRATCH

Start a Story

Choose a scene and introduce a character.
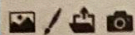
SCRATCH

Start a Story

scratch.mit.edu/story
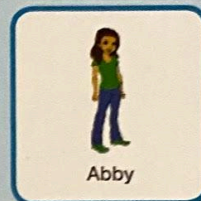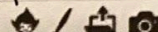
GET READY

New backdrop:

Choose a backdrop.

pathway

Choose a character.

New sprite:

Abby

ADD THIS CODE

Abby

when 🏳 clicked

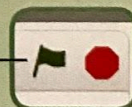switch backdrop to pathway ▼

say What's in this garden? for 2 secs

Type what you want your character to say.

TRY IT

Click the green flag to start. 🏳 🔴

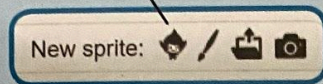# Show a Character

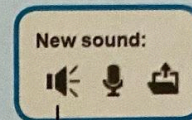Make a new character appear in the scene.

2

SCRATCH

Show a Character

GET READY

Choose a character.

New sprite: 🖌 / 📁 📷

Unicorn

Click the Sounds tab.

New sound:
🔊 🎤 📤

Then choose a sound, like fairydust.

ADD THIS CODE

Click the Scripts tab.

```
when 🏳 clicked
hide
wait 3 secs
play sound fairydust ▾
show
```
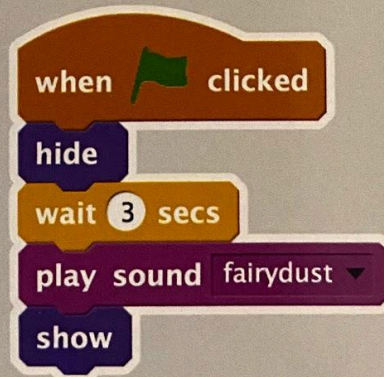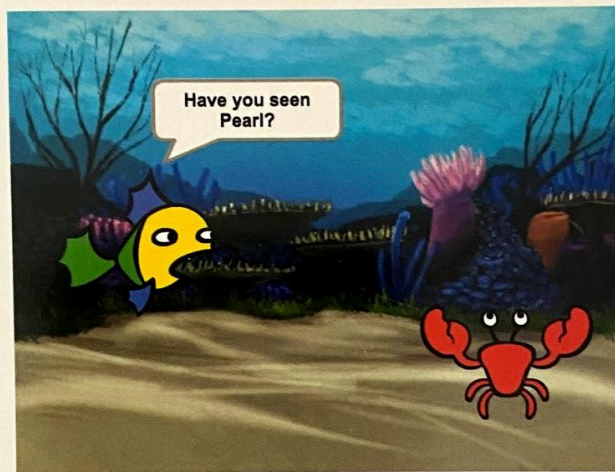
TRY IT

Click the green flag to start. ⟶ 🏳 🔴
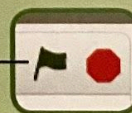
Make a Conversation

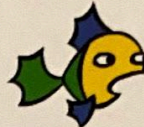Make your characters talk with each other.

SCRATCH

Make a Conversation

scratch.mit.edu/story

GET READY

Choose two characters.

New sprite:

Fish2

Crab

ADD THIS CODE

Fish2

```
when 🚩 clicked
say Have you seen Pearl? for 2 secs
say I can't find her. for 2 secs
broadcast message1 ▾
```
— Broadcast a message.

Crab
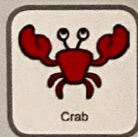
```
when I receive message1 ▾
say Yes! Follow me! for 2 secs
```
— Tell this character what to do when it receives the message.

TRY IT

Click the green flag to start. — 🚩 🔴
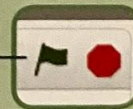
TIP

```
broadcast message1 ▾
         message1
         new message...
```
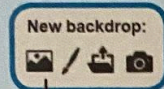— You can click the drop-down menu to add a new message.

Switch Scenes

Change the backdrop and
make something happen.

SCRATCH

Switch Scenes

GET READY

New backdrop:

Choose two backdrops.

winter

desert

Choose a character.

New sprite:
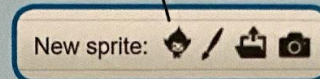
Tera

ADD THIS CODE

Tera

```
when [green flag] clicked
switch backdrop to winter
say Brrrrr! It's so cold here! for 2 secs
say I miss the sun. for 2 secs
wait 1 secs
switch backdrop to desert
```

Type what you want your character to say.
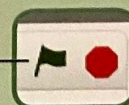
Make something happen when the backdrop switches.

```
when backdrop switches to desert
say Ahh that's better! for 2 secs
```
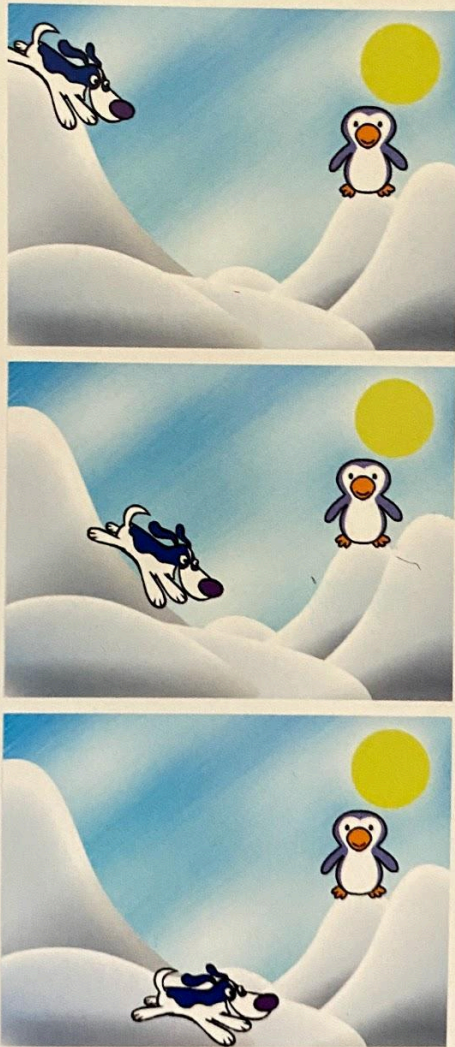
TRY IT

Click the green flag to start.

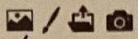# Glide to a Spot

Make a character glide across the screen.

SCRATCH

Glide to a Spot

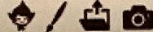scratch.mit.edu/story

GET READY

New backdrop:

Choose a backdrop.

slopes

Choose a character.

New sprite:

Dog1

ADD THIS CODE

Dog1

```
when [flag] clicked
point in direction 120▼
go to x: -190 y: 60 ———— Set a starting point.
glide 1 secs to x: -20 y: -170 ———— Glide to another point.
point in direction 90▼
```

TIP

Drag your sprite to where you want it and then add a **go to** or a **glide** block to your script.

```
go to x: 149 y: -156
go to mouse-pointer ▼
glide 1 secs to x: 149 y: -156
```

x: 192 y: -131
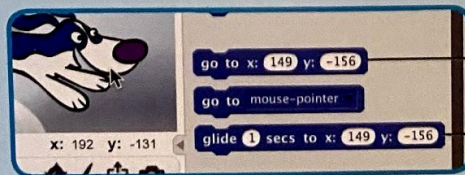
When you drag a sprite, its **x** and **y** position will update in the Blocks palette.

Appear in a Scene
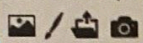
Change the backdrop and
make a new character appear.

6

SCRATCH

Appear in a Scene

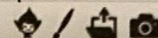scratch.mit.edu/story

GET READY

New backdrop:

Choose two backdrops.

bedroom2

winter

Choose a character.

New sprite:

Bear1

ADD THIS CODE

Stage
3 backdrops

New backdrop:

Click the Stage thumbnail.

```
when [green flag] clicked
switch backdrop to bedroom2
wait 6 secs
switch backdrop to winter
```

Switch to this scene.

Bear1

```
when [green flag] clicked
hide
```

Hide at the beginning.

```
when backdrop switches to winter
show
say Hello! for 2 secs
```

Appear in this scene.

TRY IT

Click the green flag to start.

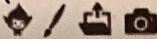# Make It Interactive

Click a sprite to make it do something.

SCRATCH

Make It Interactive

GET READY

Choose a sprite.

New sprite: 🧚 / 📤 📷

🎁
Gift

Click the Sounds tab.

New sound:
🔈 🎤 📤

Then choose a sound from the Sound library.

ADD THIS CODE

Click the Scripts tab.

```
when this sprite clicked
play sound fairydust ▼
repeat 10
    change color ▼ effect by 25
```
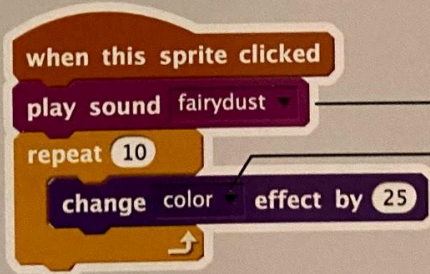
Choose your sound.

You can select different effects from the menu.

TRY IT
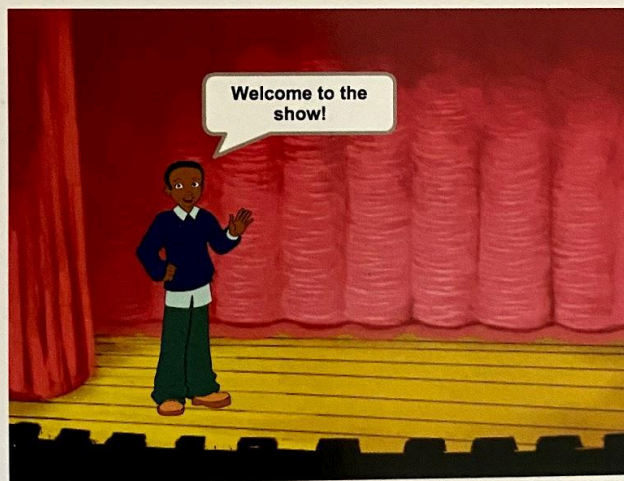
Click your sprite to start.

TIP

⚑ 🔴

To clear the effect, click the stop sign.

Add Your Voice

Record your voice to make a character talk.

SCRATCH

Add Your Voice

scratch.mit.edu/story

GET READY

Choose a character.

New sprite:

Devin

Click the Sounds tab.

New sound:

Click this icon. (You'll need a microphone.)
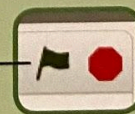
Click to record your voice.

ADD THIS CODE

Click the Scripts tab.

```
when [green flag] clicked
play sound recording1 ▾
say Welcome to the show! for 2 secs
```

TRY IT

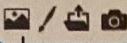Click the green flag to start.

Click a Button

Click a button to switch scenes.

Click a Button

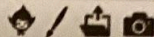## GET READY

New backdrop:

Choose two backdrops.

atom playground

basketball-court1-a

Choose a button sprite, like Arrow1.

New sprite:

Arrow1

ADD THIS CODE

Arrow1

```
when this sprite clicked
switch backdrop to next backdrop ▼
hide
wait 3 secs
show
```

Choose **next backdrop** from the menu.

Type how long to wait before showing the button.

TRY IT

Click your button to start.

TIP

Add this script to set the first scene. Then click the green flag to start.

```
when 🚩 clicked
switch backdrop to atom playground ▼
hide
wait 3 secs
show
```