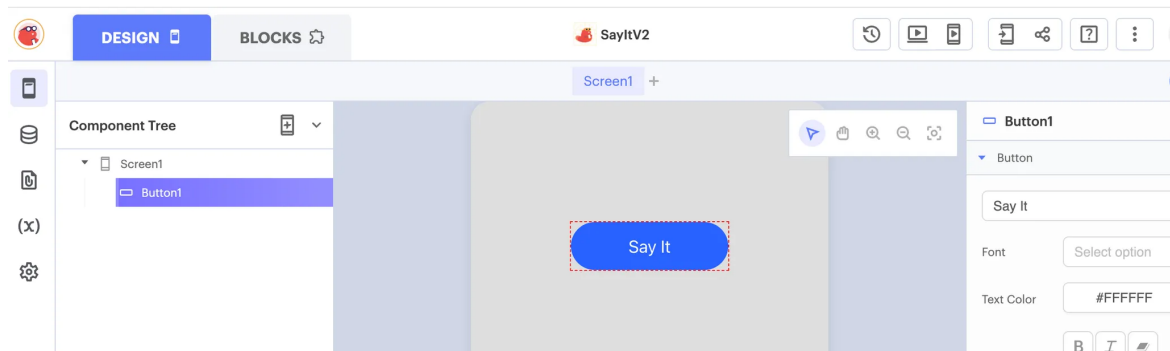


Ch 1. Build: Say It Tutorial

Thunkable is a drag and drop coding language that allows beginners to learn coding by building apps for their iPhone or Android phone. This tutorial walks you through building a simple app that speaks words when you click a button.

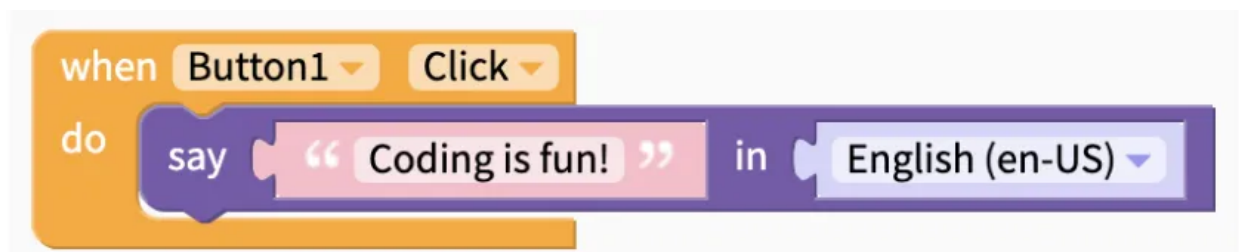
Design the App

- On your computer, open a browser to Thunkable.com and register with your Google account (or sign in if you already have an account).
- Create a new app and name it, "SayIt". Use the "drag and drop interface" and choose a category for your app.
- In the Designer, drag a Button from the left-side components into the screen
- Using the Properties panel on the right, change the Button's Text property to "Say it"



Code the App's Behavior

Select the Blocks tab in the top-left (next to the Design Tab). The Blocks editor is where you code the interactive behavior of an app. Click on Button1 in the left panel and drag in a "when Button1.Click" block. Click on "Speech" in the bottom-left panel and drag out a "say" block. Place the "say" block into the "when Button1.Click" block-- you want the app to say something when the user clicks the button.



Ch 1. Build: Say It Tutorial

Test the App: Web Preview

Click the web preview icon in the top-right corner. Your apps should run. When you click the button, are the words spoken? Make sure your volume is up.

Test the App: Phone

On your phone or tablet, open the App Store (or Play Store) and search for and install an app called, "Thunkable Live". In the "Thunkable Live" app, login with the same email account you used on the Thunkable website. Back on your computer, click on "Live Test" icon in the top-right menu. You should see your app on the phone. Click the button-- do you hear the words?