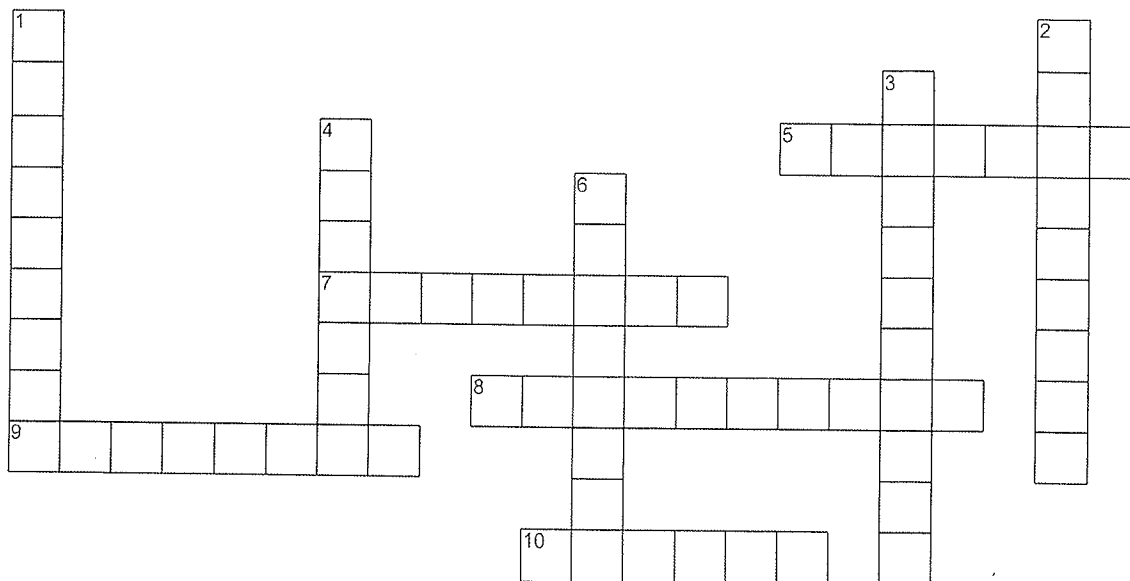


Name: _____

Date: _____

Scratch Coding for Storytelling

Complete the activity.



ACROSS

5. A system of computers and other devices that are connected to each other.
7. Something that is used as an example of how to do, make, or achieve something.
8. The act of making something.
9. To move from one place to another.
10. A small video camera that is used to show live images on a Web site.

DOWN

1. The legal right to be the only one to reproduce, publish, and sell a book, musical recording, etc., for a certain period of time.
2. A story that is told or written.
3. A series of drawings or pictures that show the changes of scenes and actions for a movie, or television show.
4. The clothes that are worn by someone (such as an actor) who is trying to look like a different person or thing.
6. The things that are said by the characters in a story, movie, or play.

PRODUCTION
DIALOGUE
NARRATIVE
NETWORK
TRANSFER

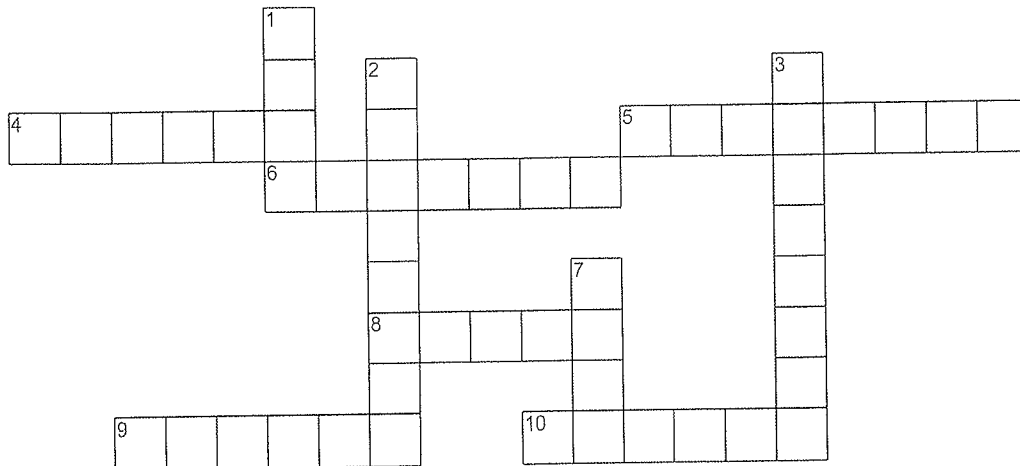
STORYBOARD
TEMPLATE
WEBCAM
COSTUME
COPYRIGHT

Name: _____

Date: _____

Scratch Coding for Storytelling

Complete the activity.



ACROSS

4. Change the size of a picture or photograph.
5. Being friendly and relaxed.
6. Pictures or images on the screen of a computer or television.
8. Someone who acts in a play, movie, or television show.
9. The written form of a play, movie, or television show.
10. Send something from one computer to another computer.

DOWN

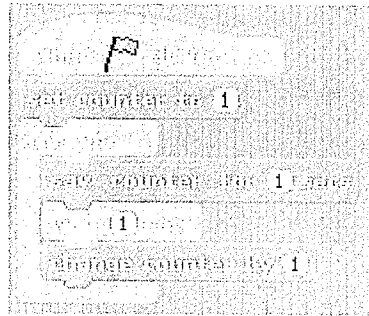
1. A type of computer file used for storing images.
2. One part of something that is evenly divided into four parts.
3. Get something from one computer to another computer.
7. To cut off part of a picture or photograph.

INFORMAL
QUADRANT
SCRIPT
ACTOR
GRAPHIC

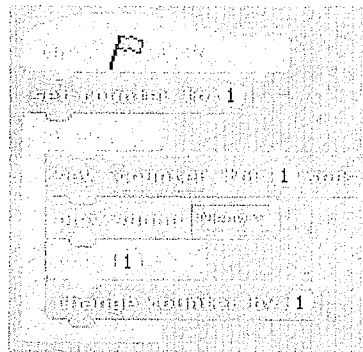
JPEG
CROP
RESIZE
UPLOAD
DOWNLOAD

Scratch Activity #1 - Count Sprite

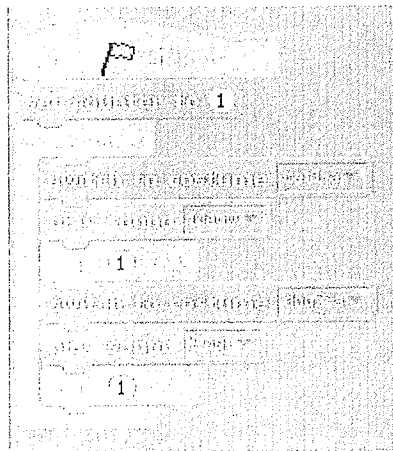
1. Count Sprite – This script makes the Sprite count by 1



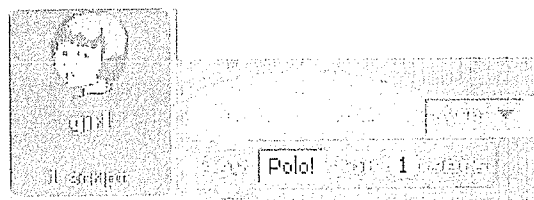
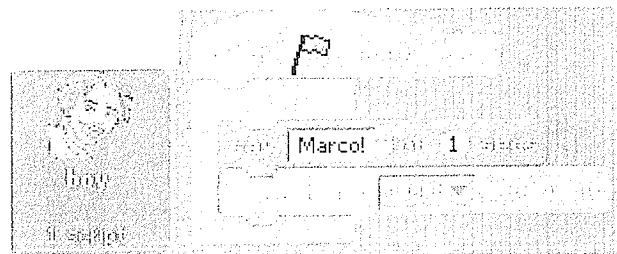
2. Change Count Sprite to count only in odd numbers.
3. Change Count Sprite to count only in even numbers.
4. This script counts and has a meow after. Modify it so that it has a “meow” after odd numbers and a dog “bark” after even numbers.



5. This script alternates costumes and sounds. Modify so that your script in 4 (above) also changes costume as well as sound.

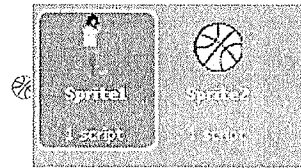



6. Here is a script with two Sprites one that says "Marco" the other one "Polo". Modify it to a cat with a "meow" and a dog with a "bark" counting.

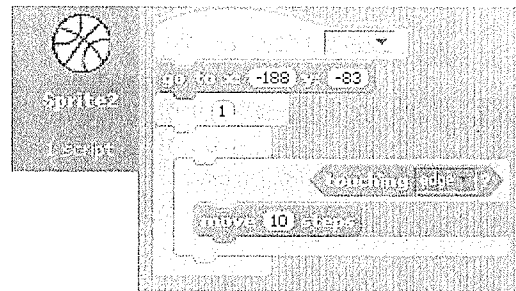
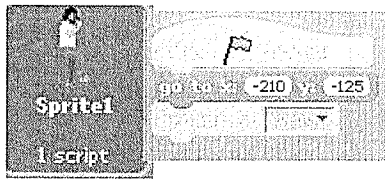


Scratch Activity #3 – Bouncing Basketballs

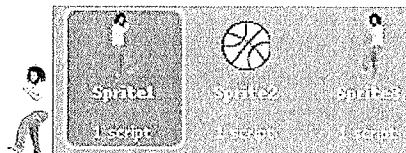
1. This script involves 2 Sprites

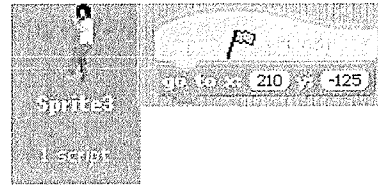
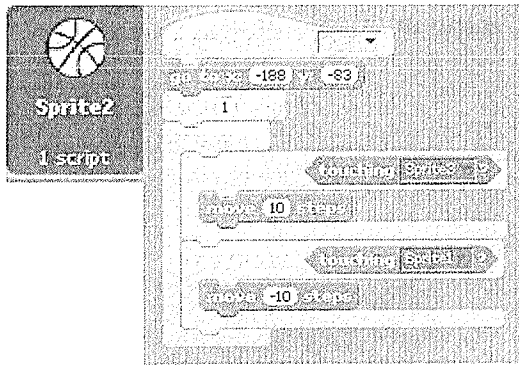


2. The ball flies from Sprite1 and stops when it gets to the edge of the screen
3. This is how they do it. I shrank both Sprites so your  will be different.

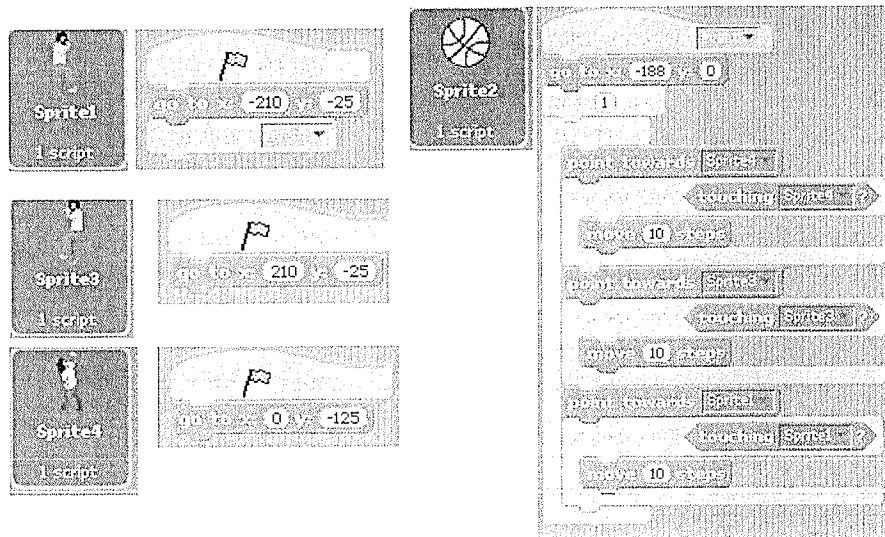
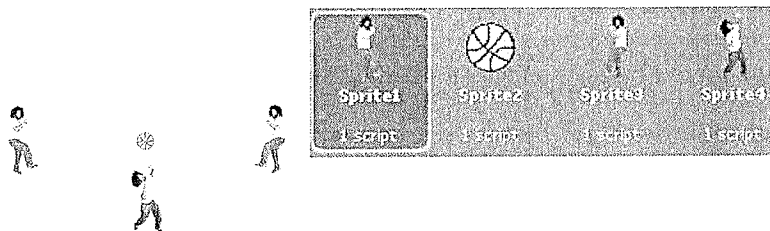


4. Modify the script so that Sprite2 makes a sound as it travels across the screen
5. Modify the script so that ball bounces off Sprite3 back to Sprite1 and plays a different sound when returning to Sprite1. Start with this. Script on next page.





6. Modify the script so that Sprite4 is in between and the ball travels from Sprite1 to Sprite4 to Sprite3 and so on, in a loop. Use three different sounds.



7. Now add another Sprite (Sprite5) and the ball sequence is Sprite1, Sprite4, Sprite3, Sprite5 and back to Sprite1. Put it in a loop.

