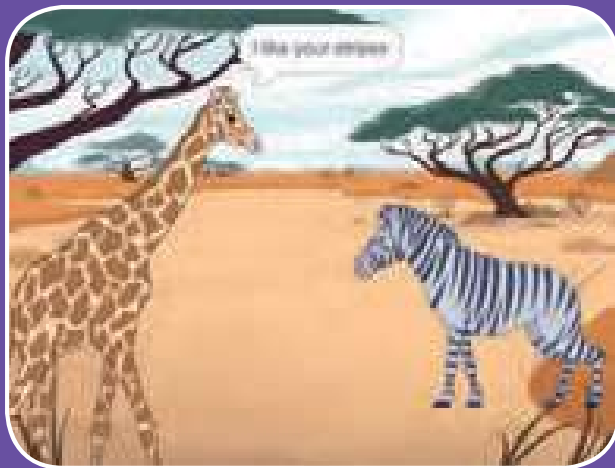
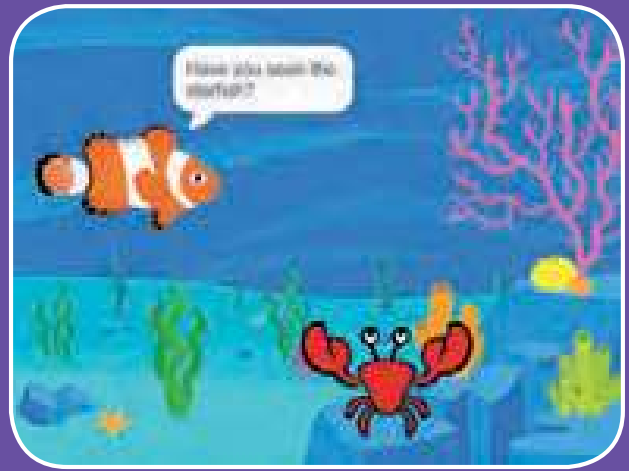


# Create a Story Cards



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

# Create a Story Cards

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.



Witch House



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.



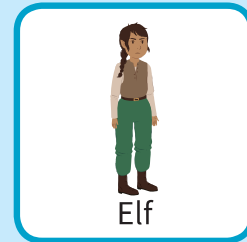
# Start a Conversation

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## GET READY



Choose two characters,  
like Witch and Elf.



## ADD THIS CODE

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



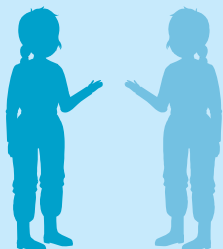
```
when green flag clicked
say I have a pet owl! for 2 seconds
wait 2 seconds
```



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

Type what you want  
each character to say.

## 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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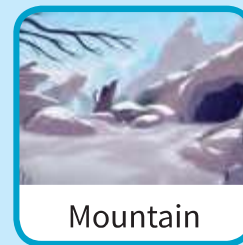
## GET READY



Choose a character.



Choose two backdrops.



## ADD THIS CODE



```
when green flag clicked
  switch backdrop to Witch House
  wait 4 seconds
  switch backdrop to Mountain
```

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

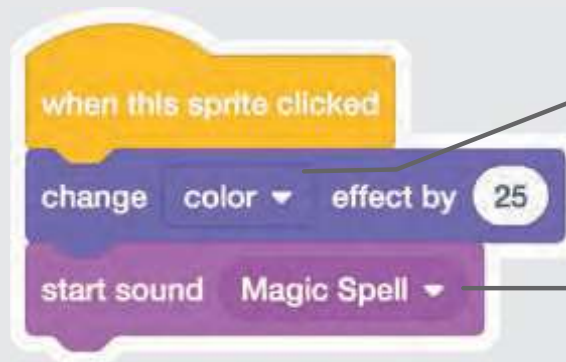


Choose a character.



Unicorn

## ADD THIS CODE

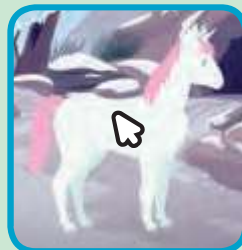


You can choose different effects.

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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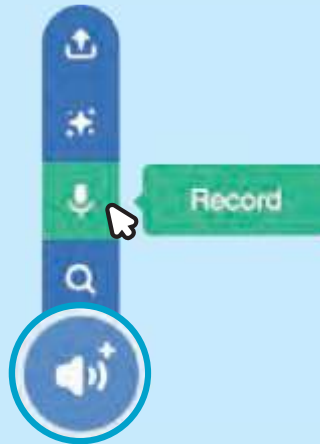
## GET READY



Choose a  
sprite.



Click the **Sounds** tab.



Choose **Record** from the  
pop-up menu.

Click **Record**.

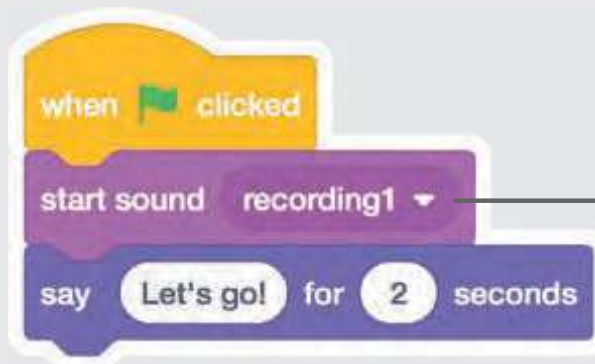


When you're done,  
click **Save**.

## ADD THIS CODE



Click the **Code** tab.



Select your recording  
from the menu.

## TRY IT

Click the green flag to start.



# Glide to a Spot



Make a character move across the Stage.



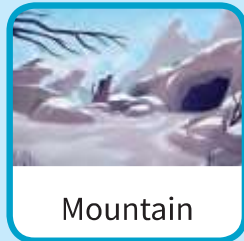
# Glide to a Spot

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## GET READY



Choose a backdrop.



Mountain



Choose a character.



Owl

## ADD THIS CODE



Owl



## TRY IT

Click the green flag to start.



## TIP



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

# Walk onto the Stage

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



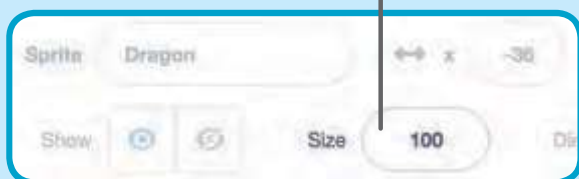
```
when green flag clicked
hide
go to x: -240 y: -60
show
glide 2 secs to x: 0 y: -60
```

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



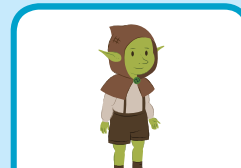
Choose a backdrop.



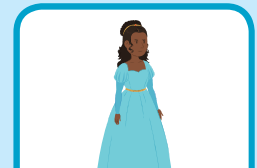
Mountain



Choose two characters.



Goblin



Princess

## ADD THIS CODE

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



Goblin

```
when clicked
say Where are you going? for 2 seconds
broadcast message1
```

Broadcast a message.

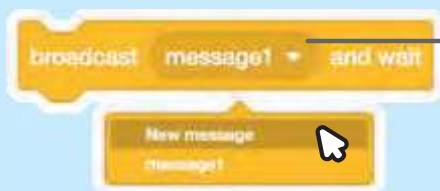


Princess

```
when I receive message1
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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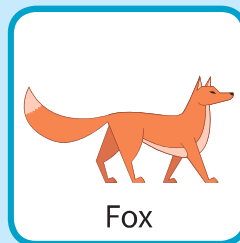
## GET READY



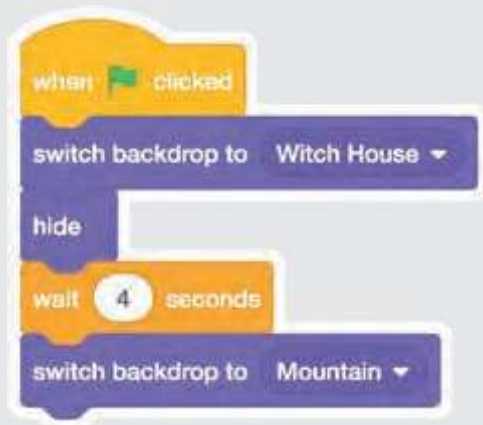
Choose two backdrops.



Choose a character.



## ADD THIS CODE



Choose the backdrop name from the menu.

## TRY IT

Click the green flag to start.

