Activity 7: Personal Narrative

Video 1: Personal Narrative

In this video, club members will:

- 1. Choose a premise for their story about themselves.
- 2. Consider questions to help them come up with ideas.
- 3. Program their story!

NOTE: This activity is almost entirely freeform. Club members can program whatever they'd like. You may need to help/guide them.

Here is an example story:

```
when backdrop switches to bedroom1
                                         when backdrop switches to school2 ▼
                                                                                 when backdrop switches to Title v
go to x: -44 y: 49
                                         go to x: -241 y: -110
                                                                                 set tempo to 400 bpm
repeat 10
                                         repeat (30)
                                                                                 repeat 4
  say weeeeeee
                                           next costume
                                                                                    play note 60 for 1 beats
  change y by 10
                                           move 5 steps
                                                                                    play note 64 for 1 beats
  wait 0.05 secs
                                                                                    play note 67 for 1 beats
                                         broadcast No School today! ▼
  change y by -10
                                                                                    play note 60 for 1 beats
  wait 0.05 secs
                                         wait 4 secs
                                         say Greatest day ever!!!!! for 2 secs
                                                                                 wait 1 secs
say Flippy!
                                         switch backdrop to beach malibu
                                                                                 play sound meow
change y by 10
                                                                                 wait 2 secs
wait 0.05 secs
                                         when backdrop switches to beach malibu
                                                                                 switch backdrop to bedroom1 v
repeat 12
                                         go to x: -241 y: -110
 turn ( -30 degrees
                                         repeat 30
                                           next costume
                                                                                 when backdrop switches to Title
change y by -10
                                           move 5 steps
                                                                                 show
wait 0.05 secs
                                                                                 go to x: -241 y: -110
repeat 10
                                         play sound meow
                                                                                 repeat 50
  say weeeeee
                                         say WEEEEEE!!!!!!!! for 2 secs
  change y by 10
                                                                                    next costume
                                         say I love the beach! for 2 secs
  wait 0.05 secs
                                                                                    move 5 steps
                                         glide 1 secs to x: 136 y: 46
  change y by -10
                                         hide
  wait 0.05 secs
say Oh no! Time for school! for 2 secs
switch backdrop to school2
```

Add-On 1: Write A Song

In this video, club members will:

1. Experiment with "drum" and "note" blocks.

NOTE: Below is an example.

Code is for the **stage**:



```
forever

play drum 7 for 0.25 beats

play drum 6 for 0.25 beats
```

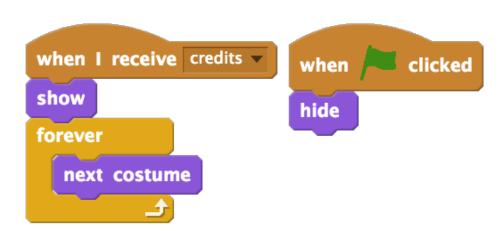
Add-On 2: Add a Credits Scene

In this video, club members will:

- 1. Paint a new sprite using the paint bucket tool.
- 2. Paint a new sprite, and add credit text. Add additional costumes for each credit.
- 3. Broadcast a "credit" message at the end of their story.

Code is for the new credits screen sprite:





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Scratch is developed by the Lifelong Kindergarten Group at the MIT Media Lab. See http://scratch.mit.edu

Solution Sheet

Add-On 3: Easter Egg

In this video, club members will:

- 1. Add an event to trigger an Easter egg.
- 2. Put some "change effect" and "motion" blocks into a forever loop.

```
when clicked

set ghost veffect to 99

set ghost veffect to 0

say Hey you shouldn't have done that! for 2 secs

forever

change ghost veffect by -2
```

Add-On 4: Add Another Scene (Challenge)

In this video, club members will:

1. Program a second scene for their story!

```
when backdrop switches to space ▼
go to x: -180 y: 140

glide 1 secs to x: 180 y: 140

switch backdrop to boardwalk ▼
```

```
when backdrop switches to boardwalk ▼
go to x: -180 y: 140

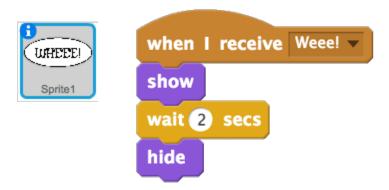
glide 1 secs to x: 180 y: 0

switch backdrop to underwater3 ▼
```

Add-On 5: Animated Words (Challenge)

In this video, club members will:

1. Create a word sprite that emphasizes an action in a comic book-like way.



Add-On 6: User-Controlled Decision (Challenge)

In this video, club members will:

1. Ask the user a question in their story, and use an if-else block to make a decision based on the answer.

NOTE: This add-on requires the use of the "ask" "if/else" and "answer" blocks. Everything else below is just for example:

