

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
  go to x: -44 y: 49
  repeat 10
    say weeeeeee
    change y by 10
    wait 0.05 secs
    change y by -10
    wait 0.05 secs
  say Flippy!
  change y by 10
  wait 0.05 secs
  repeat 12
    turn -30 degrees
  change y by -10
  wait 0.05 secs
  repeat 10
    say weeeeeee
    change y by 10
    wait 0.05 secs
    change y by -10
    wait 0.05 secs
  say Oh no! Time for school! for 2 secs
  switch backdrop to school2

when backdrop switches to school2
  go to x: -241 y: -110
  repeat 30
    next costume
    move 5 steps
  broadcast No School today!
  wait 4 secs
  say Greatest day ever!!!! for 2 secs
  switch backdrop to beach malibu

when backdrop switches to beach malibu
  go to x: -241 y: -110
  repeat 30
    next costume
    move 5 steps
  play sound meow
  say WEEEEEE!!!!!! for 2 secs
  say I love the beach! for 2 secs
  glide 1 secs to x: 136 y: 46
  hide

when backdrop switches to Title
  set tempo to 400 bpm
  repeat 4
    play note 60 for 1 beats
    play note 64 for 1 beats
    play note 67 for 1 beats
    play note 60 for 1 beats
  wait 1 secs
  play sound meow
  wait 2 secs
  switch backdrop to bedroom1

when backdrop switches to Title
  show
  go to x: -241 y: -110
  repeat 50
    next costume
    move 5 steps
  
```

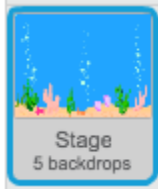
Add-On 1: Write A Song

In this video, club members will:

1. Experiment with “drum” and “note” blocks.

NOTE: Below is an example.

Code is for the **stage**:



```

when clicked
  forever
    play drum 7 for 0.25 beats
    play drum 6 for 0.25 beats
    play drum 6 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:



```

when I receive credits
  show
  forever
    next costume
  
```

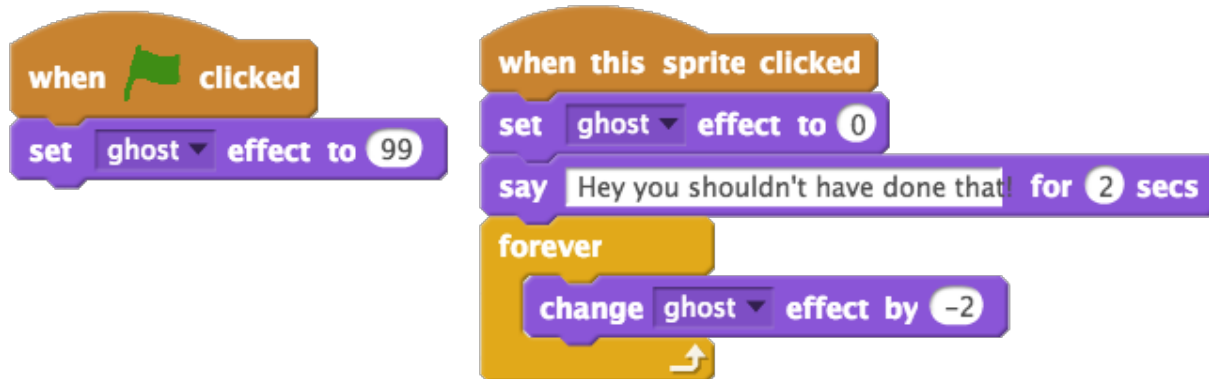
```

when clicked
  hide
  
```

Add-On 3: Easter Egg

In this video, club members will:

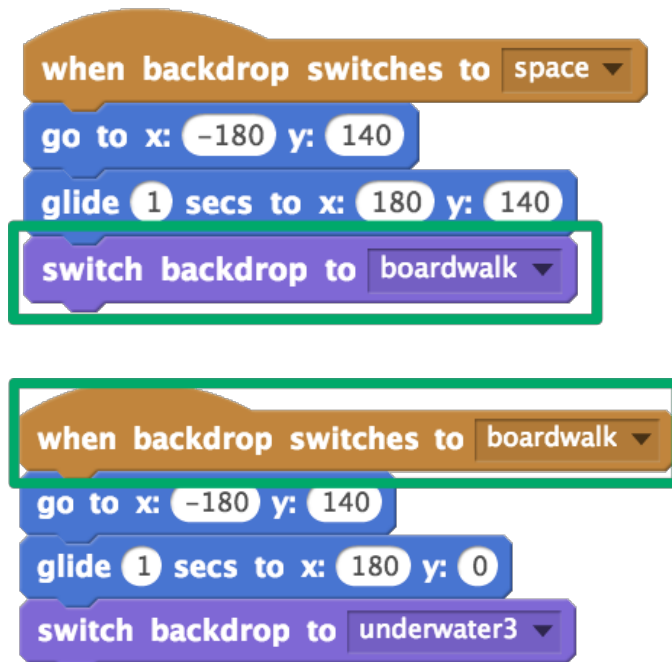
1. Add an event to trigger an Easter egg.
2. Put some “change effect” and “motion” blocks into a forever loop.



Add-On 4: Add Another Scene (Challenge)

In this video, club members will:

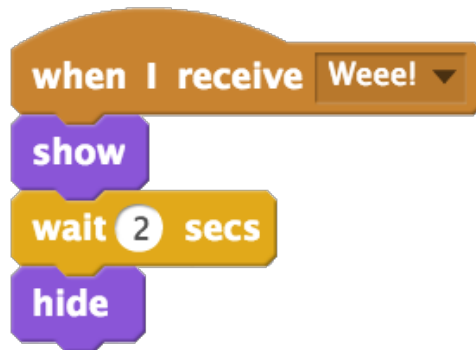
1. Program a second scene for their story!



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:

