

Lesson 4 Scratch Coding

Beginner's Level

Lesson 3 Homework

```
when up arrow key pressed  
change y by 10
```

```
when down arrow key pressed  
change y by -10
```

```
when right arrow key pressed  
change x by 10
```

```
when left arrow key pressed  
change x by -10
```

Learning Objectives

- Layout of the scratch programming window
- Choosing background
- Use of control keys for moving sprite
- Broadcasting and receiving messages
- Writing dialogues for the story
- Using looks tab for displaying a message

Using Say

- Areas covered:

Sequences.

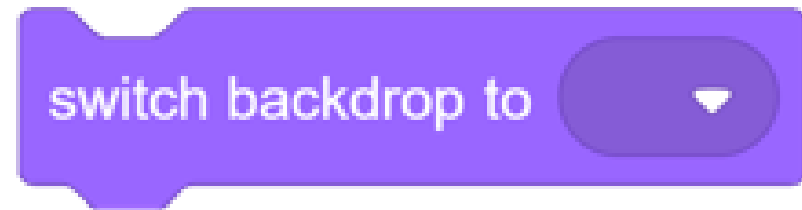
Starting a simple talking character.

Using Wait to pause speech



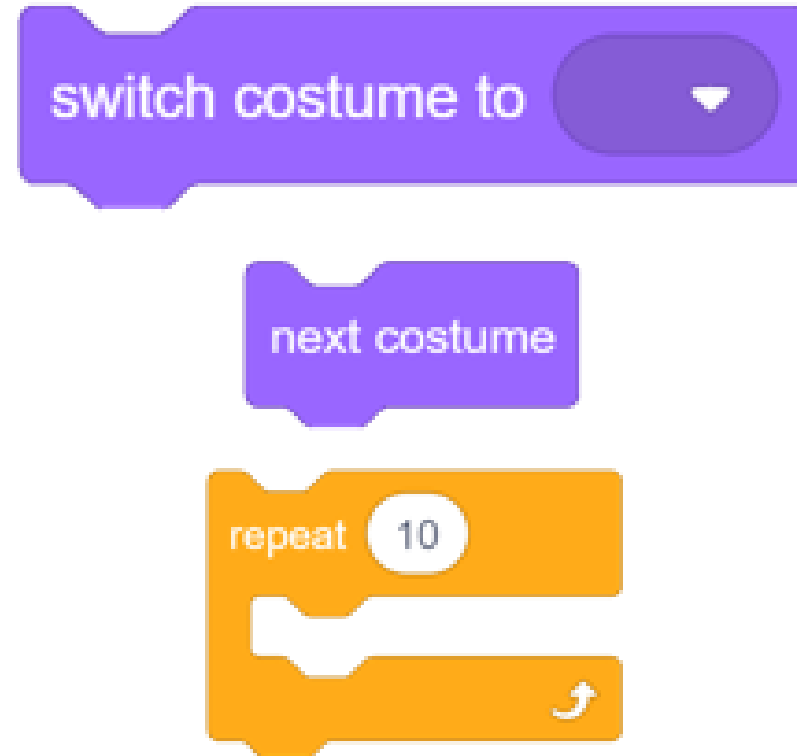
Scene Setting

- Sequences.
- Changing background
- Adding recorded sound.

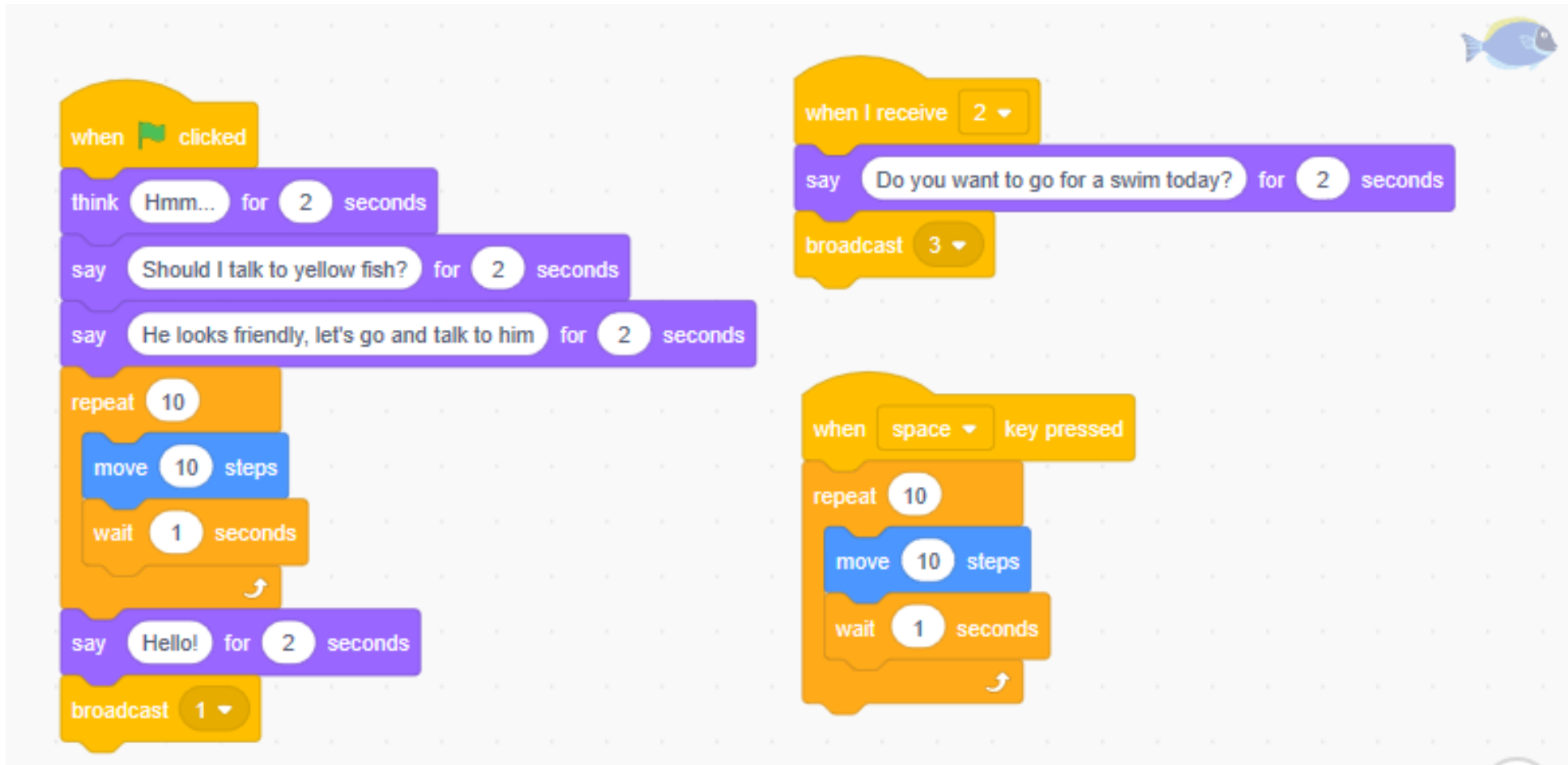


Animation

- Sequences and Iteration.
- Create movement using costumes and loops.



Story Telling Code for Fish 1



The image shows a Scratch script for a fish character, displayed on a grid background. A small blue fish icon is in the top right corner. The script is organized into two columns of code blocks.

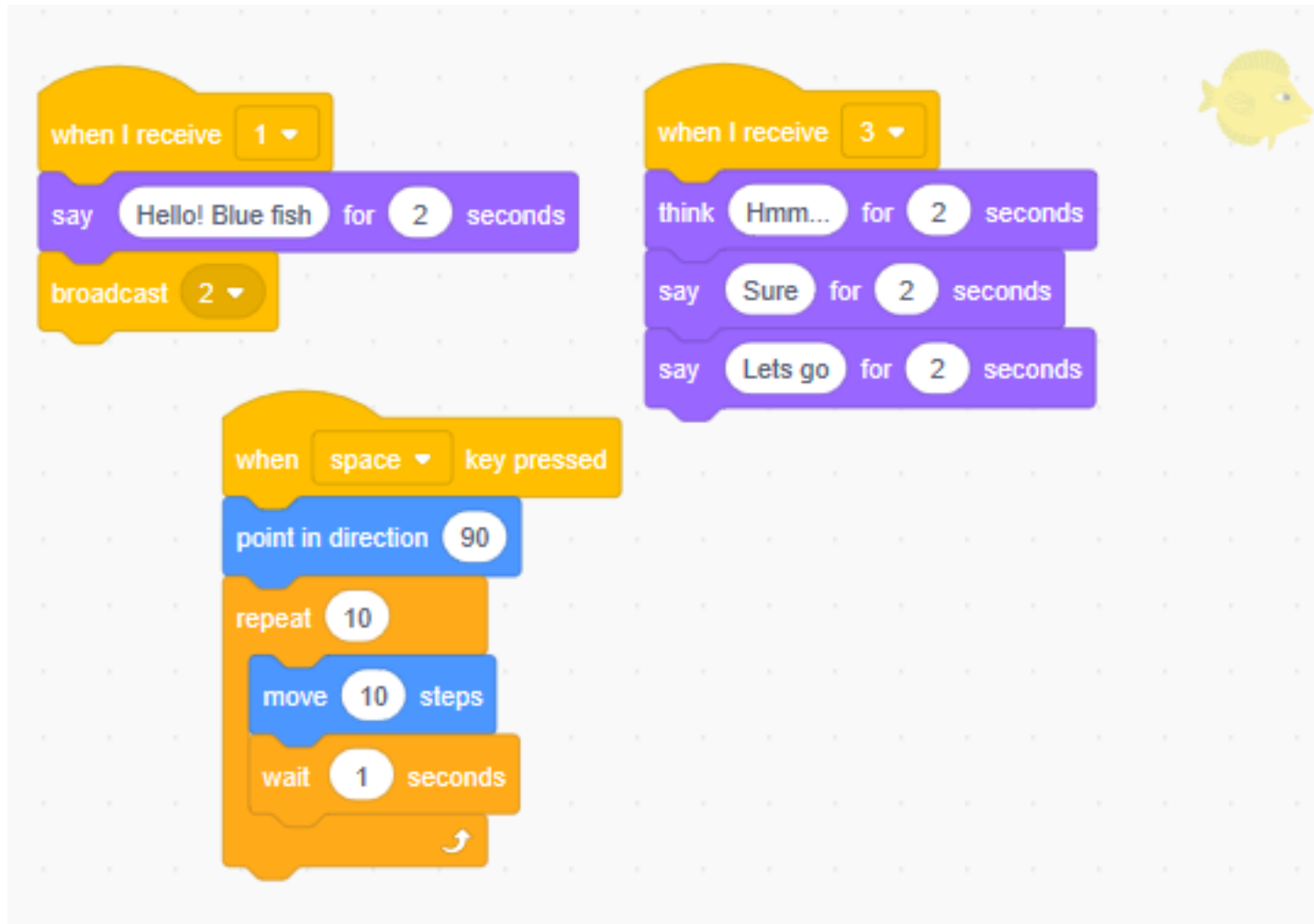
Left Column:

- when clicked** (yellow block)
- think** "Hmm..." for 2 seconds (purple block)
- say** "Should I talk to yellow fish?" for 2 seconds (purple block)
- say** "He looks friendly, let's go and talk to him" for 2 seconds (purple block)
- repeat** 10 times (orange block):
 - move** 10 steps (blue block)
 - wait** 1 seconds (orange block)
- say** "Hello!" for 2 seconds (purple block)
- broadcast** 1 (yellow block)

Right Column:

- when I receive** 2 (yellow block)
- say** "Do you want to go for a swim today?" for 2 seconds (purple block)
- broadcast** 3 (yellow block)
- when space key pressed** (yellow block)
- repeat** 10 times (orange block):
 - move** 10 steps (blue block)
 - wait** 1 seconds (orange block)

Story Telling Code for Fish 2



ACTIVITY

Scratch coding quiz

HOME WORK

- Make your own story using scratch and share with us on Hunarly
- <https://www.hunarly.com/event/scratch-coding-for-beginners-8-lessons/>

Q/A SESSION