

SCRATCH - 4 STORY

Objective: Create a story in Scratch. Be creative. You can tell a fairy tale (changing it to make it funny.) You can make up a story about you and your friends. You can tell any story you want, it just has to be appropriate for school and a good story.

This project is worth 50 points. You may work individually or with one partner.

Scratch Story - Requirements

- The first scene should be the title scene. This is the scene that plays when the green flag is clicked. The title scene must have the name of the story and your name. It should display for at least 2 seconds before moving to the next scene.
- You need a minimum of 3 story scenes following the title scene.
- After the title scene and 3 story scenes, you need an ending scene which displays once the story is finished. It should let the user know that the story is over.
- You must have at least 3 different Sprites in your story. Sprites that only show up in the title and ending scenes don't count! Sprites that show up in scenes but don't do anything don't count!
- Your Sprites must move as they would in a real story. They don't need to animate, but they need to move around the stage.
- You must use broadcast or switch backdrop to to change scenes in your story. Sprites must respond to When I receive or When backdrop switches to messages for each scene.
- At least 2 scenes must have a conversation. In order to qualify as a conversation, each Sprite taking place in the conversation must say at least 4 things. Your characters must be polite. No characters can talk at the same time.
- You must have a minimum of 20 say or think blocks in the entire story.
- The entire story should play once the green flag is clicked, starting with the title scene. The last scene, after your story is done, must be the ending scene.