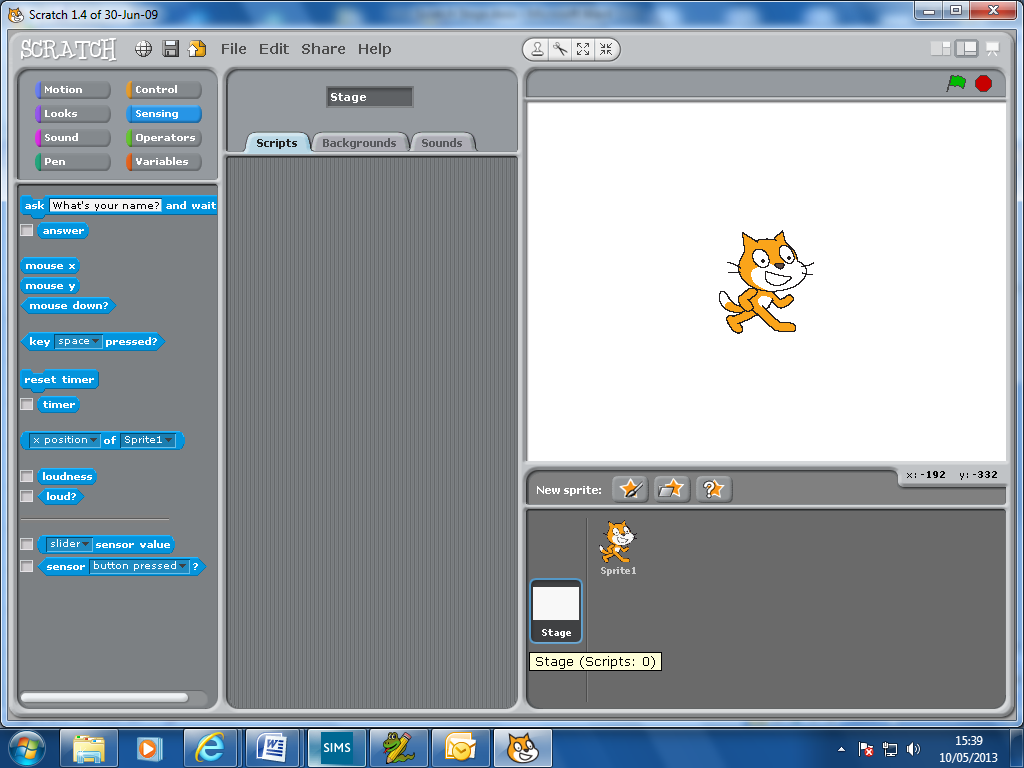
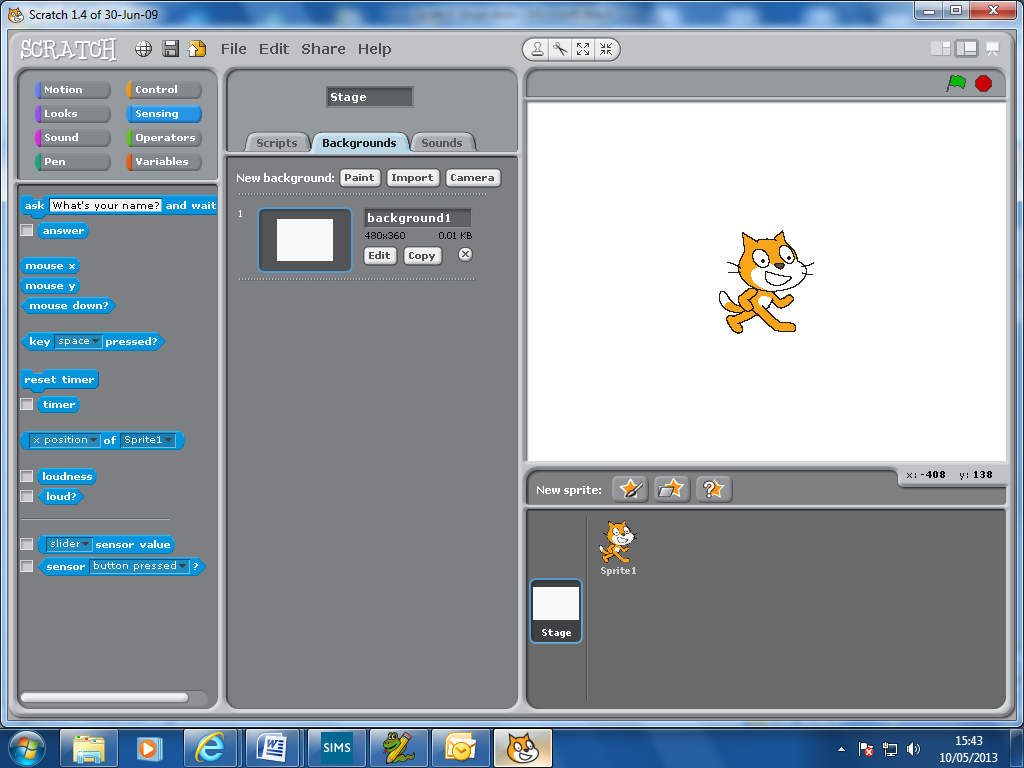
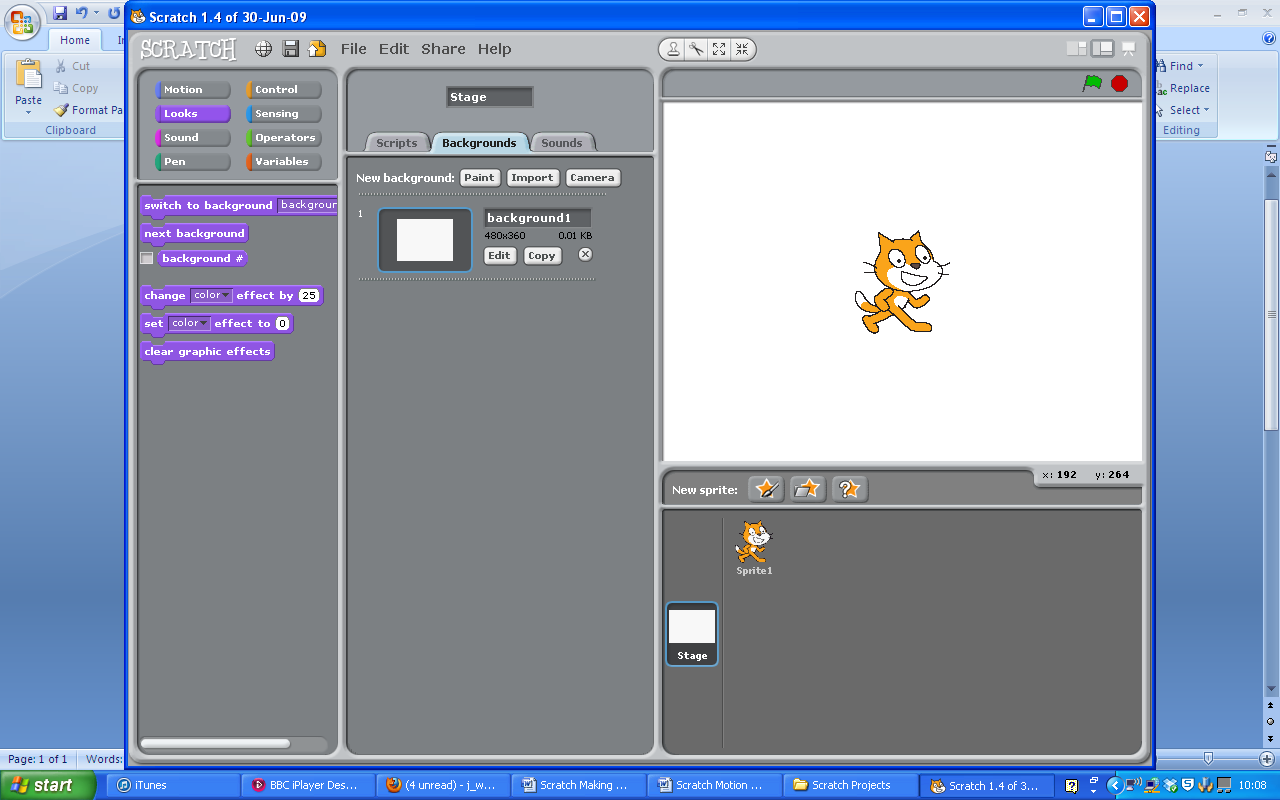
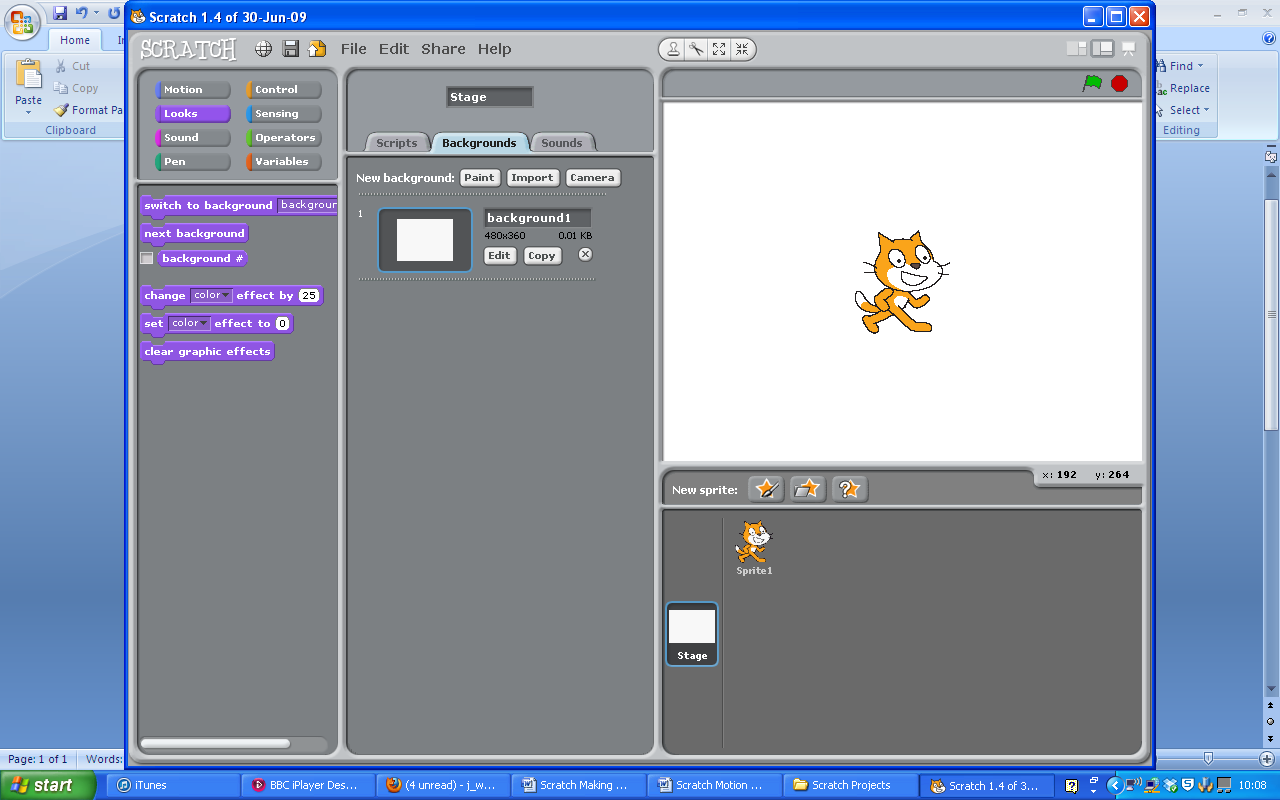
**Scratch Telling a Story Challenge**

**You will be learning how to tell a story using sprites as characters. By the end of the sheet ALL students will have set up the stage with a background and they will be using more than one sprite. MOST students will also be able to animate the sprites and get them to “talk”. SOME students will be able to sequence the actions to make a story. A FEW students will co-ordinate their story precisely using timings.**

**Objectives: F should complete tasks 1 to 4. S should complete tasks 1 to 5. C should complete tasks 1 to 5 and some of 6 to 8. E should complete ALL tasks.**

**Follow these instructions to set up a story (tick off each one as you go)**

**First we’ll set up the stage and some characters. Not only can the sprites be programmed, so can the stage area!**

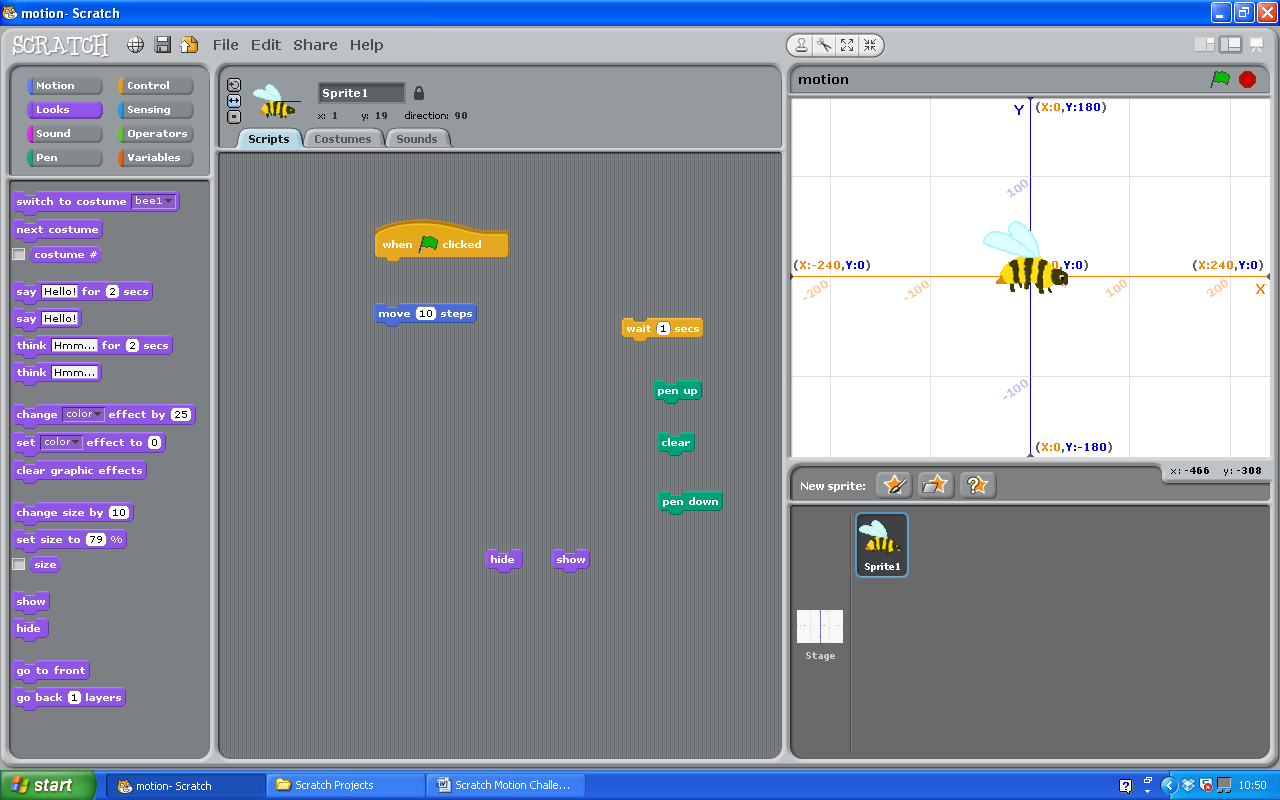
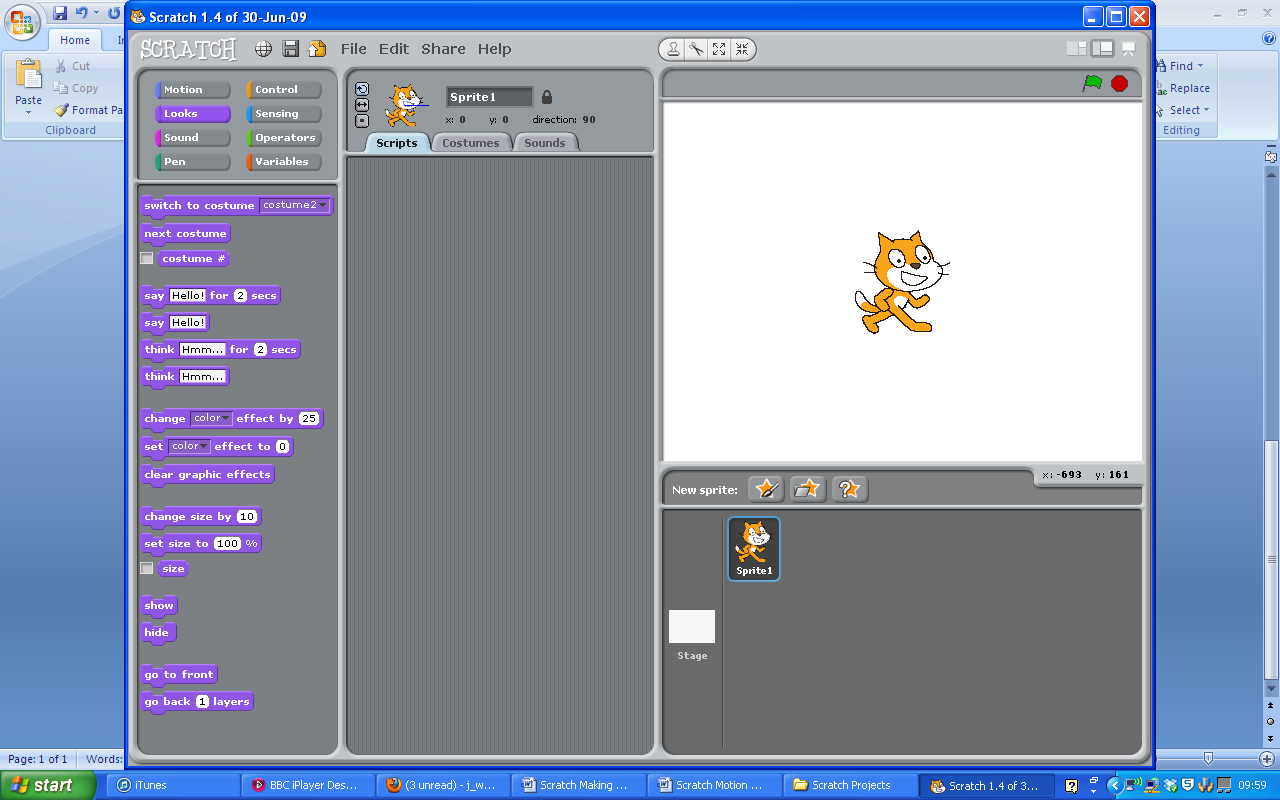
1. **Select the stage area**
2. **Then select backgrounds**
3. **Click the import button . From the *Indoors* folder, import the *spotlight-stage* background. Delete the original white background .**
4. **Now we’re ready to disco! Set up this programme script for the background. Maybe, slow it down.**
5. **Now let’s setup some dancers. First select the cat sprite and delete him (right-click) .** 
6. **Next Select a new sprite** **. Choose *anjuli-1* from the *People* folder.**
7. **Select Costumes for anjuli** **and import some of the other costumes of her (at least two).**
8. **Now see if you can programme her to make her dance (use a loop and change costumes)!**
9. **Next, bring in another new sprite (maybe cassy), import some costumes and get her dancing too.**

**NEXT**

**Now, let’s try and make a real story.**

**Don’t make the background disco start straight away – delay the start for a few seconds. Try to get your two sprites to walk on from the sides of the stage and start a converstion first (you have to get the timing just right for it to look good). After a quick chat, the disco can then begin and they can start dancing. Maybe they dance for a while and one of them falls over? May be other sprites appear? The story is now yours to make….**

Hints:

You could use  to hide sprites until you need them. Use loops to make instructions repeat. Use  to make the sprites speak. Edit or create your own costumes to make the story really interesting.

**NEXT**

**Set up a completely different story…**