STORIES

Here are some blocks that can be useful in story-themed projects.

WAIT

Insert a pause
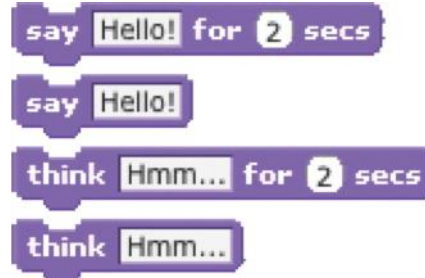
`wait 1 secs`

SAY/THINK

Have a speech or thought bubble appear over a sprite

`say Hello! for 2 secs`

`say Hello!`

`think Hmm... for 2 secs`

`think Hmm...`

SOUNDS

Play recorded audio

`play sound meow`

`play sound meow until done`

`stop all sounds`

VISIBILITY

Make a sprite appear or disappear

`show`

`hide`

COSTUMES

Change the appearance of your sprite

`switch to costume costume2`

`next costume`

`costume #`
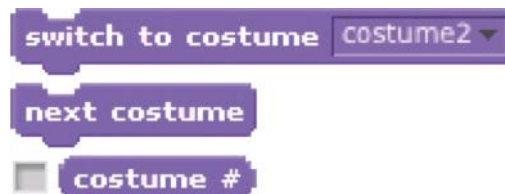
ASK

Get input to use in a project

`ask What's your name? and wait`

`answer`
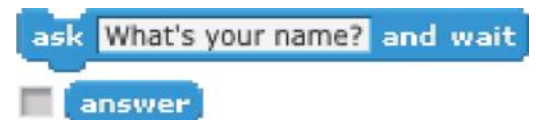
STRINGS

Test, access, and change words and sentences

`[ ] = [ ]`

`join hello world`

`letter 1 of world`

`length of world`

COORDINATE

Synchronize actions between and within sprites

`when [flag] clicked`

`broadcast [ ]`

`broadcast [ ] and wait`

`when I receive [ ]`

CONVERSATION

Out of her favour, where I am in love.

Get two characters talking to each other.

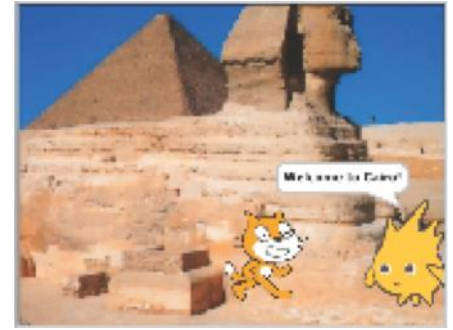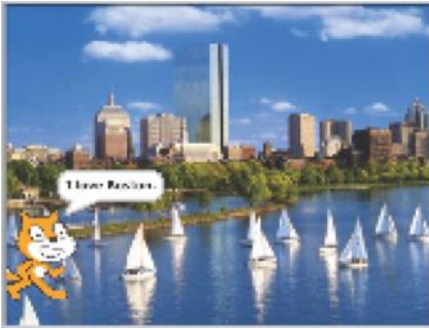Use the **say** and **wait** blocks to coordinate

1 script

```
when [flag] clicked
say [Ay me! Sad hours seem long.] for (2) secs
wait (2) secs
say [Not having that, which, having, makes them short.] for (2) secs
wait (2) secs
say [Out--] for (2) secs
wait (2) secs
say [Out of her favour, where I am in love.] for (2) secs
```

New sprite: Romeo Benvoli...

Stage
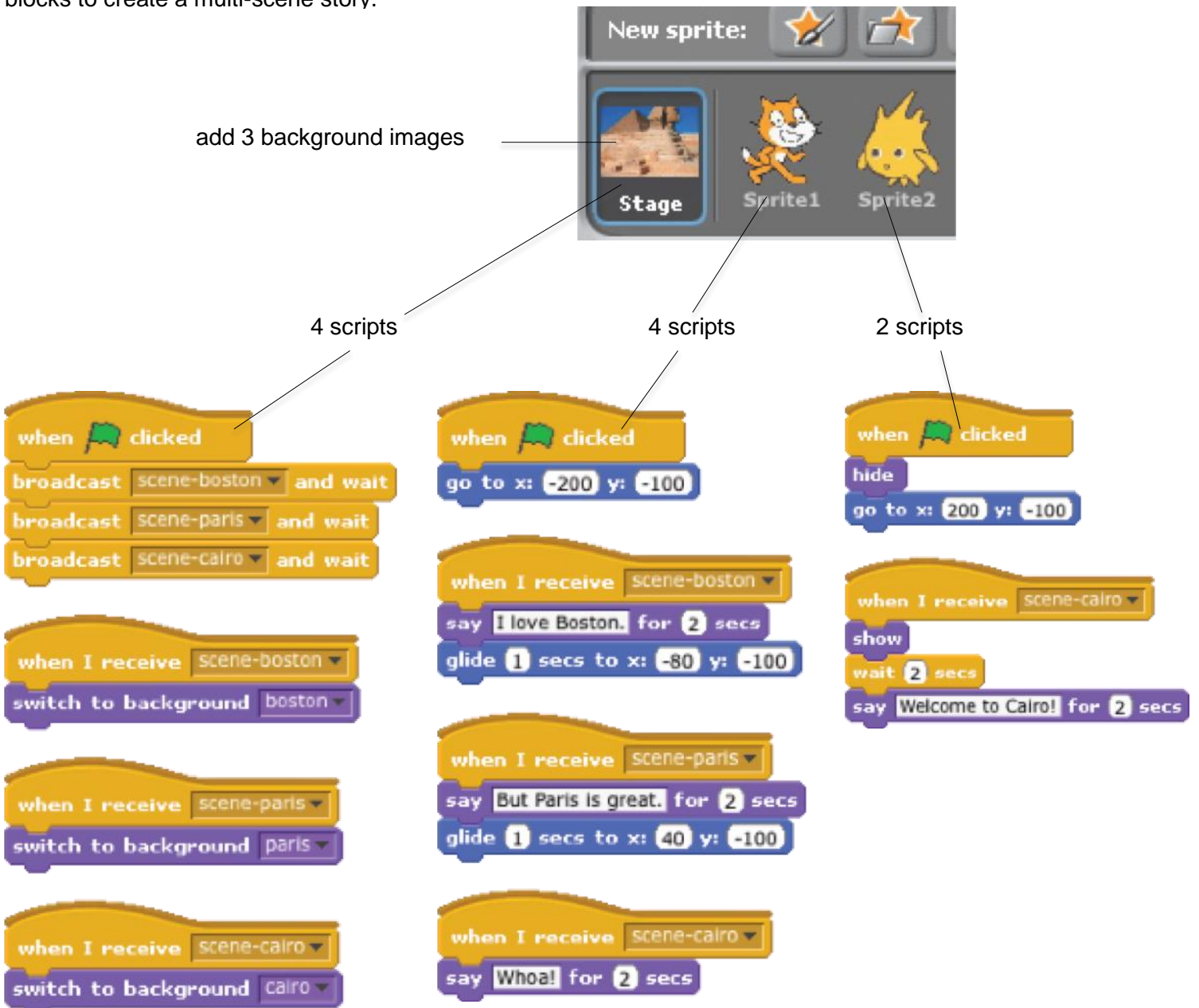
1 script

no scripts

add a background

```
when [flag] clicked
wait (2) secs
say [What sadness lengthens Romeo's hours?] for (2) secs
wait (2) secs
say [In love?] for (2) secs
wait (2) secs
say [Of love?] for (2) secs
wait (2) secs
say [Alas, that love, so gentle in his view,] for (2) secs
say [Should be so tyrannous and rough in proof!] for (2) secs
```
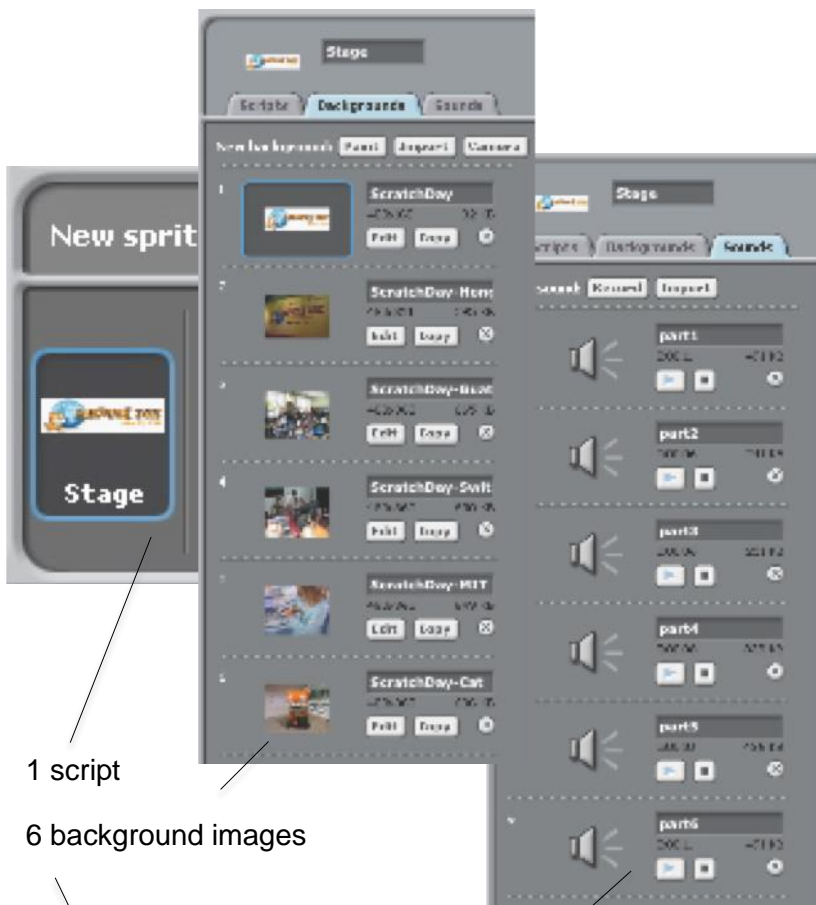
SCENES

Use the **broadcast** and **when I receive**

blocks to create a multi-scene story.

New sprite:

add 3 background images

Stage   Sprite1   Sprite2

4 scripts   4 scripts   2 scripts

```
when [flag] clicked
broadcast [scene-boston] and wait
broadcast [scene-paris] and wait
broadcast [scene-cairo] and wait
```

```
when [flag] clicked
go to x: -200 y: -100
```

```
when [flag] clicked
hide
go to x: 200 y: -100
```

```
when I receive [scene-boston]
switch to background [boston]
```

```
when I receive [scene-boston]
say [I love Boston.] for 2 secs
glide 1 secs to x: -80 y: -100
```

```
when I receive [scene-cairo]
show
wait 2 secs
say [Welcome to Cairo!] for 2 secs
```

```
when I receive [scene-paris]
switch to background [paris]
```

```
when I receive [scene-paris]
say [But Paris is great.] for 2 secs
glide 1 secs to x: 40 y: -100
```

```
when I receive [scene-cairo]
switch to background [cairo]
```

```
when I receive [scene-cairo]
say [Whoa!] for 2 secs
```

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SLIDESHOW

Create your own slideshow – a collection of background images accompanied by audio narration.

1 script

6 background images

```
when [green flag] clicked
switch to background ScratchDay ▼
play sound part1 ▼ until done
next background
play sound part2 ▼ until done
next background
play sound part3 ▼ until done
next background
play sound part4 ▼ until done
next background
play sound part5 ▼ until done
next background
play sound part6 ▼ until done
next background
```

record your narration right in Scratch

with the sound recorder

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