

Exploring Computer Science Scratch #3 - Dialogue

Objective: Demonstrate your understanding of creating a dialogue in Scratch.

1. In your *Exploring Computer Science* folder, create a folder titled *First_Last_Scratch_3*.
2. Start Scratch. Save this project in your *Scratch_3* folder as *dialogue.sb2*.
3. Download *Scratch-Dialogue-Planner.docx* from the www.missblomeyer.com website and save it in your *Scratch_3* folder.
4. Following the guidelines in class, fill in the *Scratch-Dialogue-Planner* with a dialogue between 3 sprites. (You do not need to use the 4th column unless you want extra credit. The dialogue needs to be between 3 sprites.)
 - a. All of the Sprites must be polite and take turns talking. 2 Sprites may **not** talk at the same time.
 - b. The conversation should flow. There should be no long pauses in the conversation.
 - c. In a normal conversation with 3 people, they do not talk in order. Your Sprites must not always talk in the same order.
 - d. All 3 Sprites must participate in the **same** dialogue.
 - e. Each Sprite must say at least **4** different things.
 - f. The conversation should start when the green flag is clicked.
5. Now, code your dialogue in Scratch in the *dialogue.sb2* file.
6. Extra Credit possibilities:
 - a. 4 or more Sprites take part in the **same** dialogue. Each of the Sprites says at least 4 different things.
 - b. Sprites move appropriately during the conversation.
 - c. Long, complex conversation.