

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 *first_last_scratch_3* folder as *dialogue.sb2*.
3. A *Scratch-Dialogue-Planner* will be given to you. 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 are up for a challenge and want to try a dialogue between 4 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. At least 2 of the sprites must move or change costume before, after, or during the conversation.
 - g. The conversation should start when the green flag is clicked.
4. Now, code your dialogue in Scratch in the *dialogue.sb2* file.
5. Save the document and exit out of Scratch.
6. Zip up your *first_last_scratch_3* folder. Turn in your *first_last_scratch_3.zip* file.