

Exploring Computer Science Scratch Project – Tell a 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 assignment is worth more points than the other Scratch assignments. You are demonstrating that you can apply what you have learned. In addition, your story will be shown to your class and they will give you a grade on it as well. One of the grades on this assignment will be given by your classmates, not by Ms. B.

You must use proper English grammar and spelling! In addition, there should be no texting abbreviations or slang!

1. In your *Exploring Computer Science* folder, create a folder titled *first_last_scratch_story_*.
2. Start Scratch. Save this project in your *first_last_scratch_story* folder as *story.sb2*.
3. Tell a story. You will have a **minimum** of 5 scenes in your story, a title scene, 3 story scenes and an ending scene.
 - a. You will need to plan your story. If you choose, you may download and print the *Scratch-Story-Planner* to guide you.
 - b. 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.
 - c. You need a *minimum* of **3 story scenes** following the title scene.
 - d. 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.
 - e. 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!
 - f. 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.
 - g. You **must use broadcast** to change scenes in your story. Sprites **must respond to** *When I receive* messages for each scene.
 - h. 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.**
 - i. You must have a minimum of 12 say or think blocks in the entire story.
 - j. 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.
4. Extra Credit Possibilities
 - a. Extra credit will be given to the stories that are voted the best by the class.
 - b. Extra credit will be given for long and complex conversations involving 3 or more characters in your story.
 - c. Extra credit will be given for extra special animation.
 - d. Extra credit will be given for very unusual and creative stories.