

## Intro to Programming Scratch #3h - Conversation

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

1. A *Scratch-Conversation-Planner* has been given to you. Following the guidelines in class, fill in the *Scratch-Conversation-Planner* with a conversation between **4** sprites.
2. Finish the *Scratch-Conversation-Planner* **before** you start coding anything on the Scratch website!!!
3. Login to the Scratch website. Create a new project. Change the name of this project to *first\_last\_scratch\_3*. Click *File->Save now*
4. Code the project you planned using your planner. Make sure of the following:
  - 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 4 people, they do not talk in order. Your sprites must not always talk in the same order.
  - d. All 4 sprites must participate in the **same** dialogue.
  - e. Each sprite must say at least **5** different things.
  - f. At least 3 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.
5. Always do *File->Save now* before you log out of the Scratch website.
6. Now do *File->Save to your computer*.
7. Turn in your *first\_last\_scratch\_3.sb3* file to *missblomeyer.com* in the usual way.