

Intro to Programming Scratch #5– Add to the Cat’s Story

Objective: Add an additional scene to the cat’s story that you coded in Scratch #4. You will pick a background, and a character that the cat can interact with. Your character will have a conversation with the cat. Be creative!

Note: you must complete Scratch #4 before starting this assignment!

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

1. Login to the Scratch website. You should already have a project called *first_last_scratch_4* that you completed already. If you have not finished it, you need to finish it before you continue with this.
 - a. Open the *first_last_scratch_4* project.
 - b. Do *File->Save as a copy*. The name of the project will change to *first_last_scratch_4 copy*.
 - c. Rename the project to *first_last_scratch_5*
 - d. Do *File->Save now*
2. You are to add a scene to the story. You need to do the following to add the scene:
 - a. The scene must have the cat and 2 new sprites. You may not use the crab, the opponent, or the friend in this scene.
 - b. In your scene, the cat needs to have a conversation with both sprites and all 3 sprites must say at least 4 things.
 - c. You need to create or import a backdrop for the stage.
 - d. You need to create or import a costume for the cat.
 - e. At the end of the school scene, the friend **must** broadcast *the name of your scene* instead of end-scene.. The cat and all scene sprites **must have** scripts for *when I receive the name of your scene*..
 - f. The last sprite in your scene to do something (speak or move) that the observer of the story needs to see, should *broadcast end-scene*.
3. Always do *File->Save now* before you log out of the Scratch website.
4. Now do *File->Save to your computer*.
5. Turn in your *first_last_scratch_5.sb3* file to *missblomeyer.com* in the usual way.