

Intro to Programming Scratch #6 – Alphabet

Objective: Demonstrate your understanding of the different ways that Sprites can handle events.

1. Login to the Scratch website. Create a new project. Change the name of this project to *first_last_scratch_6*. Click *File->Save now*
2. You are to create an alphabet learning game.
 - a. You must have 10 or more **letter** Sprites
 - b. It must be obvious looking at your letter Sprite what letter the Sprite represents. Don't use letters that are hard to interpret. Also, the letters must be easy to click, so don't use real skinny ones.
 - c. Your alphabet learning game must have a theme, i.e., animals, food, etc.
 - d. The following must happen when each Sprite is clicked:
 - The Sprite must change its costume to be a picture of something from your theme that starts with the letter.
 - The Sprite must use a *say:for:sec:* block to output the letter and what the letter stands for, i.e., *B is for Butterfly*.
 - The Sprite must change back into its letter costume.
 - e. The same thing must happen when the letter associated with the Sprite is typed on the keyboard:
 - The Sprite must change its costume to be a picture of something from your theme that starts with the letter.
 - The Sprite must use a *say:for:sec:* block to output the letter and what the letter stands for, i.e., *B is for Butterfly*.
 - The Sprite must change back into its letter costume.
 - f. You must not have a *wait:secs* block anywhere in the project!
3. Always do *File->Save now* before you log out of the Scratch website.
4. Now do *File->Save to your computer*. If you are using a MacBook make sure to save to your flash drive. If you are on a Chromebook, it should download automatically to the downloads folder.
5. Turn in your *first_last_scratch_6.sb3* file to *missblomeyer.com* in the usual way.