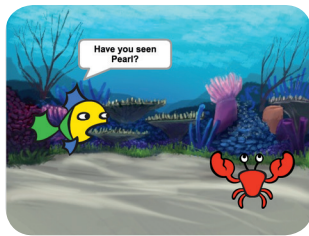
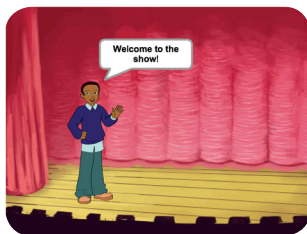


Create a Story Cards



Choose characters, add conversation,
and bring your story to life.

Create a Story Cards

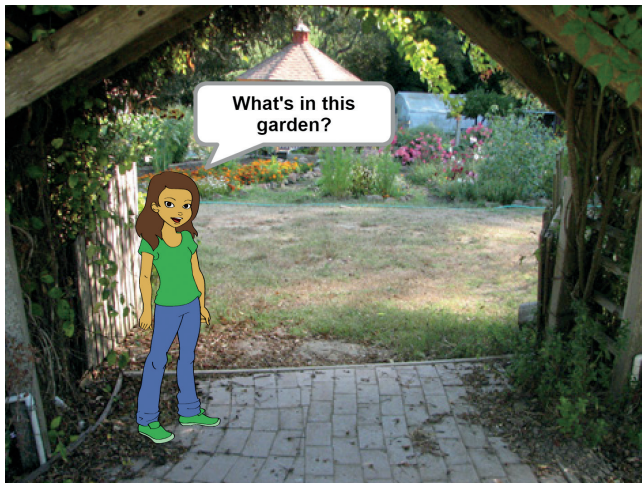
Start with the first card and then try the other cards in any order:

- **Start a Story**
- **Show a Character**
- **Make a Conversation**
- **Switch Scenes**
- **Glide to a Spot**
- **Appear in a Scene**
- **Make It Interactive**
- **Add Your Voice**
- **Click a Button**

Start a Story



Choose a scene and introduce a character.



Start a Story

scratch.mit.edu/story

GET READY

New backdrop:



Choose a backdrop.



pathway

Choose a character.

New sprite:



Abby

ADD THIS CODE



Abby

when  clicked

switch backdrop to pathway

say What's in this garden? for 2 secs

Type what you want your character to say.

TRY IT

Click the green flag to start.



Show a Character

Make a new character appear in the scene.



Show a Character

scratch.mit.edu/story

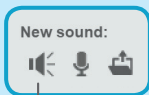


GET READY

Choose a character.



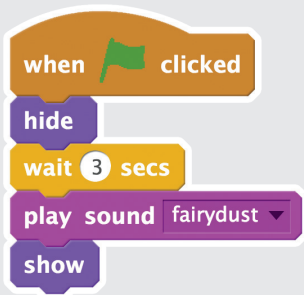
Click the **Sounds** tab.



Then choose a sound, like fairydust.

ADD THIS CODE

Click the **Scripts** tab.



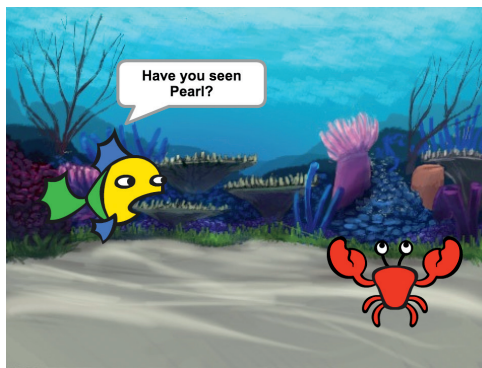
TRY IT

Click the green flag to start.



Make a Conversation

Make your characters talk with each other.

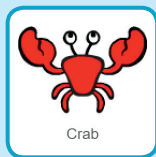
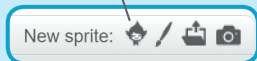


Make a Conversation

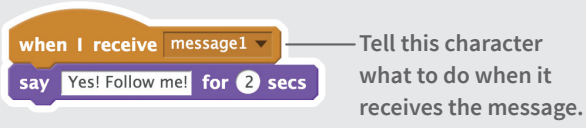
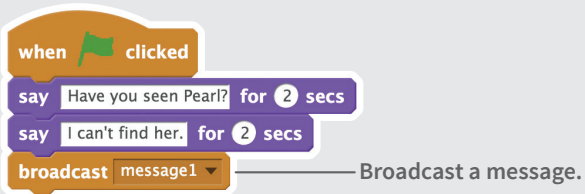
scratch.mit.edu/story

GET READY

Choose two characters.



ADD THIS CODE

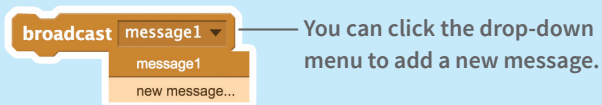


TRY IT

Click the green flag to start.

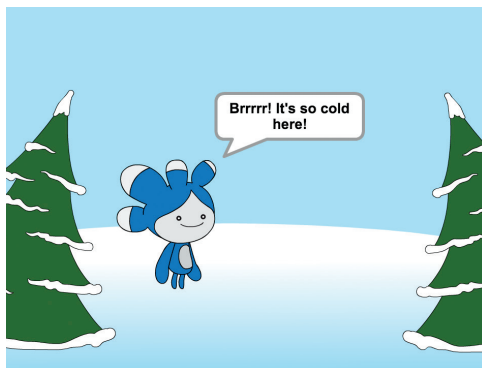


TIP



Switch Scenes

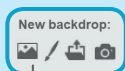
Change the backdrop and make something happen.



Switch Scenes

scratch.mit.edu/story

GET READY



Choose two backdrops.



Choose a character.

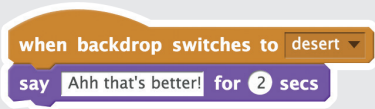


ADD THIS CODE



Type what you want your character to say.

Make something happen when the backdrop switches.



TRY IT

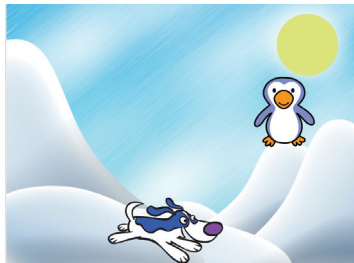
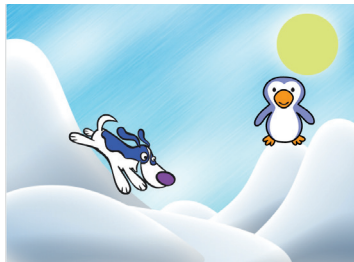
Click the green flag to start.



Glide to a Spot



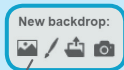
Make a character glide across the screen.



Glide to a Spot

scratch.mit.edu/story

GET READY



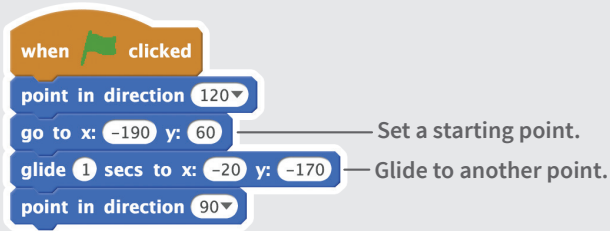
Choose a backdrop.



Choose a character.

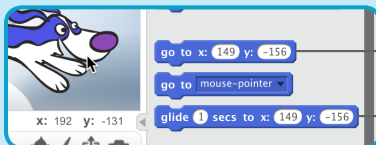


ADD THIS CODE



TIP

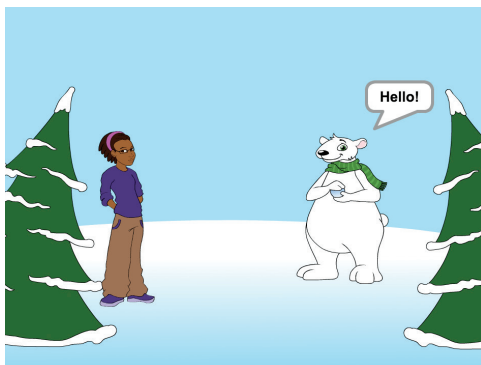
Drag your sprite to where you want it and then add a **go to** or a **glide** block to your script.



When you drag a sprite, its x and y position will update in the Blocks palette.

Appear in a Scene

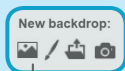
Change the backdrop and make a new character appear.



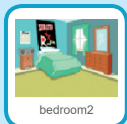
Appear in a Scene

scratch.mit.edu/story

GET READY



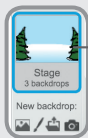
Choose two backdrops.



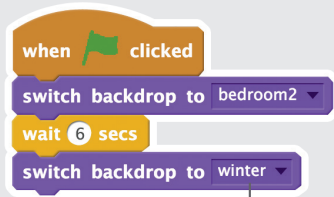
Choose a character.



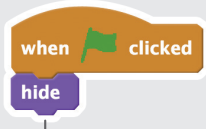
ADD THIS CODE



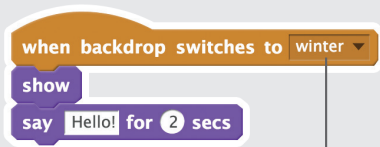
Click the Stage thumbnail.



Switch to this scene.



Hide at the beginning.



Appear in this scene.

TRY IT

Click the green flag to start.



Make It Interactive

Click a sprite to make it do something.



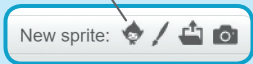
Make It Interactive

scratch.mit.edu/story

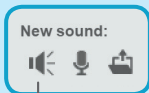


GET READY

Choose a sprite.



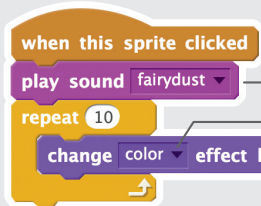
Click the **Sounds** tab.



Then choose a sound from the Sound library.

ADD THIS CODE

Click the **Scripts** tab.



Choose your sound.

You can select different effects from the menu.

TRY IT

Click your sprite to start.

TIP

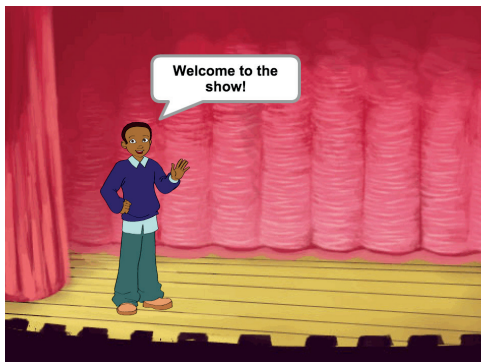


To clear the effect, click the stop sign.

Add Your Voice



Record your voice to make a character talk.



Add Your Voice

scratch.mit.edu/story

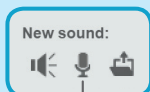


GET READY

Choose a character.



Click the **Sounds** tab.



Click this icon.
(You'll need a
microphone.)



Click to record
your voice.

ADD THIS CODE

Click the **Scripts** tab.



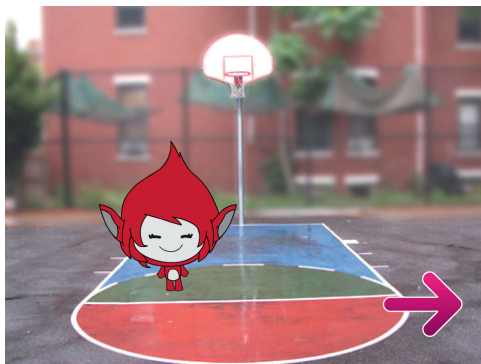
TRY IT

Click the green flag to start.



Click a Button

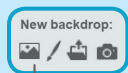
Click a button to switch scenes.



Click a Button

scratch.mit.edu/story

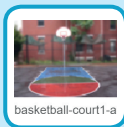
GET READY



Choose two backdrops.



atom playground



basketball-court1-a

Choose a button sprite, like Arrow1.



Arrow1

ADD THIS CODE



Arrow1

when this sprite clicked

switch backdrop to next backdrop

hide

wait 3 secs

show

Choose **next backdrop** from the menu.

Type how long to wait before showing the button.

TRY IT

Click your button to start.

TIP

Add this script to set the first scene. Then click the green flag to start.

