Create a Story Cards

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

scratch.mit.edu Set of 9 cards
Create a Story Cards

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

• Start a Story
• Start a Conversation
• Switch Backdrops
• Click a Character
• Add Your Voice
• Glide to a Spot
• Walk onto the Stage
• Respond to a Character
• Add a Scene
Start a Story

Set the scene and have a character say something.

Welcome to Magic School!
GET READY

Choose a backdrop.

Witch House

Choose a character.

Wizard

ADD THIS CODE

when clicked

say Welcome to Magic School! for 2 seconds

Type what you want your character to say.

TRY IT

Click the green flag to start.
Create a Story

Start a Conversation

Make two characters talk to each other.

I have a pet owl!

What's its name?
To change the direction a character is facing, click the Costumes tab, then click Flip Horizontal.
Switch Backdrops

Change from one backdrop to another.
Switch Backdrops
scratch.mit.edu

GET READY

Choose a character.

Elf

Choose two backdrops.

Witch House
Mountain

ADD THIS CODE

when [green flag] clicked
switch backdrop to [Witch House]
wait [4] seconds
switch backdrop to [Mountain]

Choose the backdrop you want to start with.
Choose the second backdrop.

TRY IT

Click the green flag to start.
Click a Character

Make your story interactive.
Click a Character
scratch.mit.edu

GET READY

Choose a backdrop.

Mountain

Choose a character.

Unicorn

ADD THIS CODE

When this sprite clicked

- change color
- effect by 25

Start sound: Magic Spell

You can choose different effects.

Select a sound from the menu.

TRY IT

Click your character.
Add Your Voice

Record your voice to make a character talk.
Add Your Voice
scratch.mit.edu

**GET READY**

Choose a sprite.

Princess

- **Click the Sounds tab.**

- Choose **Record** from the pop-up menu.

- **Click Record.**

  When you’re done, click **Save**.

**ADD THIS CODE**

- **Click the Code tab.**

- **Click the Sounds tab.**

- **Select your recording from the menu.**

**TRY IT**

Click the green flag to start.
Glide to a Spot

Make a character move across the Stage.
**Glide to a Spot**

**GET READY**

- Choose a backdrop.
  - Mountain
- Choose a character.
  - Owl

**ADD THIS CODE**

- **Owl**

```
when green flag clicked
  go to x: -180 y: 140
  glide 1 secs to x: -30 y: 50
```

**TRY IT**

Click the green flag to start.

**TIP**

When you drag a sprite, the numbers for x and y will update in the blocks palette.
Walk onto the Stage

Have a character enter the scene.
Walk onto the Stage

**GET READY**

Choose a backdrop.

Mountain

Choose a character.

Dragon

**ADD THIS CODE**

When [flag clicked]

- hide
- go to x: -240 y: -60
- show
- glide 2 secs to x: 0 y: -60

Type -240 to place your sprite at the left edge of the Stage.

Change this number to glide faster or slower.

**TIP**

Change the size of a sprite by typing a smaller or larger number.
Respond to a Character

Coordinate a conversation so that one character talks after another.

Where are you going?

To the forest!
**GET READY**

Choose a backdrop.

Choose two characters.

**ADD THIS CODE**

Click the thumbnail for each character, and then add its code.

**Goblin**

- `when green flag clicked`
- `say Where are you going? for 2 seconds`
- `broadcast message1`

Broadcast a message.

**Princess**

- `when I receive message1`
- `say To the forest! for 2 seconds`

Tell this character what to do when it receives the broadcast.

**TIP**

You can click the menu to add a new message.
Add a Scene

Create multiple scenes with different backdrops and characters.
Add a Scene
scratch.mit.edu

GET READY

Choose two backdrops.
- Witch House
- Mountain

Choose a character.
- Fox

ADD THIS CODE

when green flag clicked
switch backdrop to Witch House
hide
wait 4 seconds
switch backdrop to Mountain

when backdrop switches to Mountain
go to x: 80 y: -100
show

Choose the backdrop name from the menu.

TRY IT

Click the green flag to start.