

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**
- **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.



Start a Story

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GET READY



Choose a
backdrop.



Witch House



Choose a
character.

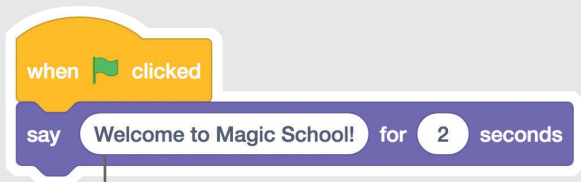


Wizard

ADD THIS CODE



Wizard



Type what you want your character to say.

TRY IT

Click the green flag to start.



Start a Conversation

Make two characters talk to each other.



Start a Conversation

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GET READY

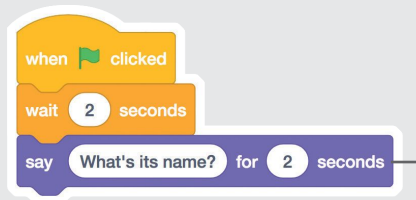
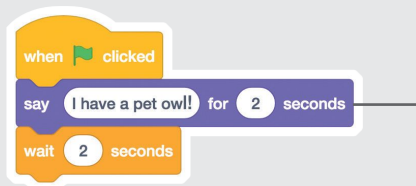


Choose two characters,
like Witch and Elf.



ADD THIS CODE

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



Type what you want
each character to say.

TIP

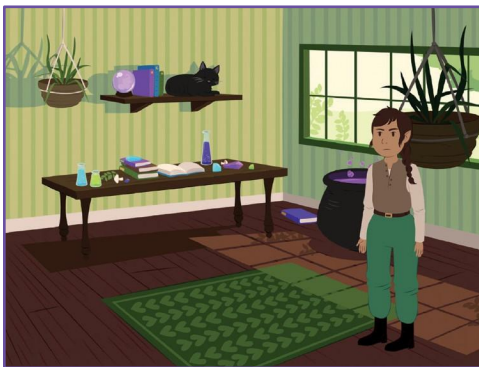


To change the direction a character is facing, click the **Costumes** tab, then click **Flip Horizontal**.



Switch Backdrops

Change from one backdrop to another.



Switch Backdrops

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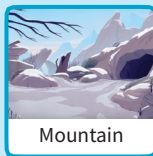
GET READY



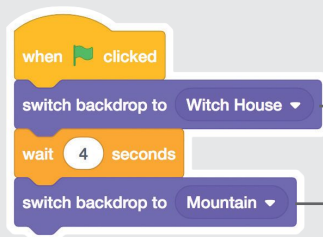
Choose a character.



Choose two backdrops.



ADD THIS CODE



Choose the backdrop you want to start with.

Choose the second backdrop.

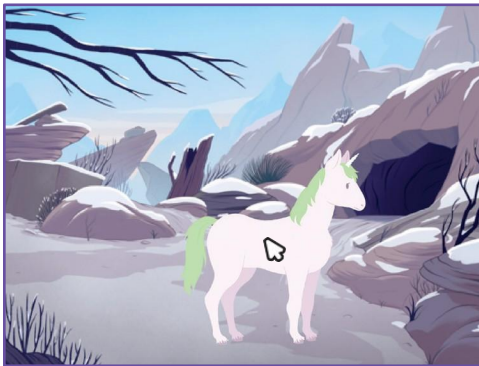
TRY IT

Click the green flag to start.



Click a Character

Make your story interactive.



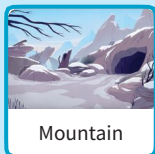
Click a Character

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GET READY



Choose a backdrop.



Mountain



Choose a character.

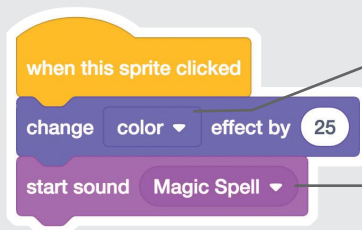


Unicorn

ADD THIS CODE



Unicorn



You can choose different effects.

Select a sound from the menu.

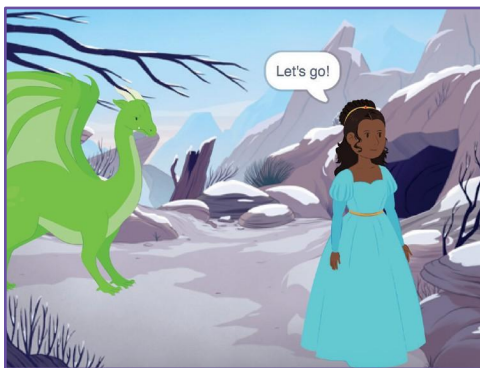
TRY IT

Click your character.



Add Your Voice

Record your voice to make a character talk.



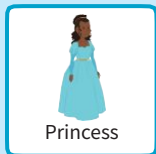
Add Your Voice

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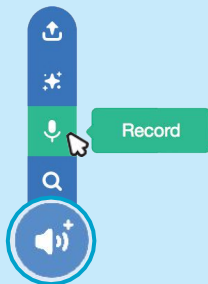
GET READY



Choose a
sprite.

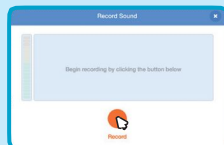


Click the **Sounds** tab.



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

Click **Record**.

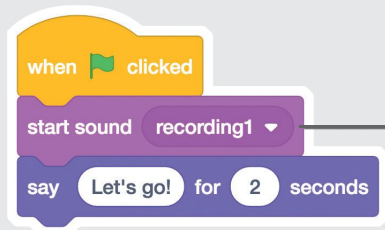
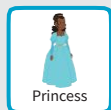


When you're
done, click **Save**.

ADD THIS CODE



Click the **Code** tab.



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.



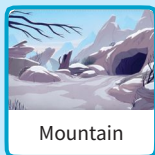
Glide to a Spot

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GET READY



Choose a
backdrop.



Mountain



Choose a
character.

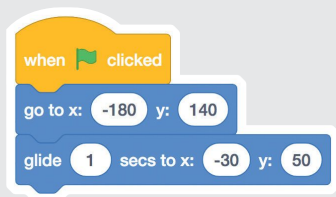


Owl

ADD THIS CODE



Owl

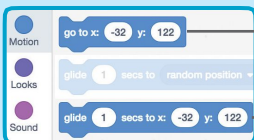
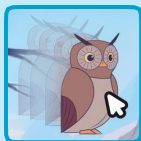


TRY IT

Click the green flag to start.



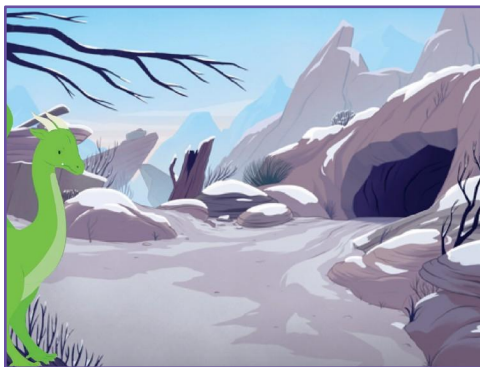
TIP



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.



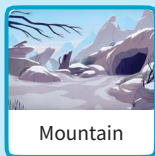
Walk onto the Stage

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GET READY



Choose a
backdrop.



Mountain

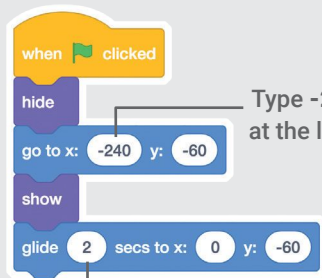


Choose a
character.



Dragon

ADD THIS CODE

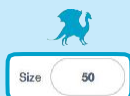
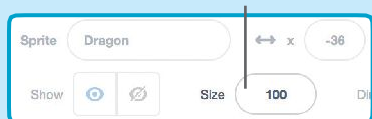


Type -240 to place your sprite
at the left edge of the Stage.

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.



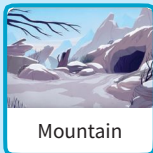
Respond to a Character

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GET READY



Choose a backdrop.



Mountain



Choose two characters.



Goblin



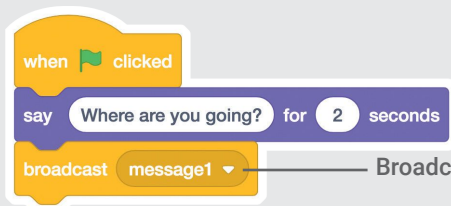
Princess

ADD THIS CODE

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



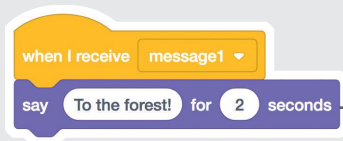
Goblin



Broadcast a message.

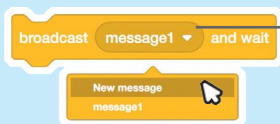


Princess



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

TIP

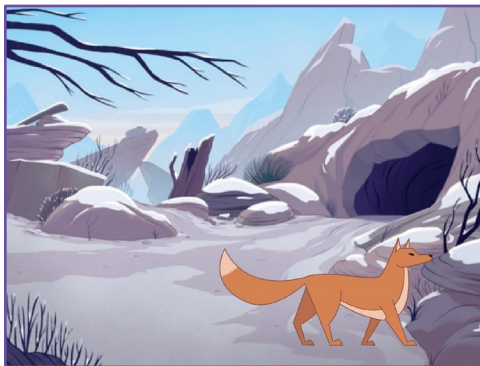
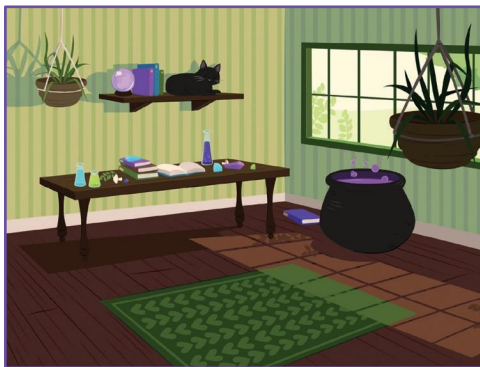


You can click the menu to add a new message.

Add a Scene



Create multiple scenes with different backdrops and characters.



Add a Scene

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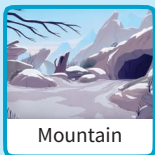
GET READY



Choose two backdrops.



Witch House



Mountain



Choose a character.

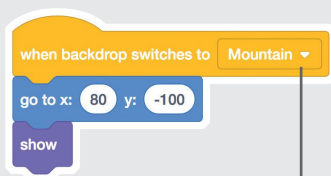
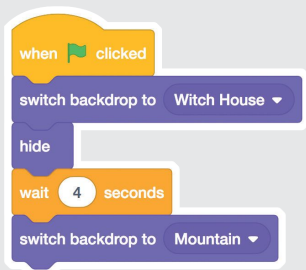


Fox

ADD THIS CODE



Fox



Choose the backdrop name from the menu.

TRY IT

Click the green flag to start.

