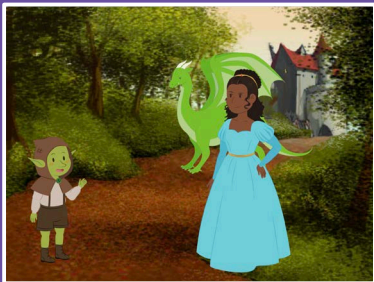# Create a Story Cards

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

SCRATCH

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

GET READY

Choose a backdrop.

Witch House

Choose a character.

Wizard
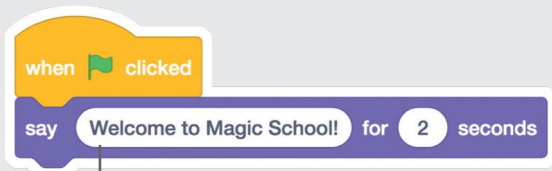
ADD THIS CODE

Wizard

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. — 🏁 ⬤

Start a Conversation

Make two characters talk to each other.

Start a Conversation

GET READY

Choose two characters, like **Witch** and **Elf**.

Witch

Elf

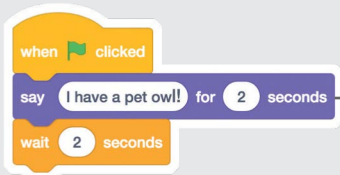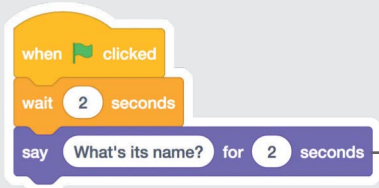## ADD THIS CODE

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

Witch

```
when 🏳 clicked
say  I have a pet owl!  for  2  seconds
wait  2  seconds
```

Elf

```
when 🏳 clicked
wait  2  seconds
say  What's its name?  for  2  seconds
```

Type what you want each character to say.

TIP

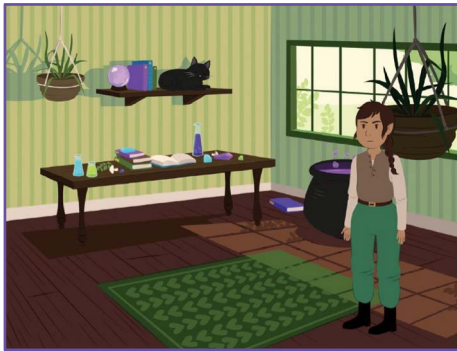✏ Costumes

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

Fill	Outline						
		4	Copy	Paste	Delete	Flip Horizontal	Flip Vertical
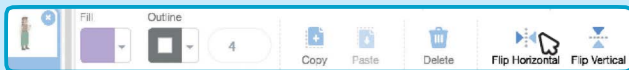
Switch Backdrops

Change from one backdrop to another.

Switch Backdrops

GET READY

Choose a character.

Elf

Choose two backdrops.

Witch House

Mountain

ADD THIS CODE

Elf
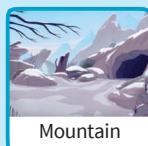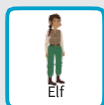
```
when 🚩 clicked
switch backdrop to Witch House ▼
wait 4 seconds
switch backdrop to Mountain ▼
```

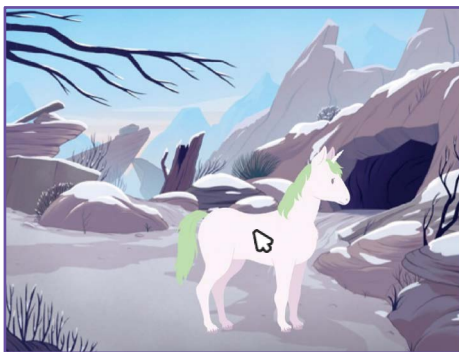Choose the backdrop you want to start with.

Choose the second backdrop.

TRY IT

Click the green flag to start. 🚩 ⬤

Click a Character

Make your story interactive.
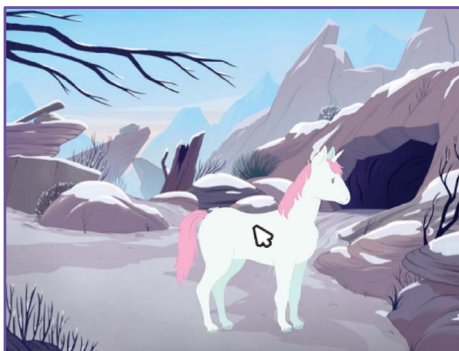
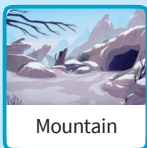# Click a Character

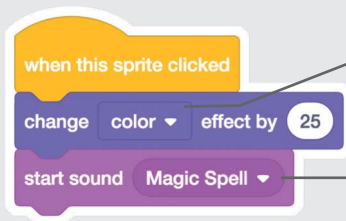## GET READY

Choose a backdrop.

Mountain

Choose a character.

Unicorn

ADD THIS CODE

Unicorn

```
when this sprite clicked
change  color ▾  effect by  25
start sound  Magic Spell ▾
```

You can choose different effects.

Select a sound from the menu.

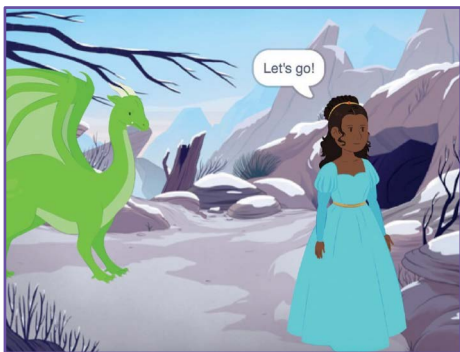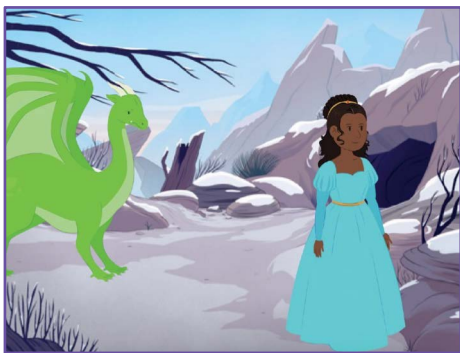## TRY IT

Click your character.

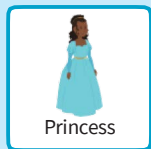# Add Your Voice

Record your voice to make a character talk.

Add Your Voice

GET READY

Choose a sprite.

Princess
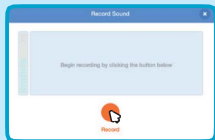
Sounds Click the **Sounds** tab.
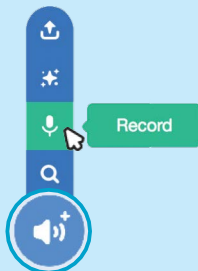
Record

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

Click **Record**.

Record Sound

Begin recording by clicking the button below

Record

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

ADD THIS CODE

Code Click the **Code** tab.

Princess

when ⚑ clicked

start sound recording1 ▾

say Let's go! for 2 seconds
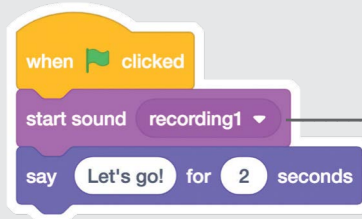
Select your recording from the menu.

TRY IT

Click the green flag to start. ⚑ 🔴
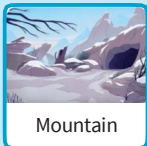
Glide to a Spot

Make a character move across the Stage.

Glide to a Spot

scratch.mit.edu

GET READY

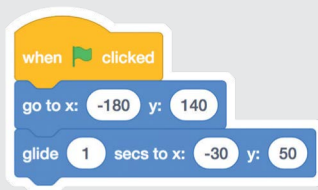Choose a backdrop.

Mountain

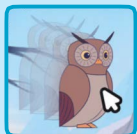Choose a character.

Owl

ADD THIS CODE

Owl

```
when [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

Motion
Looks
Sound

```
go to x: -32 y: 122
glide 1 secs to  random position
glide 1 secs to x: -32 y: 122
```
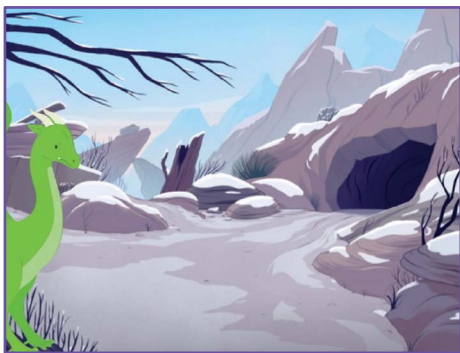
When you drag a sprite, the numbers for **x** and **y** will update in the blocks palette.

Walk onto the Stage

Have a character enter the scene.

Walk onto the Stage

scratch.mit.edu

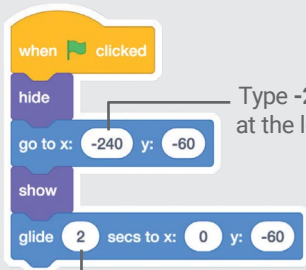## GET READY

Choose a backdrop.

Mountain

Choose a character.

Dragon

ADD THIS CODE

Dragon

```
when 🚩 clicked
hide
go to x: -240 y: -60
show
glide 2 secs to x: 0 y: -60
```
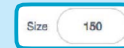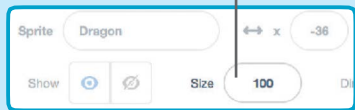
Type **-240** to place your sprite at the left edge of the Stage.

Change this number to glide faster or slower.

TIP

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

| Sprite | Dragon | ↔ x | -36 |
| Show | 👁 ⌀ | Size | 100 | D|

Size 50

Size 100

Size 150

Respond to a Character

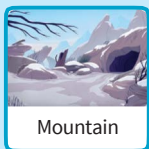Coordinate a conversation so that one character talks after another.

Respond to a Character
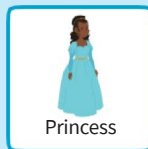
GET READY

Choose a backdrop. | Mountain

Choose two characters. | Goblin | Princess
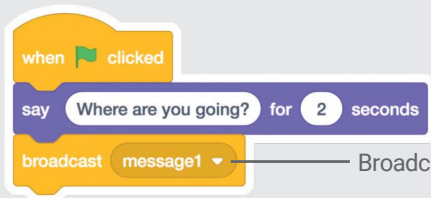
ADD THIS CODE

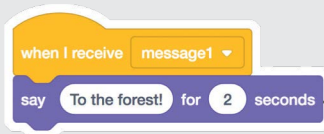Click the thumbnail for each character, and then add its code.

Goblin

```
when 🚩 clicked
say  Where are you going?  for  2  seconds
broadcast  message1 ▼
```

Broadcast a message.

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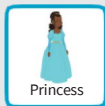
```
when I receive  message1 ▼
say  To the forest!  for  2  seconds
```

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

TIP

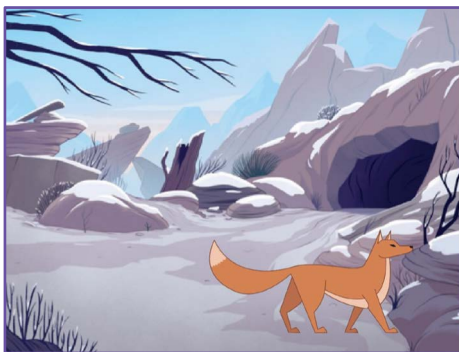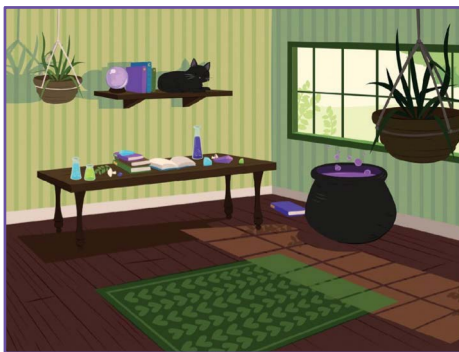```
broadcast message1 ▼ and wait
     New message
     message1
```
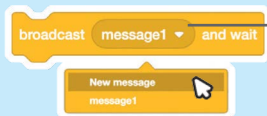
You can click the menu to add a new message.

# Add a Scene

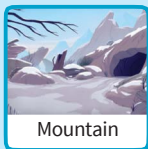Create multiple scenes with
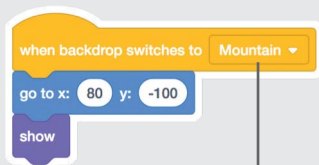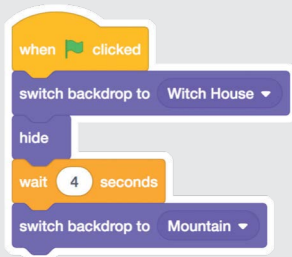different backdrops and characters.

SCRATCH

# Add a Scene

## GET READY

Choose two backdrops.

Witch House

Mountain

Choose a character.

Fox

## ADD THIS CODE

Fox

```
when [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.