

STORIES

Here are some blocks that can be useful in story-themed projects.

WAIT

Insert a pause



SAY/THINK

Have a speech or thought bubble appear over a sprite



SOUNDS

Play recorded audio



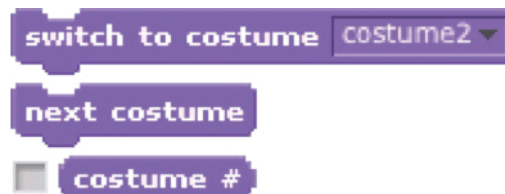
VISIBILITY

Make a sprite appear or disappear



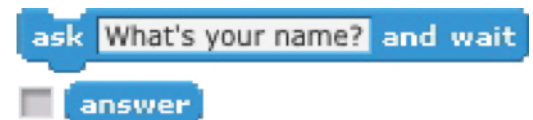
COSTUMES

Change the appearance of your sprite



ASK

Get input to use in a project



STRINGS

Test, access, and change words and sentences



COORDINATE

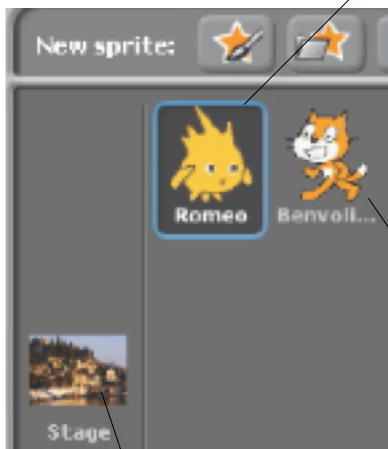
Synchronize actions between and within sprites



CONVERSATION



Get two characters talking to each other.
Use the **say** and **wait** blocks to coordinate the conversation.



1 script

1 script

no scripts
add a background

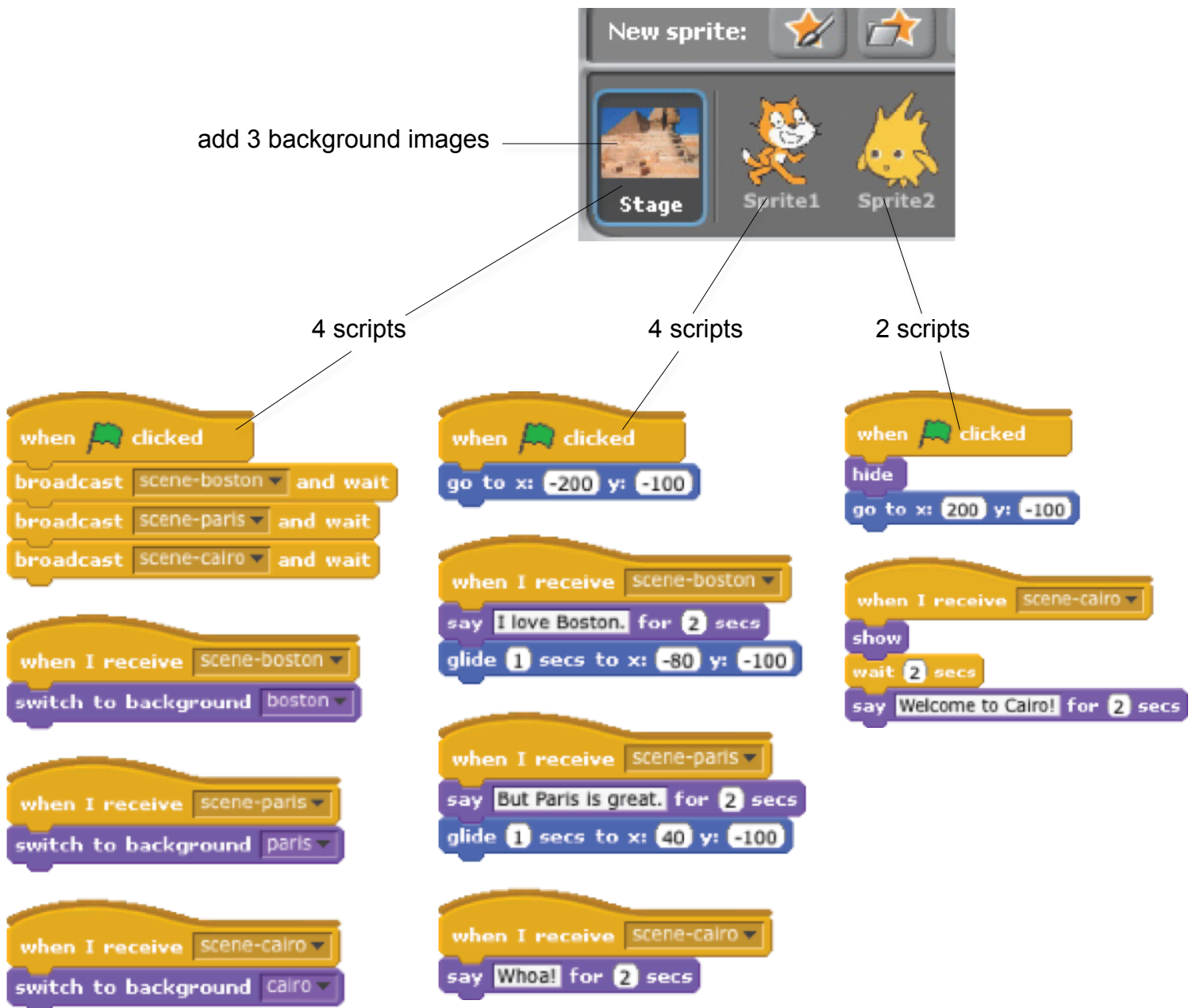
```
when green flag clicked
say Ay me! Sad hours seem long. for 2 secs
wait 2 secs
say Not having that, which, having, makes them short. for 2 secs
wait 2 secs
say Out-- for 2 secs
wait 2 secs
say Out of her favour, where I am in love. for 2 secs
```

```
when green flag clicked
wait 2 secs
say What sadness lengthens Romeo's hours? for 2 secs
wait 2 secs
say In love? for 2 secs
wait 2 secs
say Of love? for 2 secs
wait 2 secs
say Alas, that love, so gentle in his view, for 2 secs
say Should be so tyrannous and rough in proof! for 2 secs
```

SCENES



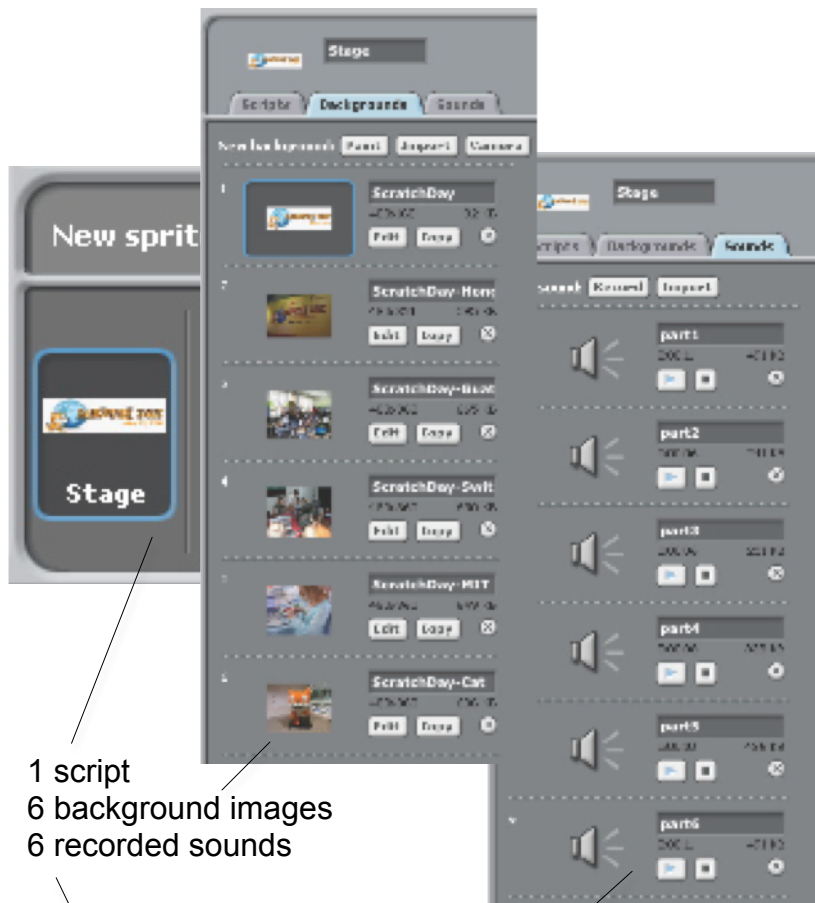
Use the **broadcast** and **when I receive** blocks to create a multi-scene story.



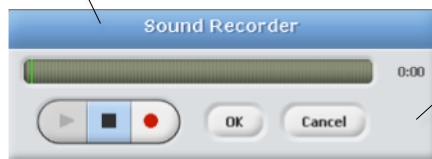
SLIDESHOW



Create your own slideshow – a collection of background images accompanied by audio narration.



1 script
6 background images
6 recorded sounds



record your narration right in Scratch with the sound recorder

