

Group Exercise: Star and Bart Conversation

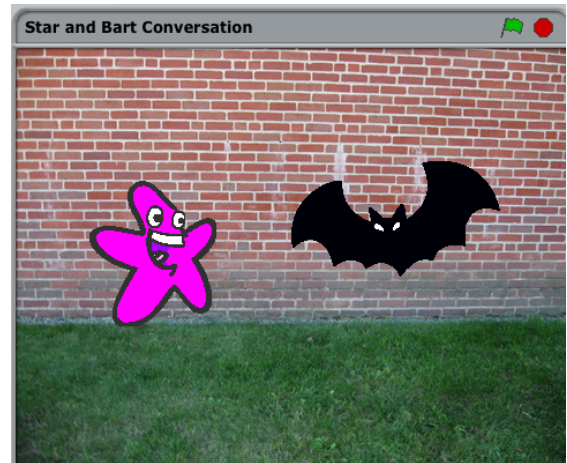
To make our conversation, we will be using these Programming Concepts:

- Sequence - identifying a series of steps for a task
- Parallelism - making things happen at the same time
- Events (Broadcast) - one thing causing another thing to happen
- Operators – to combine words and an answer variable
- Data (Variables) – from a user question, use its 'answer'.

Assignment: With the students seated at your table, write out (by hand) the two scripts to control the sprites: Starfish and a Bat, to create the following conversation that asks for user input.

Steps –this conversation goes on when the green flag is clicked:

- 1) Both Sprites start near the middle of the screen as shown in this screen.
- 2) Starfish says “I am Star the Starfish” and...
- 3) Then Bat says “I am Bart the Bat”
- 4) Starfish then asks “What’s your name?” and waits for a response.
- 5) The user will then type in their name, for example let’s say that they respond “Bob”.
- 6) Then the Starfish says “It is nice to meet you Bob.”
- 7) Next the bat says “Well Star I have to fly, see you both later.” And then flies away to the upper left of the screen.
- 8) After the Bat disappears, Bob says “Well that’s awkward.” “I should run too. Bye” and then runs off the right of the screen.
- 9) The program ends.



Here are some helpful blocks from Scratch to use:

First some old favorites:

go to x: 0 y: 0

glide 1 secs to x: 0 y: 0

say Hello! for 2 secs

ASK

Get input to use in a project

ask What's your name? and wait

answer

STRINGS

Test, access, and change words and sentences

=

join hello world

letter 1 of world

length of world

Insert a pause

wait 1 secs

COORDINATE

Synchronize actions between and within sprites

when clicked

broadcast

broadcast and wait

when I receive