Name: Date:
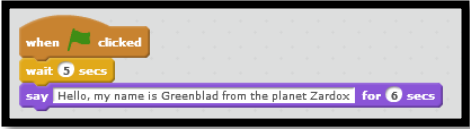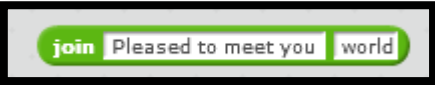
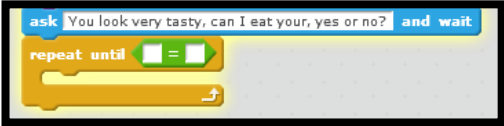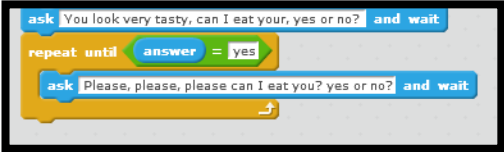# Year 4 Alien2 Lesson 5 (Scratch 2.0)

Resources – Scratch application, pencil, Y4L5 Pupil S2.0 Folder, Y4L5s Alien1 PR (hardcopy if desired), Whiteboard/projector (to show video and demonstrate the Scratch application).

Lesson Objective –To create an interactive dialogue with an alien

*Vocabulary – Sprite, sprite library, stage, paint editor, **Event Palette-**when green flag clicked, broadcast message1, when I receive …. **Control Palette-** forever loop, repeat until, wait… sec, stop all. **Motion Palette-** glide 10 secs to x: -125 y:-1.**Looks Palette** – say Hello!, say for …sec, set …effects to…., change colour effect by 25, show, go to front, hide. **Sensing Palette** – ask …. and wait, answer. **Operators Palette** – join, equal to.*

Start Scratch 2.0→File open →Navigate to your Folder on the Network →Select Y4L5 Pupil S2-0 and open the file Y4L5 Alien2 Start and save with (your initials + partner initials) inside this folder.

| T1.	Select the Greenblad thumbnail. From the **Event Palette,** drag out a **When the green flag clicked block**. From the **Control Palette**, drag out a **wait 5 secs block**. You want the audience to see the alien breathing first. From the **Looks Palette**, drag a **say Hello**. Input the following text "Hello, my name is Greenblad from the planet Zardox *for **6** secs*. A speech bubble will now appear for 6 seconds
T2.	We are going to use an ask block that asks a question on screen and stores the input (answer) from the keyboard. From the **Sensing Palette**, drag out an **ask what's your name and wait**. An input box will now appear on the stage. From the **Looks Palette**, drag out a say **Hello for 2 secs**. From the **Operators palette** drag out a **join ….** This concatenates or joins words. Delete hello and type ***Pleased to meet you*** From the **Sensing Palette**, drag the **answer block** onto the word, world. Snap onto the script above
T3.	From the **Sensing Palette** drag out an **ask You look very tasty, can I eat your, yes or no? wait block**. From the **Control Palette**, drag out a **Repeat until** This will loop until a condition is met. From the **Operator Palette**, drag out an **equal to block.** From the **Sensing Palette** drag out an **answer block** and slot into the 1ˢᵗ square --- type **yes** in the second square. From the **Sensing Palette**, drag out an **ask Please, please, please can I eat you? yes or no? and wait**
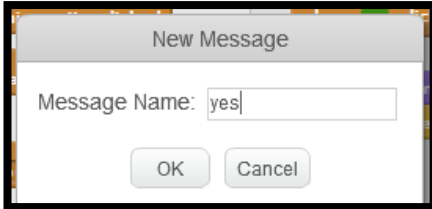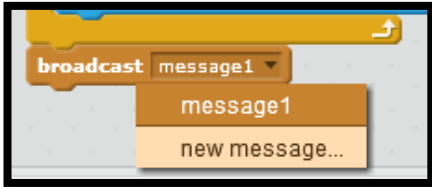
| **T4.**	From the **Events Palette**, drag out a **broadcast message1** block. Click the dropdown arrow and select **new message.** Type **yes** into the Message Name. Click OK. Snap onto the stack.
	When the user inputs the word **yes** into the input box, a message will be broadcast. The message **yes** is broadcast to everyone in the project.
	When Greenblad hears the message, he will hypnotise the beetle to come to him so that he can eat it.
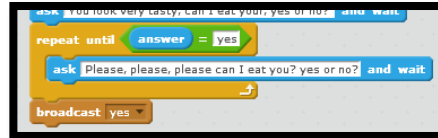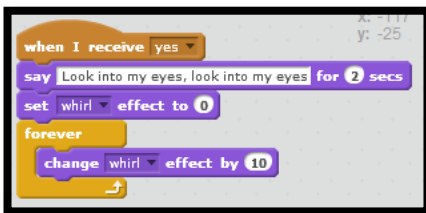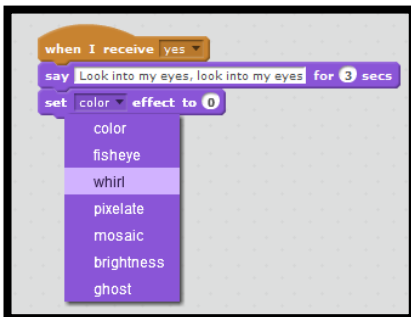
T5.	From the **Event Palette** drag out a **when I receive block** Select the drop down arrow and select **yes.** From the **Looks Palette**, drag out a **say Look into my eyes, look into my eyes.** From the **Looks Palette**, drag out a **set color effect to 0** Select the drop down arrow and select whirl.
	From the **Control Palette**, drag out a **forever loop**.
	From the **Looks Palette**, drag out a **change colour effect by 25** Select the drop down arrow next to color and select **whirl**. **Change whirl effect to 10**
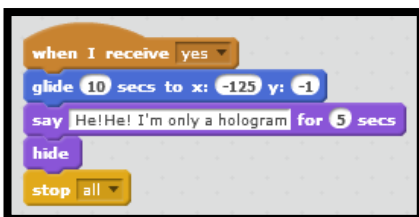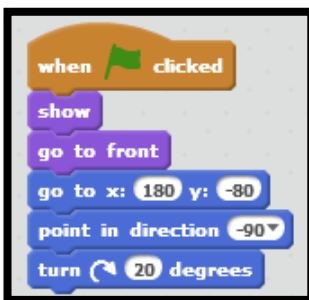
T6.	Select the Beetle sprite. From the **Looks Palette** drag out a **show** **go to front** Reconnect the **Motion Palette** **go to x:180 y:-80** **point in the direction -90** **Turn clockwise 20 degrees**
	From the **Event Palette** drag out a **When I receive yes** *(use the drop down arrow to select the message yes)* From the **Motion Palette**, drag out a **Glide 10 secs to x: -125 y:-1** From the **Looks Palette** drag out a **say block and type (He! He! I'm only a hologram for 5 secs.** **Hide** **Control Palette** drag out a **stop all**. *Test and debug your program*