



- One type of Scratch program is a "movie", which is just a long sequence of animations that tell a story. The image above shows all the blocks you need to make a movie. This project will help you get familiar with the "broadcast" and "broadcast and wait" blocks.
- In this project you will use the Stage as the "director" of the movie. That is, the Stage is where you'll write most of the scripts. However, in Scratch, a script cannot control another sprite directly. To get the Stage script to control the other sprites, you'll need to use "broadcast" and "broadcast and wait". The difference between these two is that "broadcast and wait" waits for the receiving sprite to finish its "when I receive" block before continuing on, while "broadcast" does not wait.
- Think of a story you want to tell that involves a main character and one or two secondary characters. If you already know the story you want to tell, great. If not, here is a special challenge. Try to think of a story where the characters will say each of the following lines somewhere in the story (not necessarily in the order they are listed below). The

challenge is to make a story where it more or less makes sense for each of these lines to be said.

- Apparently I can breathe underwater.
- I'm free!
- I thought I'd never reach the top!
- That's so beautiful it makes me want to cry!
- Ouch!
- Why is everything upside down?
- Get out of my way!
- Get me out of here!
- That was more slippery than it looked!
- Hey, who turned out the lights?
- Suddenly I seem to have the ability to fly!

➤ Or make a mini-movie that shows a joke. Here are some joke ideas:

- What's brown and sticky? **A stick!** [remix project](#)
- What does a snail say when it's riding on a turtle's back?
Weeeeee!!
- Why did the chicken cross the playground? **To get to the other slide!**
- Why did the spider cross the road? **To get to his website!**
- What did zero say to eight? **Nice belt!**
- Where did the king keep his armies? **In his sleeves!**
- How do you make a tissue dance? **Put a little boogie in it!**
- Why was 6 afraid of 7? **Because 7 8 9!**
- Two muffins are in an oven. 1st muffin: Do you think it's getting hot in here? **2nd muffin: Ahh! A talking muffin!**
- How did Cookie Monster feel after eating a whole box of cookies in bed? **Pretty crummy!**
- What has 4 wheels and flies? **A garbage truck!**
- What do you call a bear with no teeth? **A gummy bear!**
- How do you catch a squirrel? **Climb up a tree and act like a nut!**

- Remember, the Stage is the "director" of the movie, so the main scripting happens in the Stage. Think of your story as a sequence of scenes. The first scene is called "intro". Make a new block called "intro" (as in the picture) and call this block from the "when flag clicked" block (as in the picture). Add code to the "intro" block. Set the backdrop to your starting backdrop. Show your main character. Use "say" and "wait" and "glide" commands to have your main character. Since the Stage cannot make your main character sprite do things directly, it needs to broadcast messages to the sprite. For instance, the Stage might broadcast a message like "do intro" to the main character sprite. When the main character sprite receives this message it might show itself, say something, glide somewhere on the screen, say something else, and so on.
- Keep adding to your "intro" script until your intro scene is complete. Perhaps the intro scene involves your main character and another character having a short conversation. When the "intro" scene is done, add another scene (maybe the scene is called "at the beach" if your story has a beach) by adding another purple block and calling this block in your "when flag clicked" block. In this way, keep adding actions to your scenes and more scenes until your story is done.