

# Welcome Boolean Girls!

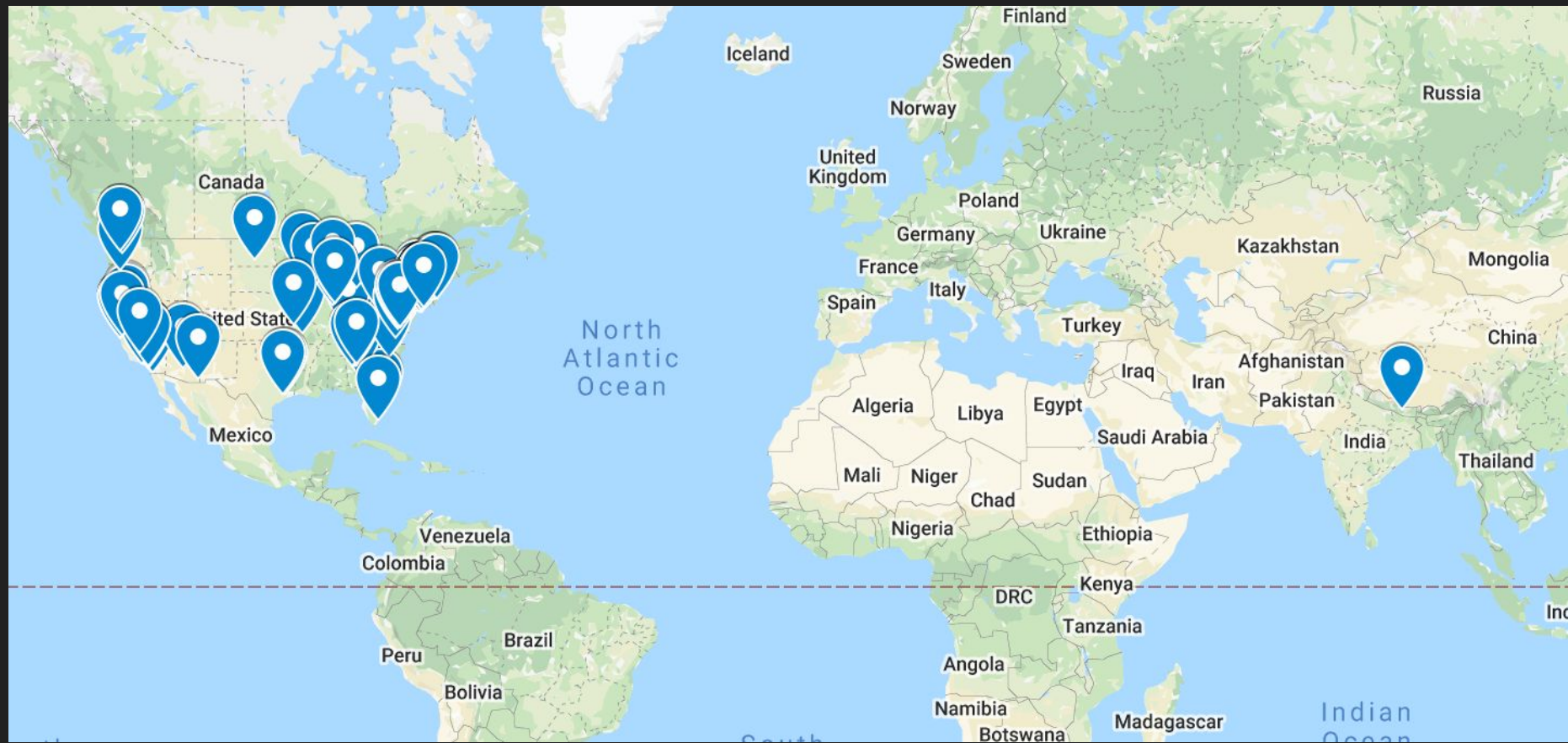
Full STEM Ahead

Episode 14: Create a Story in Scratch: The Sequel



If you have not already,  
Assemble your Boolean Girl  
Kit and open Scratch OR  
**Go to [Scratch.mit.edu](https://scratch.mit.edu)**  
**Then click “create”**

We will get started shortly!





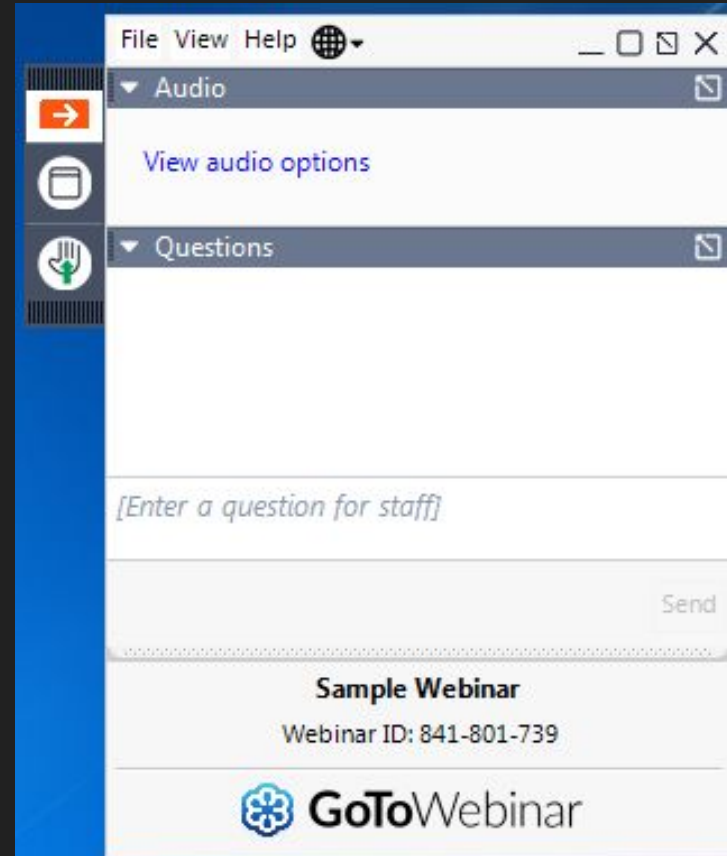
As a Boolean Girl I can...

- **Become** familiar with GoToMeeting application
- **Build** on my Scratch animation
- **Create** an algorithm that has events, loops and conditionals
- **Debug** as I go

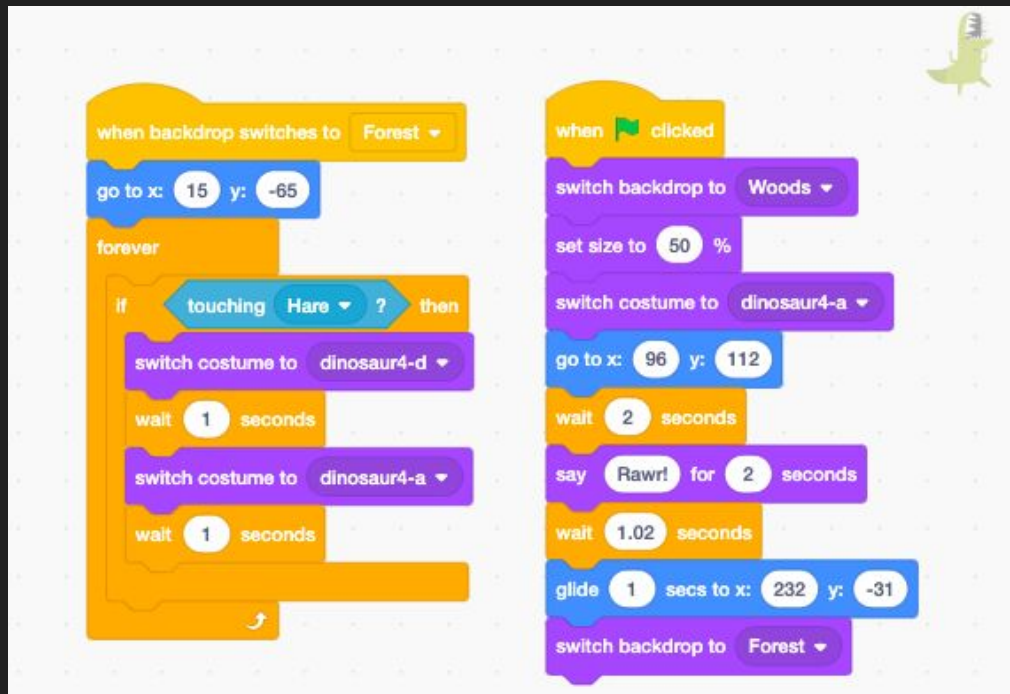
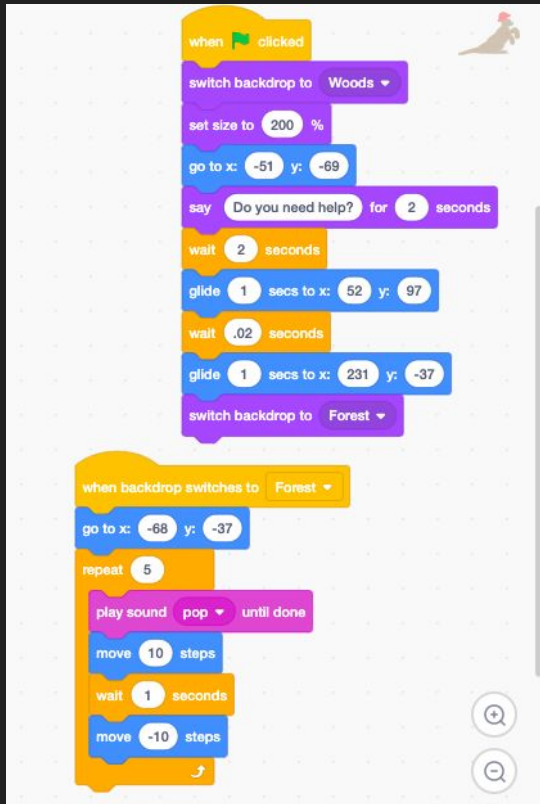
# Raise Hand



# Ask Question

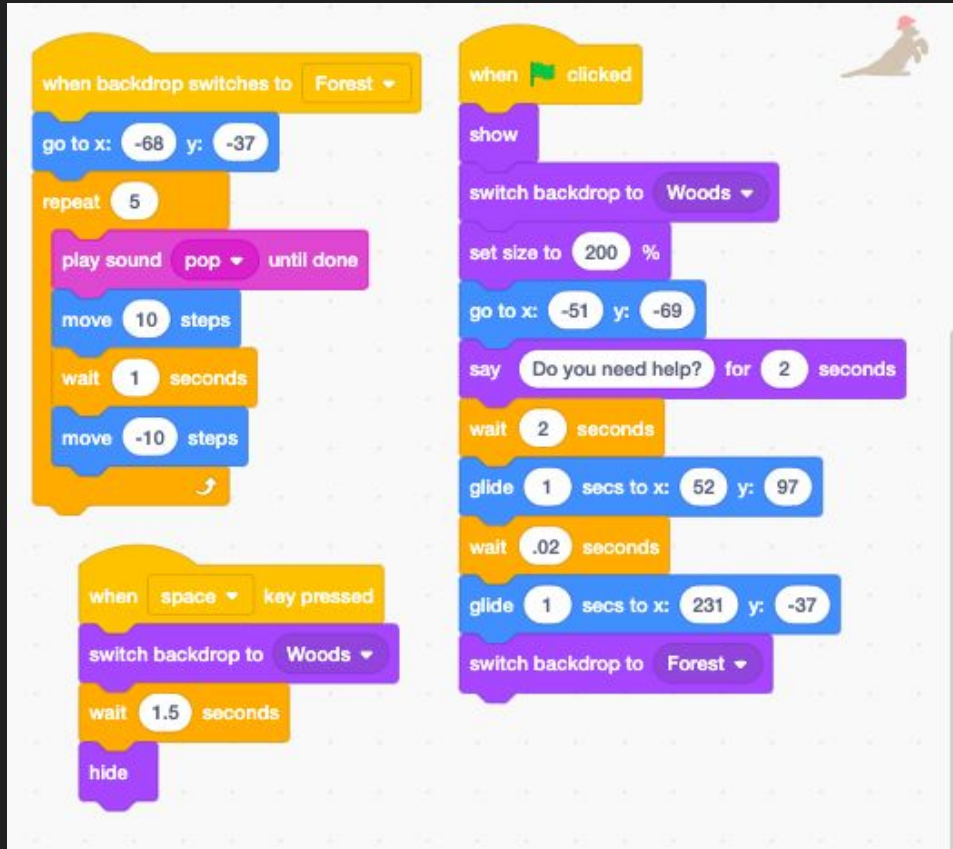


# Code From Last Week's Session!



**7:00**

# Code from Today

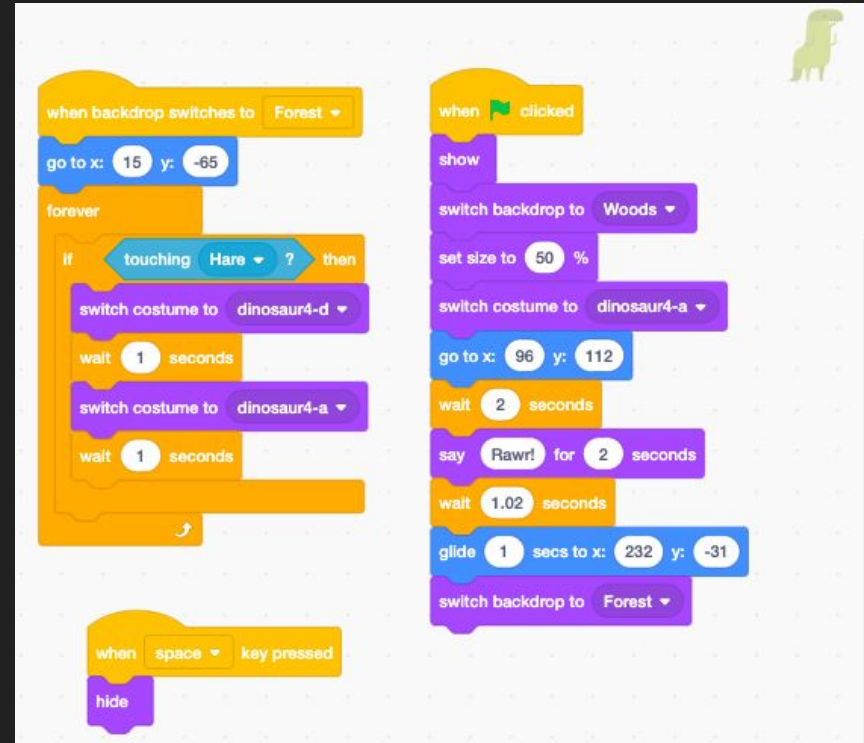


Scratch code blocks for a dinosaur game. The code is organized into three main sections: a 'when backdrop switches to Forest' event, a 'when clicked' event, and a 'when space key pressed' event. The 'when backdrop switches to Forest' event moves the dinosaur to x: -68, y: -37 and repeats a sequence of 5 times: play sound 'pop', move 10 steps, wait 1 second, and move -10 steps. The 'when clicked' event shows the dinosaur, switches the backdrop to 'Woods', sets the size to 200%, moves to x: -51, y: -69, says 'Do you need help?' for 2 seconds, waits 2 seconds, glides 1 second to x: 52, y: 97, waits 0.02 seconds, glides 1 second to x: 231, y: -37, and switches the backdrop to 'Forest'. The 'when space key pressed' event switches the backdrop to 'Woods', waits 1.5 seconds, and hides the dinosaur.

```
when backdrop switches to Forest
  go to x: -68 y: -37
  repeat 5
    play sound pop until done
    move 10 steps
    wait 1 seconds
    move -10 steps

when clicked
  show
  switch backdrop to Woods
  set size to 200 %
  go to x: -51 y: -69
  say Do you need help? for 2 seconds
  wait 2 seconds
  glide 1 secs to x: 52 y: 97
  wait .02 seconds
  glide 1 secs to x: 231 y: -37
  switch backdrop to Forest

when space key pressed
  switch backdrop to Woods
  wait 1.5 seconds
  hide
```



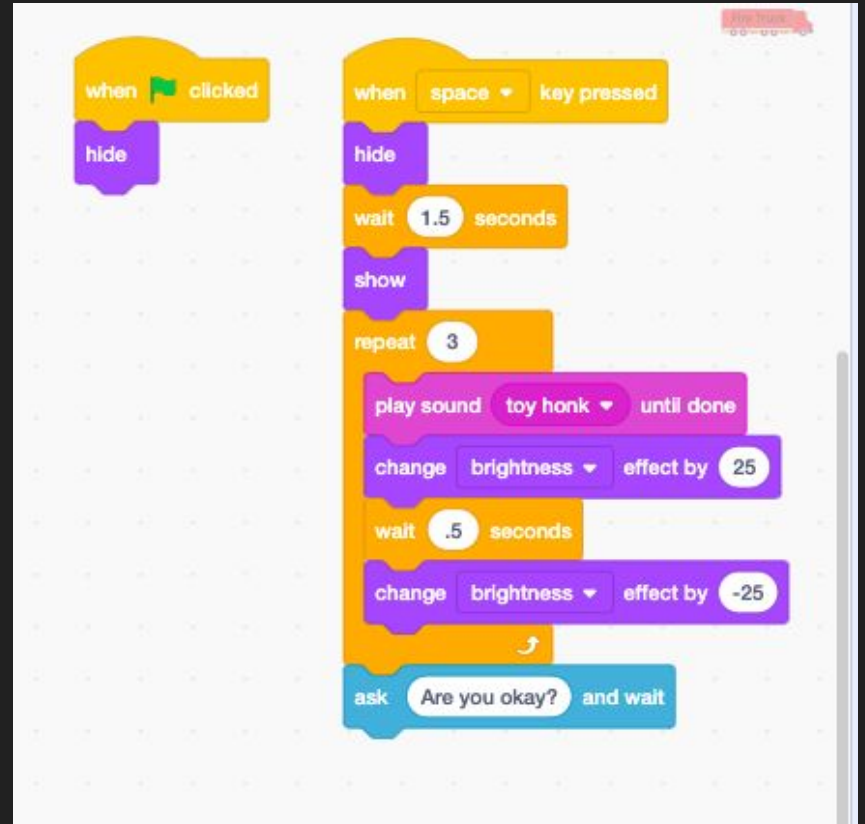
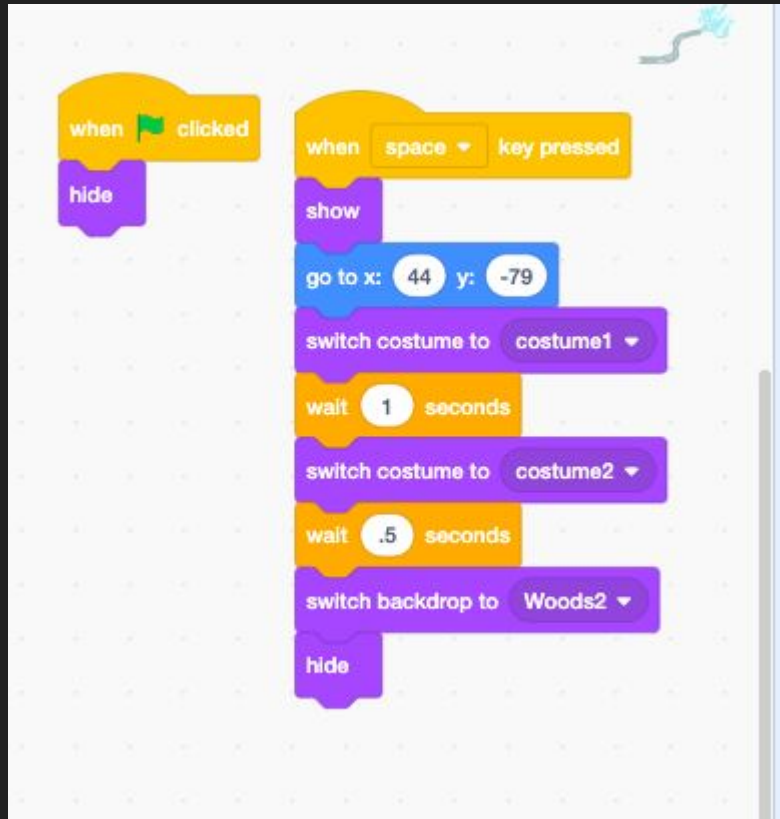
Scratch code blocks for a dinosaur game. The code is organized into three main sections: a 'when backdrop switches to Forest' event, a 'when clicked' event, and a 'when space key pressed' event. The 'when backdrop switches to Forest' event moves the dinosaur to x: 15, y: -65 and enters a 'forever' loop. Inside the loop, it checks if the dinosaur is touching 'Hare'. If yes, it switches costume to 'dinosaur4-d', waits 1 second, switches costume to 'dinosaur4-a', and waits 1 second. The 'when clicked' event shows the dinosaur, switches the backdrop to 'Woods', sets the size to 50%, moves to x: 96, y: 112, waits 2 seconds, says 'Rawr!' for 2 seconds, waits 1.02 seconds, glides 1 second to x: 232, y: -31, and switches the backdrop to 'Forest'. The 'when space key pressed' event hides the dinosaur.

```
when backdrop switches to Forest
  go to x: 15 y: -65
  forever
    if touching Hare ? then
      switch costume to dinosaur4-d
      wait 1 seconds
      switch costume to dinosaur4-a
      wait 1 seconds

when clicked
  show
  switch backdrop to Woods
  set size to 50 %
  switch costume to dinosaur4-a
  go to x: 96 y: 112
  wait 2 seconds
  say Rawr! for 2 seconds
  wait 1.02 seconds
  glide 1 secs to x: 232 y: -31
  switch backdrop to Forest

when space key pressed
  hide
```

# More Code from Today



## My Scratch Story Should...

- Have a sprite and a backdrop
- Contain an algorithm with events, loops, and conditionals
- Run smoothly



Boolean Girl "Scratch Studio"

Save and share your animation