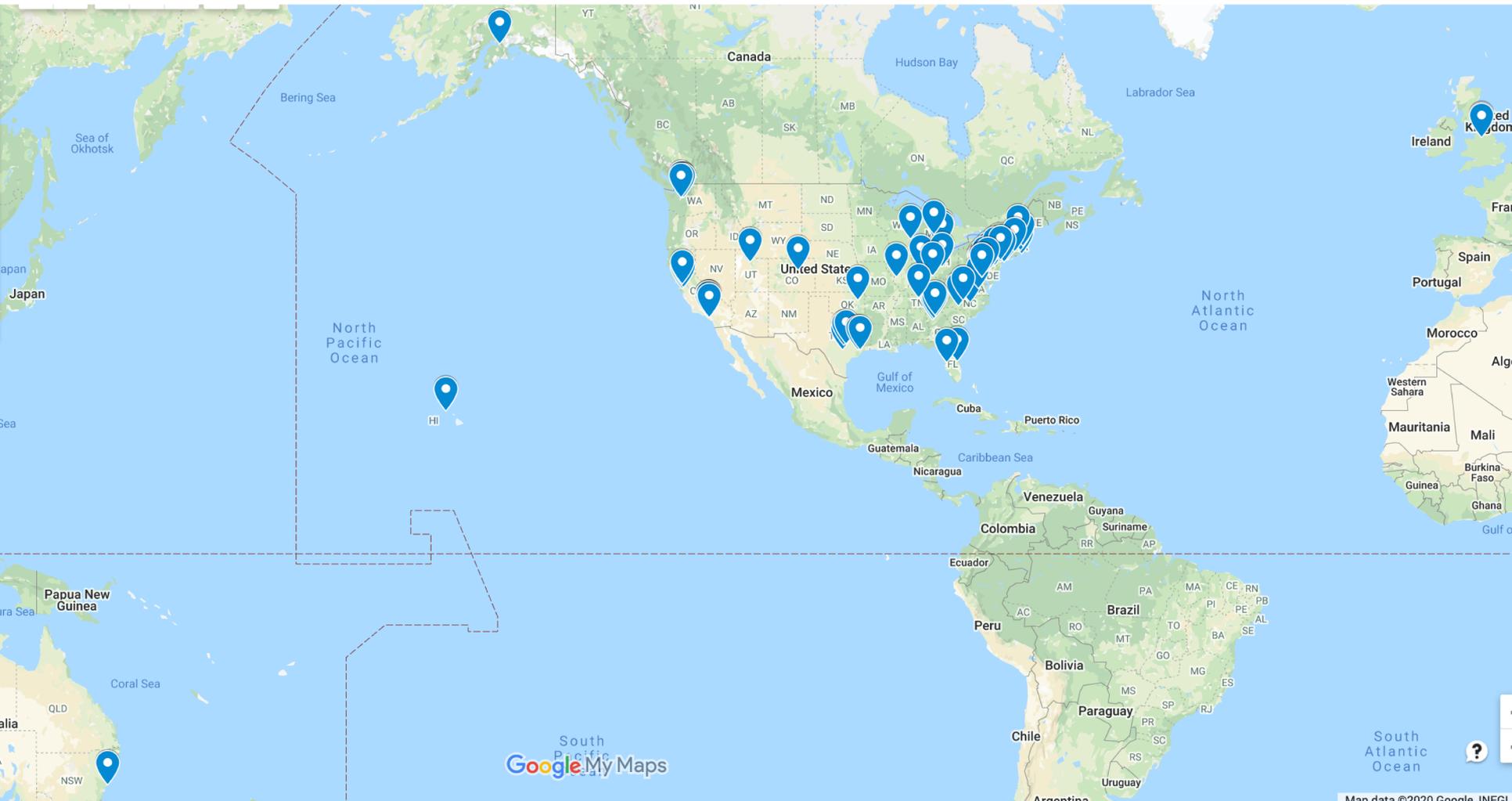


Boolean Girl Presents: Full STEM Ahead

Episode 4: Python Madlibs



<https://booleangirl.org>



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Raise Hand



Ask Question

A screenshot of a GoTo Webinar interface. At the top, there is a menu bar with 'File', 'View', and 'Help' options, along with a globe icon and window control buttons. Below the menu bar, there are two main sections: 'Audio' and 'Questions'. The 'Audio' section has a dropdown arrow and a 'View audio options' link. The 'Questions' section has a dropdown arrow and a text input field with the placeholder text '[Enter a question for staff]'. To the right of the input field is a 'Send' button. At the bottom of the interface, there is a footer area with the text 'Sample Webinar' and 'Webinar ID: 841-801-739', followed by the GoTo Webinar logo and name.

In Scratch we broke the program into four sections:

1) In Scratch, you used blocks to build the introduction



In Python we only need 3 constructs:

1) In Python, you use a series of print statements to introduce the game.

```
print("Hello")
print("Let's make a fun and crazy story! ")
print("First I will ask you some questions")
print("Then I will use the answers to make
      the story!")
print("Let's get started!")
```

2) In Scratch, you created variables:



In Python, you don't have to create variables. They are declared in the next step when you use them.

3) In Scratch, you asked the user to input words and assign to a variable:



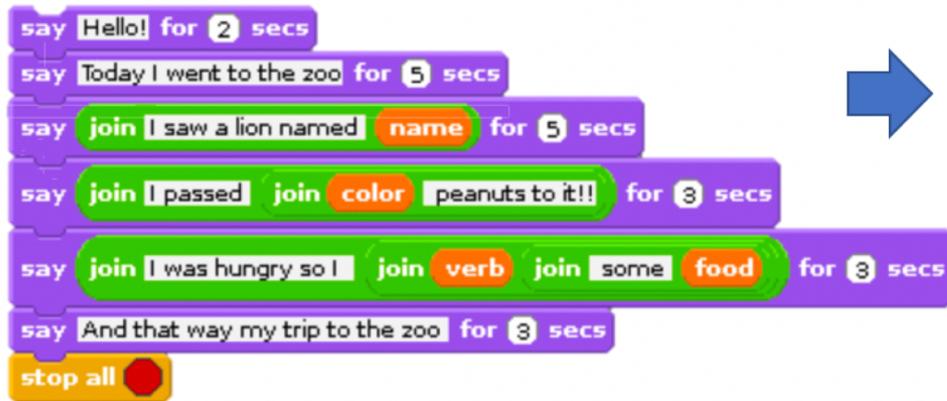
The image shows a vertical stack of eight Scratch code blocks. The first block is an 'ask' block with the text 'What's your name?' and 'and wait'. The second block is a 'set' block with 'name' in a dropdown menu, 'to', and 'answer'. The third block is an 'ask' block with 'What is your favorite color?' and 'and wait'. The fourth block is a 'set' block with 'color' in a dropdown menu, 'to', and 'answer'. The fifth block is an 'ask' block with 'Give a verb' and 'and wait'. The sixth block is a 'set' block with 'verb' in a dropdown menu, 'to', and 'answer'. The seventh block is an 'ask' block with 'What is your favorite food?' and 'and wait'. The eighth block is a 'set' block with 'food' in a dropdown menu, 'to', and 'answer'.



3) In Python, you ask for the user to input some words, such as plural nouns and foods and assign these inputs to variables:

```
name = input("What is your name? ")
color = input("What is your favorite color? ")
verb = input("Give me verb ")
food = input("What is your favorite food? ")
```

4) In Scratch, you read the story back to the user by inserting variables in join strings:



4) In Python, you insert these variable values into the strings to complete the paragraph:

```
print("")
print("Hello!, Today I went to the zoo. ")
print("I saw a lion named " + name + ".")
print("I passed " + color + " peanuts to it!!")
print("I was hungry so I " + verb + " some " + food)
print("And that was my trip to the zoo!")
```

Resources

- Madlibs project: <https://booleangirl.org/lesson/madlibs-capture-user-input/>
- Replay, sample code and handouts:
<https://booleangirl.org/full-stem-ahead/past/>

Challenges

- Create your own mad libs, build it in Scratch or Python and play with your family
- Can't think of a good madlib, search of one online. Check out this site for printable madlib: <https://www.woojr.com/printable-mad-libs-for-kids/>
- Try a google search for “**mad libs pdf**” for printed examples.



<https://booleangirl.org>