



INTRODUCTION TO SCRATCH

Work Sheet: 03-P-19-WS



Introduction:

You have just been introduced to writing programs in Scratch. The programs in scratch are like movies with characters called sprites. In this lesson, we used the built-in sprite cat, we named it Billi. You learned how to Create a new project, give it a name, give your sprite a name and write a program or script using a few of the Looks and Sounds blocks. Now it is your turn to experiment and write a few programs with the Cat.

Try the following:

1. Start Scratch. Press Create to make a new project. Come up with your own name for the project and the cat sprite.
2. Make up a 5 line dialog about your cat sprite. Write a program to show the cat saying those lines using the Looks blocks.
3. Save your work.
4. Use the 'Think' block to show the cat thinking to himself.
5. Have some fun by combining them, for example, the cat could introduce himself, or tell a joke and then think something else.
6. Use the "play a sound" block under Sounds section to make the cat say "meow"
7. Mix the Looks and Sound blocks we used above.
8. Challenge: Record those sentences in your own voice using the "play a sound" blocks. Write a program where the cat will play your recorded voice.