STORY SLAM!

An story can be anything – a short story, a poetry reading or a slam. A Slam is short and energized!

In this project, you will learn how to create a story slam! A well-told tale by a single sprite with a change of costume! Original and entertaining! Once you have practiced with this story, give your imagination a go and make your Story Slam!

Watch our animated short story before you start.
NEW CONCEPTS

LEARN HOW TO:
ADD A NEW SPRITE
CHANGE SPRITE COSTUMES
DUPLICATE BLOCKS

NEW BLOCKS INTRODUCED:

wait secs
Use to pause for the number of seconds specified in the white circle and then continue with the next block.

switch costume to
Switches the selected sprite's costume to the one selected in the white box. To use this block, the sprite must have multiple costumes.

show hide
Use the Show block to instruct a sprite to appear on the stage, and the Hide block to instruct a sprite to disappear.
You need to delete the default cat sprite and add a sprite who has multiple costumes.

Right-click on the Sprite1, and then select Delete from the menu.

Click the New Sprite button, located on the Sprites toolbar, and then select a sprite with multiple costumes.

**Hint:** The number of costumes assigned to a sprite is displayed below the sprite’s name in the Sprite Library.

**Hint:** After you add the sprite to your project, you can view the different costumes by selecting the Costumes tab. This tab is located to the left of the Scripts tab.
When you tell a story, you pause for effect and to give your audience time to comprehend. To create an animated story slam, we need to create the same effect by waiting after each say block. Hint: The amount of wait depends on the length of what the sprite says or how much effect you want to create.

Create a script to make your sprite say something and then wait for a few seconds.
For a story slam, you want to add gestures to help animate your sprite's story telling. After your sprite speaks, you want to change the sprite's costume to show different gestures to match what the sprite is saying.

**Hint:** Make sure you are building one continuous script to create a fluid story.

Create a script to have your sprite speak again, wait, and then switch costumes.
When you create an animated story, you can re-use blocks, or even stacks. To re-use, right-click on a block, or a stack, and then select **Duplicate** from the menu. Once you have you duplicated, you simply change the what the sprite is saying, costumes or how long of a pause you want to create the right animation.

**Hint:** Scratch duplicates the block selected and all the blocks below the selected block. This enables you to duplicate just a few blocks from a stack or the whole stack, depending on where you select.

Duplicate your stack, and then change the text and select different costumes.
You can use sprites to add visual effects to your story! After your sprite says something, you can have a different sprite display for a specified amount of time and then disappear. This is a great way to add more fun to your slam! And, each sprite can have its own actions!

Click the New Sprite button, located on the Sprites toolbar, and then select a sprite that is related to your story.

Move the new sprite so that it is displayed on the stage where you want to appear during the story.

Make sure that the new sprite is not sitting on top of another sprite or the sprite’s “Say” bubbles.

Hint: Click the i next to the sprite in the Sprite Library. You will see the exact position of the sprite on the stage.
To use a sprite as a visual effect, you want the sprite to be hidden until after a specific amount of time. After the specified wait, you want the sprite to show and perform the actions assigned. You need to set the wait time to correspond to how long it takes your sprites to perform the earlier actions in your story.

Tip: In a later project, you will learn how to accomplish this by creating a new message to broadcast to instruct sprites to display.

**Hint:** When you have multiple sprites in one project, make sure you select the correct sprite before you start assigning blocks.

**Select your new sprite, and then create a script that tells the sprite to hide when the story starts and to show on the stage after x number of seconds, play a beat and then hide.**
You want your sprite to give her story slam on the stage. To do so, you need to add a block that starts the story from the Stage when you click the Green Flag button.

**Hint:** Make sure that you have your first sprite selected.

Add a control block to start the game from the Stage.
MAKE YOUR OWN YOUR STORY

**STORY SLAM IDEAS**

- **HISTORICAL REPORT FOR SCHOOL**
- **RECITE YOUR FAVORITE POEM**
- **CREATE A FICTIONAL STORY**

**CONCEPTS TO ADD:**

- Use the Duplicate tool to help add more dialog to your story.
- Add more visual effects: have a sprite display and move across the stage.
- You can add more than one visual effect at a time. A slam is energized, so make your animated story slam as energized as possible!