

# Scratch Cat Says...



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Education Center

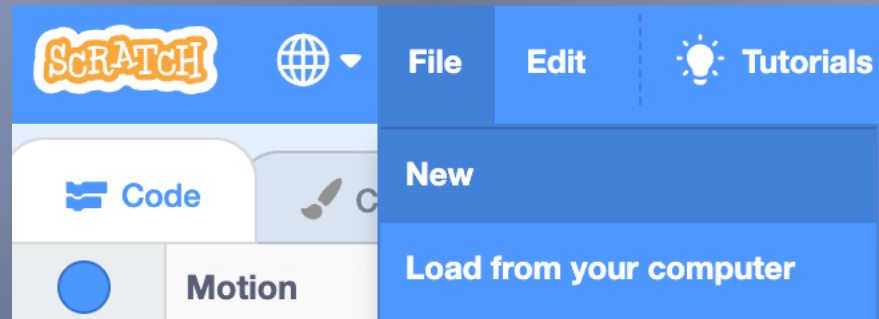
*Infusing a love for Science, Technology, Engineering and Math*



Create a project where a player has to follow the instructions by Scratch Cat

# Getting Started

- Open Scratch
- Click on **File** at the top left of the screen
- Choose **New** from the drop-down menu

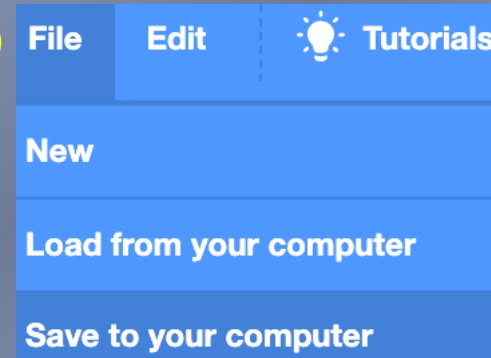


# Keep Scratch Cat Sprite

- We will use Scratch the Cat, so you may leave it there.
- Click on the Cat sprite
- Change the location to  
 $X = 0$   
 $Y = 0$

# Save Your Project

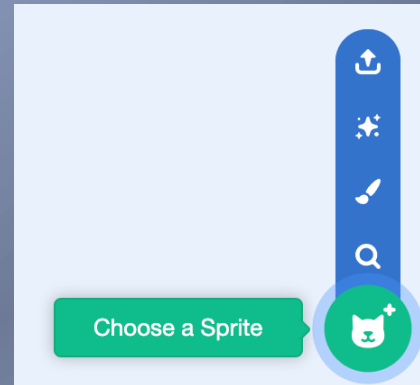
- Save Scratch Cat Says
  - Chose **File** then **Save to your computer**.



- Change the name (starting with your last name) to
  - *Patrick* Scratch Cat Says.sb3
- Click **Save**.

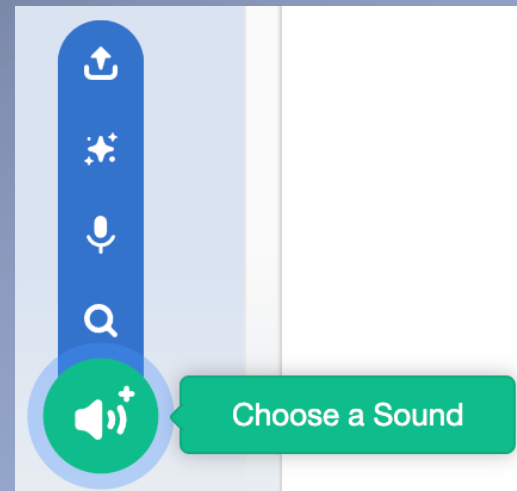
# Add Four Sprites

- Add the new sprites by clicking on the **Choose a Sprite** icon at the bottom right.
- Put one sprite in each corner of the stage
  - 1. Muffin 2. Octopus
  - 3. Drum (any one)
  - 4. Soccer ball
- Resize sprites as you like.




# Add Some Laughter

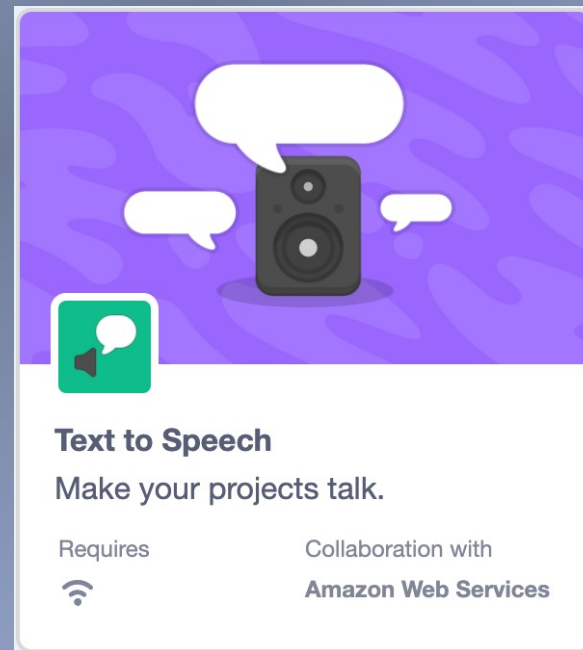
- Our octopus will laugh. We need to add that.
- Click on the octopus sprite
- Choose the **Sounds** tab at the top
- Click on Choose a Sound at bottom left
- Search “Crazy”
- Choose **Crazy Laugh**



# Add Text to Speech Extension

- Click the add extension from the bottom left of the **Code** tab. 

- Select the **Text to Speech** option.



# Create a List

- Click on the **Variables** section
- Click **Make a List**
- Name the variable “Instructions”

New List

New list name:

Instructions

For all sprites  For this sprite only

Cancel OK

# Add Items to the List

- Click the + sign to add items.
- Click the = sign to resize list.
- eat the muffin
- tickle the octopus
- beat the drum
- kick the ball
- kick the muffin
- tickle the drum

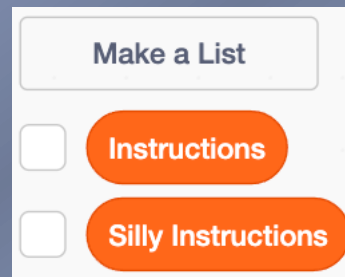
Instructions	
1	eat the muffin
2	tickle the octopus
3	hit the drum
4	kick the ball
5	eat the drum
6	tickle the ball
+	length 6 =

# Create Silly Instructions List

- Create another variables list
- Name the variable, "Silly Instructions"
- kick the muffin
- tickle the drum

# Hide Variables Lists

- Go to the variables section
- Uncheck the boxes for each variable.




A screenshot of a user interface for creating a list. At the top is a button labeled "Make a List". Below it are two rows, each consisting of a white checkbox on the left and an orange rounded button on the right. The first row has an unchecked checkbox and a button labeled "Instructions". The second row has an unchecked checkbox and a button labeled "Silly Instructions".

# Create Variable

- Go to the variables section
- Click **Make a Variable**
- Name it “instruction”

# Code Scratch Cat – part 1

- Add coding blocks to match this image



The image shows a Scratch script for a cat character. The script consists of two event-driven blocks. The first block is a yellow 'when clicked' block. It contains three green blocks: 'set voice to squeak', 'set language to English', and a yellow 'broadcast Give Instruction' block. The second block is a yellow 'when I receive Give Instruction' block. It contains an orange 'set instruction to item pick random 1 to length of Instructions of Instructions' block and a green 'speak instruction' block. The 'pick random' block is highlighted with a green border.

In the “broadcast” block, click the pulldown and choose new message. Type “Give Instruction”

# Code Scratch Cat – part 2

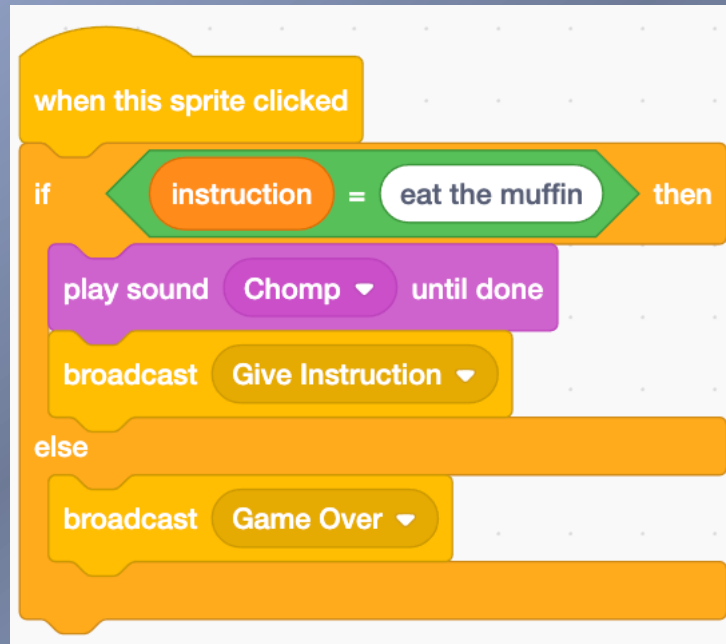
- Also add these coding blocks to the Scratch Cat sprite



Create a new message called “Game Over”

# Code the Muffin

- Instruction must exactly match a line on the instructions list created earlier



# Code Other Sprites

- Create codes for Drum, Octopus, and Soccer Ball
- Change the instruction and sound for each



# Game Over

- Choose the **Paint** option from the **Choose a Sprite** menu
- Convert to bitmap
- Use the paint bucket to create a color for the stage
- Use the text tool to write, "Game Over"
- Drag the text box to put it in the center and make the text larger

# Add Game Over Code



# Well done!

- Save your project
  - Chose **File** then **Save to your computer**.
  - Click on the name that you saved earlier
  - Click **Save** then click **Replace**.

