Lesson 2 - Creating a simple story using Scratch

You can use Scratch to create a story. This could involve 2 or more characters interacting together, talking together, moving around the screen and changing the backdrop. In order to create the interaction, a sprite can send what is known as a broadcast, this will tell Scratch that something has happened.

Open Scratch and as an introduction, follow the tutorials “Create a Story”.

We shall create a story involving a Princess, a Toad and a Wizard. The script of the story is the following:

Toad: Please help
Wizard: What happened to you my friend?
Toad: I am Princess Judy and the witch turned me into a toad
Wizard: Don’t worry. I will save you.
Toad: Thank you.
Wizard: Cikabum! Cikabum!

The toad changes into a Princess.
Steps to follow:

1. Choose the Wizard sprite, the Wizard-toad sprite and the Princess sprite
2. Choose the Castle 2 backdrop.
3. The Princess will only show later on in the story, so when the green flag is clicked, we need to hide her.
4. Use the Costumes tab to make the wizard look to the left, by using Flip Horizontal.
5. Choose the Toad sprite. On the green flag, the toad will say “Please help” (for 2 seconds).
6. It should than broadcast a message to tell the wizard that it is his turn to talk. Let us name this broadcast Toad 1.
7. Choose the Wizard sprite and when he receives the
broadcast Toad 1, he says “What happened to you my friend?” for 4 seconds, and broadcasts wizard 1.

8. Continue in this way with the script above until the Wizard says “Cikabum! Cikabum!”

9. After the “Cikabum! Cikabum!” the wizard will send broadcast “Wizard 3”.
10. When the Toad received the broadcast “Wizard 3”, it must hide.

11. When the Princess receives broadcast “Wizard 3”, she must show.
12. Play the story by clicking the green flag.

13. Follow the resources linked to this lesson. They will help you understand how to create a story using Scratch.

Use your imagination to create your own content.