

Talking and Timing: Adding Dialogue and Delays

40 minutes

Creative Coding Challenges

WHAT THIS LESSON DOES

In this lesson, you'll learn to create a conversation between two characters in Scratch. Follow steps to add dialogue and use timing with 'wait' blocks, ensuring your sprites speak at the right moments on screen.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills to add dialogue to sprites in a Scratch project.
- Understand the use of timing to control the sequence of dialogue between sprites.
- Learn to create a new project and add characters in Scratch.
- Gain knowledge on setting a suitable scene for the dialogue.
- Master the process of testing and adjusting the conversation for smooth flow.

Talking and Timing: Adding Dialogue and Delays

HOW THE LESSON RUNS	
Introduction	
Create a new project	
Add Two Characters	
Set the Scene	
Start the Conversation	
Wait for a Response	
Make the Second Character Speak	
Keep the Conversation Going	
Test the Conversation	