

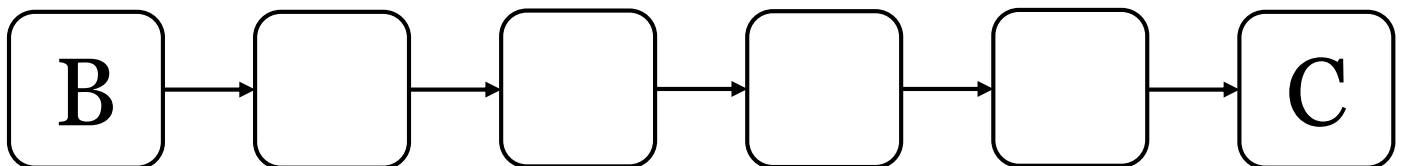
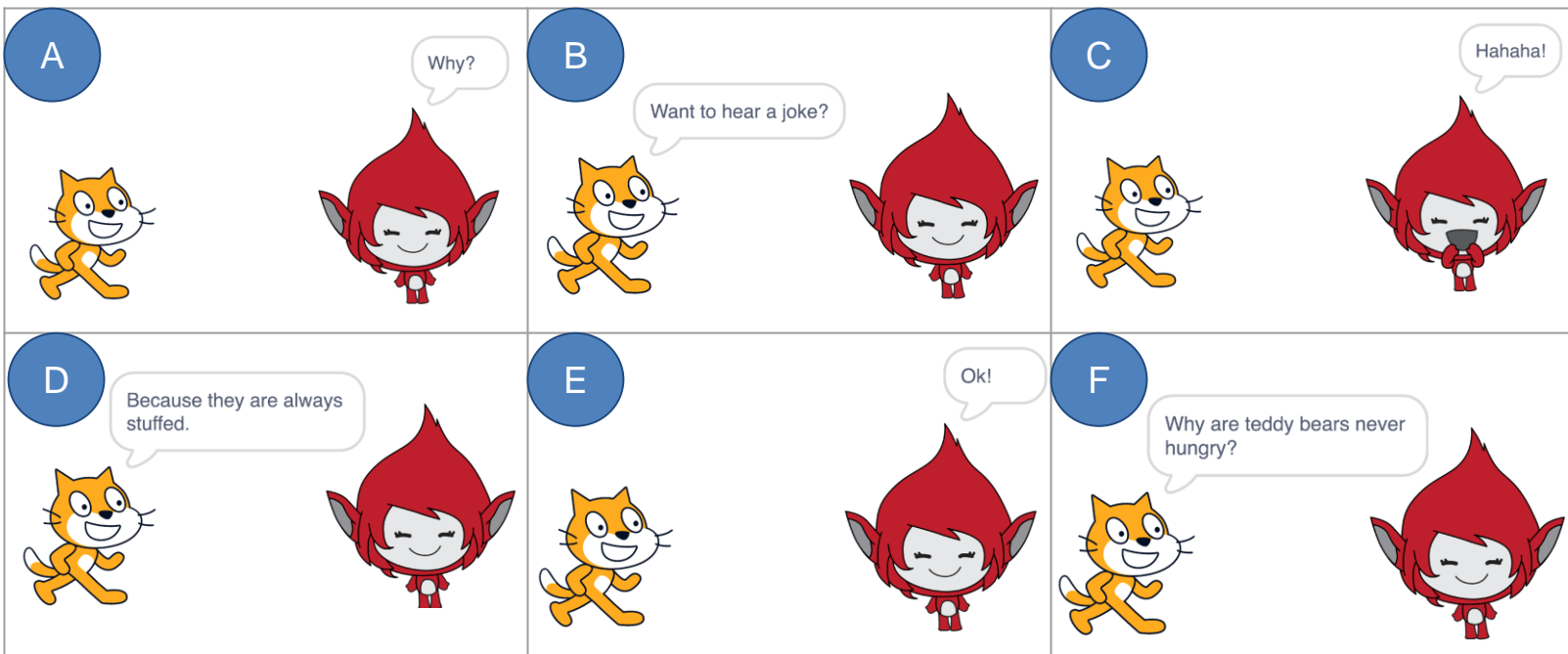
SCRATCH REMIX MY JOKE

START HERE

Review the cartoon below with your partner.

Check that you understand the sequence of steps of the storyboard.





Fill the empty boxes with the correct letters "A" to "F".



CT Tips
Two sprites talk to each other in a **sequence**. One sprite asks, then another one replies.




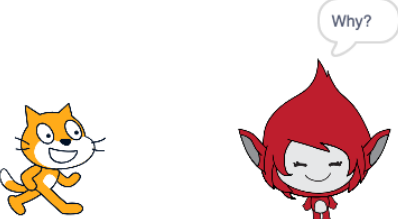
SCRATCH REMIX MY JOKE

□ Review the sequence below with your partner (or your teacher) to follow the current blocks that tell the joke.

No.	Screen	 Happy	 Giga
1	  <p>Want to hear a joke?</p>	<pre> when green flag clicked say "Want to hear a joke?" for 2 seconds wait 2 seconds say "Why are teddy bears never hungry?" for 3 seconds wait 2 seconds say "Because they are always stuffed!" for 3 seconds </pre>	<pre> when green flag clicked switch costume to giga-a wait 2 seconds say "Ok!" for 2 seconds wait 3 seconds say "Why?" for 2 seconds wait 3 seconds switch costume to giga-c start sound laugh-female </pre>
2	  <p>Ok!</p>	<pre> when green flag clicked say "Want to hear a joke?" for 2 seconds wait 2 seconds say "Why are teddy bears never hungry?" for 3 seconds wait 2 seconds say "Because they are always stuffed!" for 3 seconds </pre>	<pre> when green flag clicked switch costume to giga-a wait 2 seconds say "Ok!" for 2 seconds wait 3 seconds say "Why?" for 2 seconds wait 3 seconds switch costume to giga-c start sound laugh-female </pre>




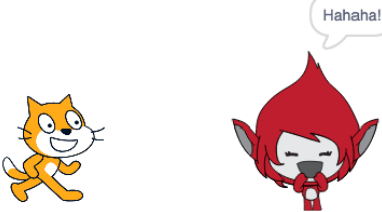
By using the "wait" block, it seems that they are talking.

SCRATCH REMIX MY JOKE

No.	Screen	 Happy	 Giga
3		<pre> when green flag clicked say "Want to hear a joke?" for 2 seconds wait 2 seconds say "Why are teddy bears never hungry?" for 3 seconds wait 2 seconds say "Because they are always stuffed!" for 3 seconds </pre>	<pre> when green flag clicked switch costume to giga-a wait 2 seconds say "Ok!" for 2 seconds wait 3 seconds say "Why?" for 2 seconds wait 3 seconds switch costume to giga-c start sound laugh-female </pre>
4		<pre> when green flag clicked say "Want to hear a joke?" for 2 seconds wait 2 seconds say "Why are teddy bears never hungry?" for 3 seconds wait 2 seconds say "Because they are always stuffed!" for 3 seconds </pre>	<pre> when green flag clicked switch costume to giga-a wait 2 seconds say "Ok!" for 2 seconds wait 3 seconds say "Why?" for 2 seconds wait 3 seconds switch costume to giga-c start sound laugh-female </pre>

SCRATCH REMIX MY JOKE

□ What is the problem with the “wait” block? How long do we need to wait?

No.	Screen	 Happy	 Giga
5		<pre> when clicked say Want to hear a joke? for 2 seconds wait 2 seconds say Why are teddy bears never hungry? for 3 seconds wait 2 seconds say Because they are always stuffed! for 3 seconds </pre>	<pre> when clicked switch costume to giga-a wait 2 seconds say Ok! for 2 seconds wait 3 seconds say Why? for 2 seconds wait 3 seconds switch costume to giga-c start sound laugh-female </pre>
6		<pre> when clicked say Want to hear a joke? for 2 seconds wait 2 seconds say Why are teddy bears never hungry? for 3 seconds wait 2 seconds say Because they are always stuffed! for 3 seconds </pre>	<pre> when clicked switch costume to giga-a wait 2 seconds say Ok! for 2 seconds wait 3 seconds say Why? for 2 seconds wait 3 seconds switch costume to giga-c start sound laugh-female </pre>

SCRATCH

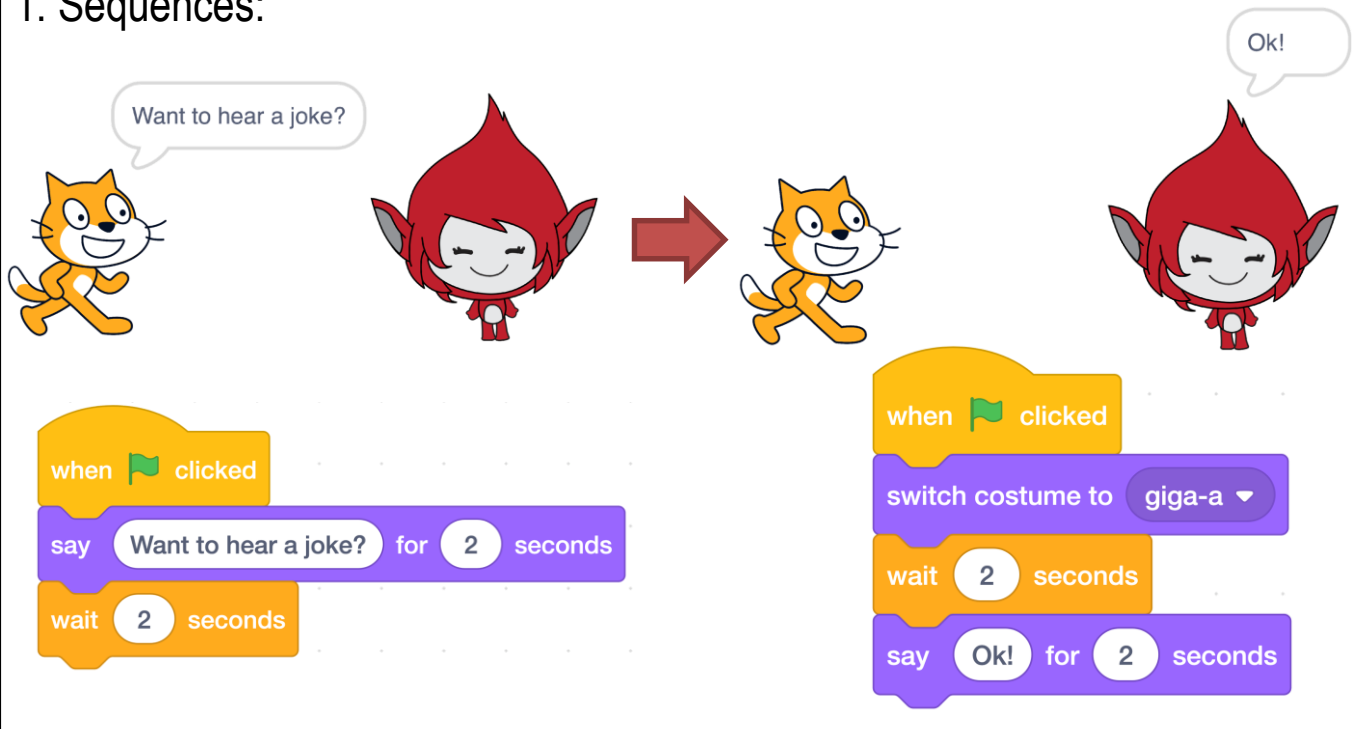
REMIX MY JOKE

COMPUTATIONAL THINKING CONCEPTS

The following is the computational thinking concept learnt in Lesson 1.

L1U8.4 Tell a Joke with Scratch

1. Sequences:



The image illustrates a sequence of events in a Scratch script. On the left, a Scratch cat character asks "Want to hear a joke?" in a speech bubble. A red devil character is shown with a neutral expression. A red arrow points to the right, where the Scratch cat has disappeared and the red devil character is shown with a speech bubble saying "Ok!". Below the characters are two Scratch scripts. The first script, associated with the Scratch cat, consists of three blocks: a yellow "when green flag clicked" block, a purple "say Want to hear a joke? for 2 seconds" block, and an orange "wait 2 seconds" block. The second script, associated with the red devil character, consists of four blocks: a yellow "when green flag clicked" block, a purple "switch costume to giga-a" block, an orange "wait 2 seconds" block, and a purple "say Ok! for 2 seconds" block.