



**DIGITAL  
SCHOOLHOUSE**  
together with



DD MMM YYYY

# Scratch Stories.

Tell me a story... With a twist!



PlayStation.



# Think, Pair & Share.

**What's your favourite story?**

Spend a moment to think of your favourite story

Take a minute to explain why its your favourite to your partner

Pair up with another group and share

**Are your reasons similar?**

**Can you decide as a group what makes a good story?**



# What makes a good story.



1. Interesting characters
2. A strong and gripping plot (storyline)
3. The setting – memorable and influential to the story

# Let's hear a story.

Once when a Lion was asleep, a little Mouse began running up and down upon him. This soon wakened the Lion, who placed his huge paw upon him and opened his big jaws to swallow him.

"Pardon, O King!" cried the little Mouse, "Forgive me this time. I shall never repeat it and I shall never forget your kindness. And who knows, but I may be able to do you a good turn one of these days?"

The Lion was so tickled at the idea of the Mouse being able to help him, that he lifted up his paw and let him go.

Sometime later a few hunters captured the King and tied him to a tree while they went in search of a wagon to carry him on.

Just then the little Mouse happened to pass by, and seeing the sad plight in which the Lion was, ran up to him and soon gnawed away the ropes that bound the King of the Beasts. "Was I not right?" said the little Mouse, very happy to help the Lion.

**MORAL: Little friends may prove great friends.**



# What were the key parts?

## The Characters

Lion

Mouse

## The Plot

Lion bestows kindness on Mouse, and the mouse later repays the favour

## The Setting

The Jungle



# Benefits of a digital story.

Write in collaboration with others....

- Interactivee
- Sound
- Easier to edit
- Videos
- Animations
- Easy to share online
- User controlled



# Let's look inside a digital story.

Try the 'Great Fire of London' interactive story for yourself  
Can you work out how the story has been put together?

How does it work?



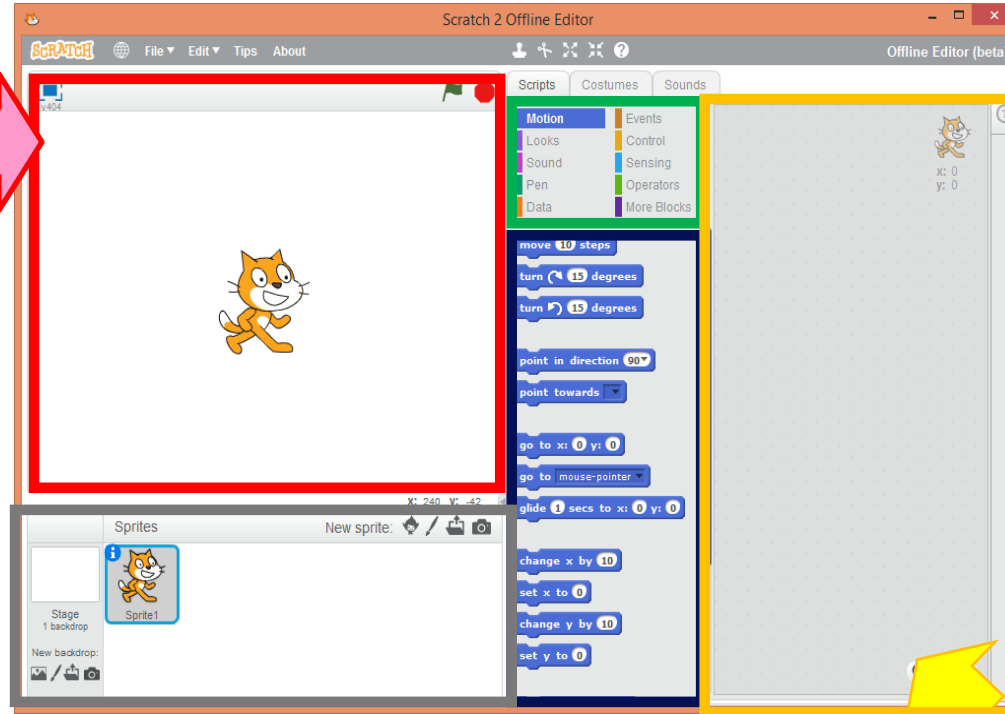
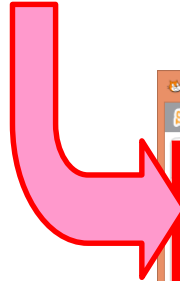
# BUILDING OUR SKILLS...





The screen where you can see what happens when you play your game is called the **STAGE**.

The **SCRIPT BANK** is where the types of instructions are stored.



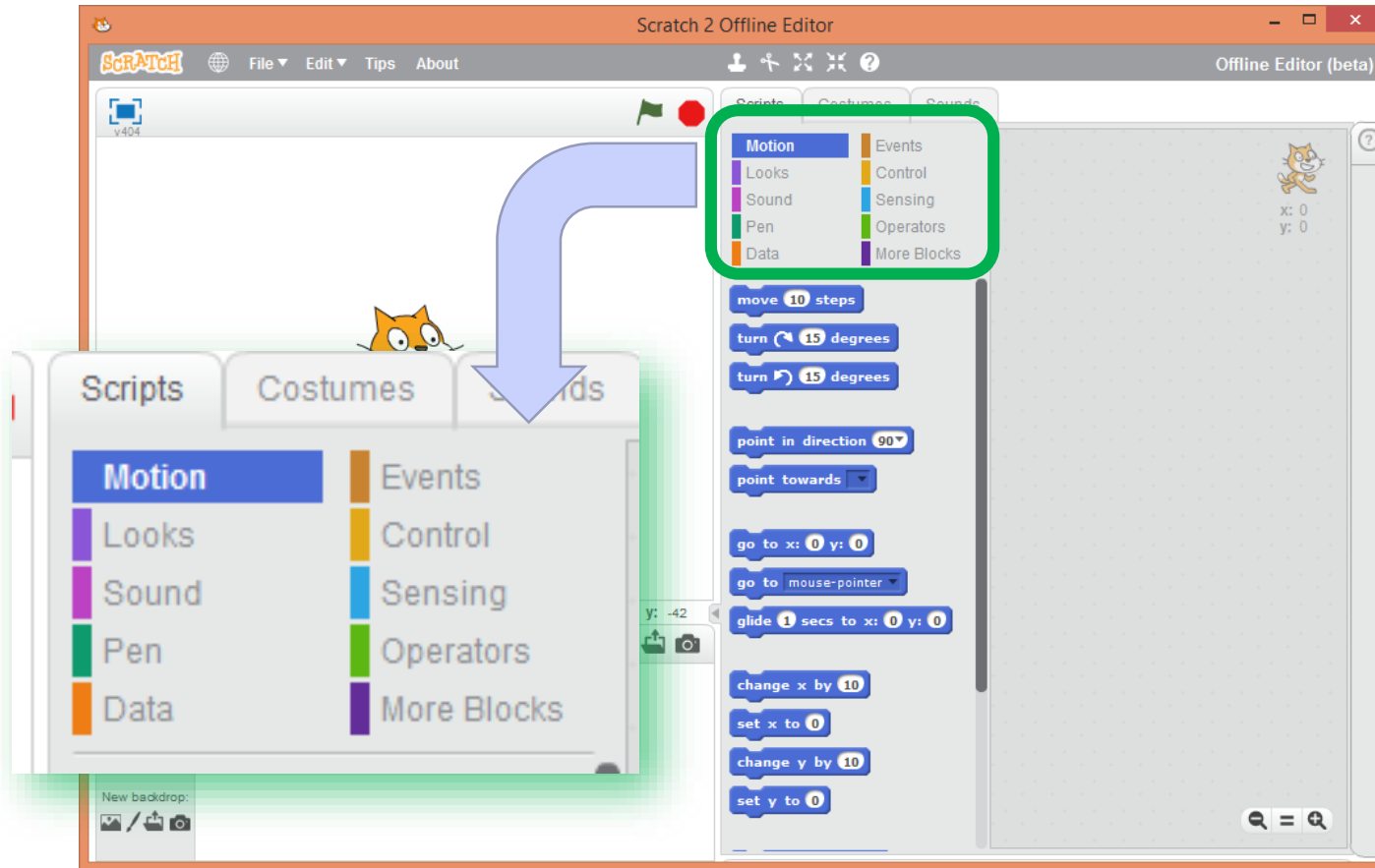
The **SPRITES** are where you store and select the **STAGE** and **COSTUMES**.

The **SCRIPT BLOCKS** are where the instructions of what your **SPRITES** can do!

*SCRIPTS AREA is where you put your instructions.*



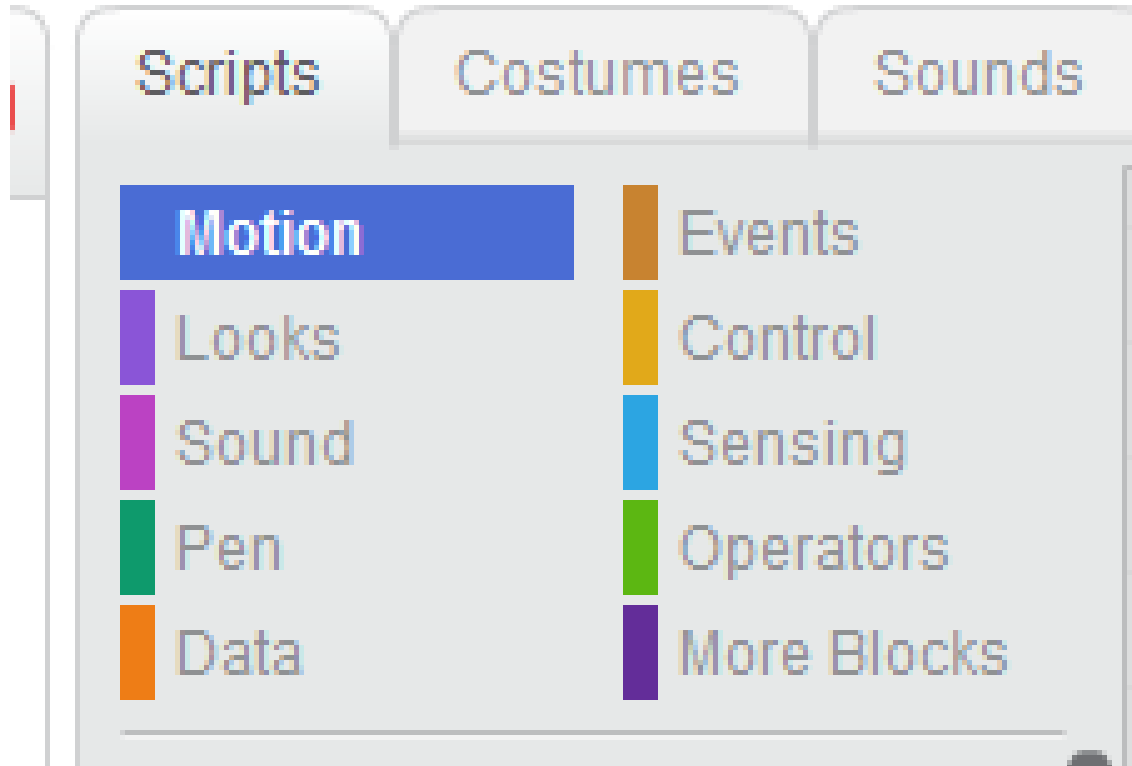
# Script Bank, the Library.



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# Guess which Library I am in.



# Which Library am I in?

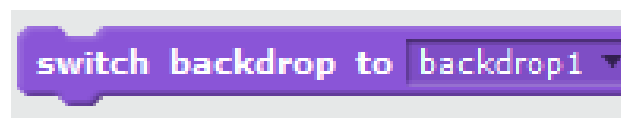
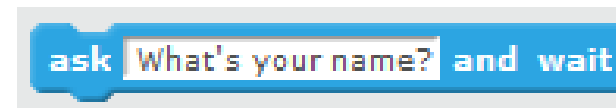
```
color [ ] is touching [ ] ?
set pen color to [ ]
if [ ] then
else
when space key pressed
```

```
pick random 1 to 10
change y by 10
play drum 1 for 0.25 beats
go to mouse-pointer
```



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# Key Instruction blocks you may need.



# Change the story.

Use the script to change the Great Fire of London Story.

1. Add a better ending to the story/program
2. Currently, when the user answers 'No' to the question "Would you like to hear a story?" the program says "bye bye" and ends. Can you add an alternative sequence of events to take place here?



# Now change it even more...

Try to work out how to:

Add sound effects

Allow the user to choose their own ending

Add Animation to the characters



# Looking for Ideas?

Start thinking of your own story. Visit the website:

<http://scratch.mit.edu/studios/107982/>

Explore and read other peoples stories, try to get some ideas for your own





# Planning your own story.

Access the two worksheets:

1. Planning Storyboard
2. Planning Templates

In your groups use the documents to jot down potential ideas for your own stories

Then finalise your ideas by adding the detail



# Scene by Scene.

Plan your story scene by scene

1. Produce the sprites and background scenery (stage)
2. Create a simple version of your story where the user moves from start to finish
3. Test your story
4. Share and test with your peers



# Adding the Whizz-Bang!

Now that your story is working, go back through it to see if you can modify it the same way you modified the Great Fire of London story. Consider adding the following:

Sound effects

Animation effects

Allow users to choose what happens next

Personalise, ask the user questions



# Time to share...

Access the worksheet “Peer Story Evaluation”

You are going to evaluate each others stories

There are various criteria we can use to judge how good our story might be. 4 of these have been added for you

Add two of your own evaluation criteria to the two blank columns on the worksheet



# Read a story...Leave a comment.

Go to a friends machine and run their completed story.

When you have finished, complete their **Peer Story Evaluation** worksheet

Move on and find another story



# Time for more?

Read the comments your peers have left about your story

What do you think?

Could you make improvements?

What would they be?



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# The End.

