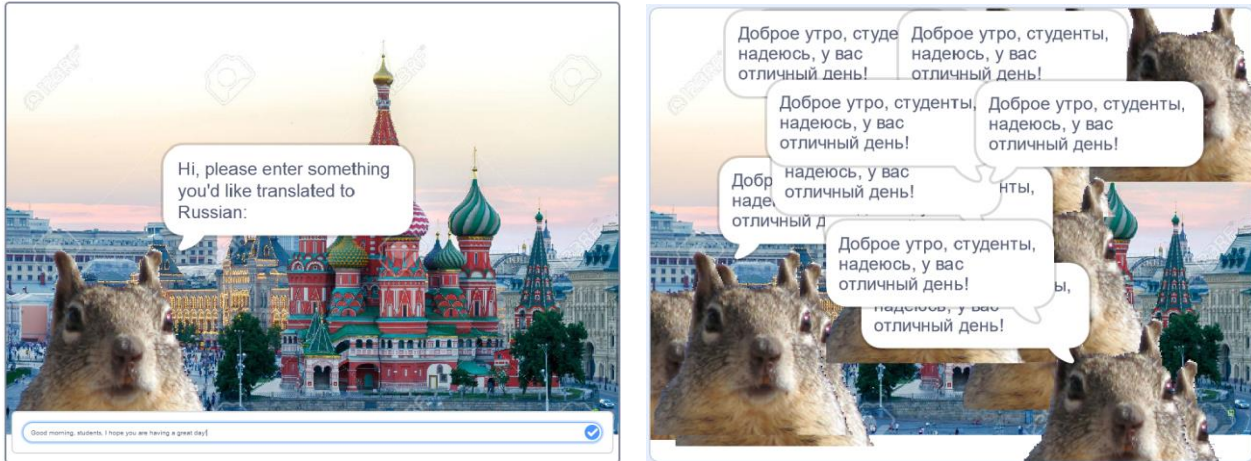


Scratch 10 – translate

4/6/21

Today your job is to create a translating sprite. When you click on the sprite it asks you for text to translate then translates it into a language of your choice. It then says the resulting translation out loud and then clones itself and has all the clones say it in writing. When they are done they all disappear and the main sprite goes back to its starting place.

Here are screen shots showing how this might work:

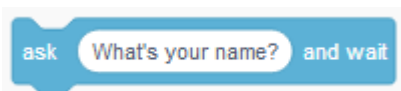


The above translates "Good morning, students, I hope you are having a great day!" into Russian.

To do this you will need to use blocks in the following areas:

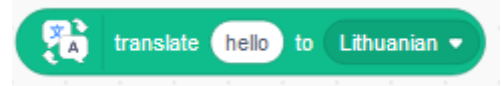
- Ask block under Sensing
- Translate block under Extensions
- Text to speech block under Extensions

Here are some tips:



As you hopefully recall, when you want information from the user you use an ask block. Whatever the user types is stored in the **answer** variable, just under the Ask block in the blue Sensing group.

After the user enters some thing to translate, you will use an extension block to translate the text to a language of your choice. You get to the translate blocks by clicking on the Extensions area at the bottom left, below all of the command groups:



There you can find command families known as extensions. We'll play with other ones on other days, but today we're using the **translate** family and the **text to speech** family.

(continued on next page)

Checklist:

- You have a fun background and only one sprite showing by default. Nothing happens when the green flag is clicked.
- When you click on the sprite it asks you for text to translate into another language (you choose the language). Say what language you're going to translate the text into.
- The sprite says the translated text out loud (use the set language to block and the speak block in the text to Speech family of extension block)
- The sprite then makes 5 to 15 clones of itself, each in a random location, and each clone says the translated text using a Say block, then disappears. The clones do not speak the text, that would be too crazy to have them all talking at once.
- When you're done, only the original sprite is on the screen and it is back to where it started originally.

As always, if you need help watch my video attached on the Google Classroom.