Scratch, day 3
Due: 4th period, Monday 10/5/20 by midnight
        3rd & 7th periods, Tuesday 10/6/20 by midnight

In today's program we will ask the user for information, show and hide a sprite, and use something called a broadcast message.

Here's the plan: When the user clicks the green flag a sprite will ask the user their name. The user types in their name, then that sprite says "Nice to meet you, Mr. Hays. Now I'm going to tell you a joke." The sprite then tells a simple joke (a knock knock joke, or something short and silly.) When the joke is over, another sprite appears and says "ha ha, that's so funny". If you click the green flag again, the second sprite disappears, and the whole thing starts over again.

Steps:

1. Create a new project. Name it day3 with your name in the title.

2. Pick a fun background.

3. Create a sprite that will be your main sprite. Make it say hello and ask the user for their name. To ask the user for something you use this block found under Sensing:
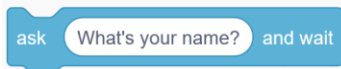
4. After the user enters their name the sprite says something like "Nice to meet you, Mr. Hays". To do this, you need to use a **say __ for __ seconds** block and a join block (join blocks are found under the Operators green group of blocks:
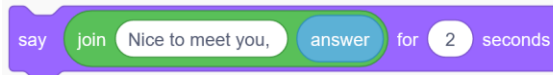
    You get the little blue "answer" block from the sensing group. This is where Scratch puts the user's name when they type it in.

5. Tell the user that you're going to tell them a joke. Wait for 1 second, then tell them the joke. Keep it school appropriate, and keep it so that you can tell the whole joke in a single **say __ for __ seconds** block. I googled " simple short jokes " and found a bunch. Maybe you know one by memory. Make the joke stay visible long enough to be read, it might need more than 2 seconds, but don't go crazy.

6. After the joke use a broadcast block (under events):

    This sense s message out to all other parts of your project that "message1" is happening. This is where things get more interesting.

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7. Create a second sprite. Drag over a "when I receive message1" broadcast block from events. Under this, put a **show** block (from looks). Add a **say __ for __ seconds** block where this sprite says something like "Ha ha, that's so funny!". Then make this sprite spin around a few times and then disappear. To spin around you can drag over a repeat 10 block, change it to 50 and then inside add a turn 15 degrees block. After the loop block, drag over a **hide** block. Finally, add a **point in direction 90 degrees** block so that the next time this sprite appears it is back to normal standing up straight.

That's it. Go for it, have fun, and don't forget to turn in a proper Share link to get credit.