

Scratch day8: translate and text-to-speech commands

Due: 4th period: 10/19/20 by midnight

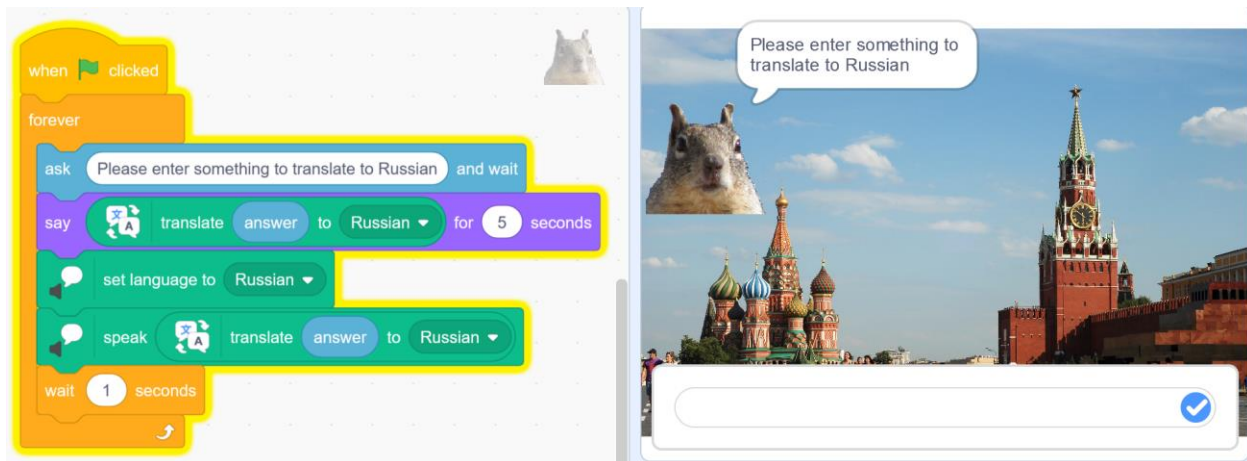
3rd & 7th periods: 10/20/20 by midnight

Today we're going to use two new block areas: translation and text-to-speech. You get them by clicking on the blue + block at the bottom left:



Go there and add the "Text to speech" and "Translate" blocks.

Then, create your own scene with a sprite who asks you to enter something in English. The sprite then translates the text into another language (you choose the other language) and then also says the translated text out loud in the other language. Here is the program I wrote:



Add a fun background that goes well with your chosen language. I chose a view of Red Square in Moscow because I am translating into Russian. You can find images online, save them to your computer, and then import them into the background on Scratch. If you have trouble doing this, I am OK if you just use a fun background from Scratch.

The program needs to do the following:

1. Ask the user for something to translate and say what language it is going to get translated to.
2. Say the translated text for 5 seconds.
3. Speak the translated text.
4. Wait 1 second with nothing happening.
5. Repeat

The program I show above does all of this. You can add more if you want, but this is all that I am asking for today. (You could, for example, translate the phrase into more than one language, or even have two sprites have a discussion in a different language, but don't go too crazy, I want you to get your resume done by the end of the day of our next class.)