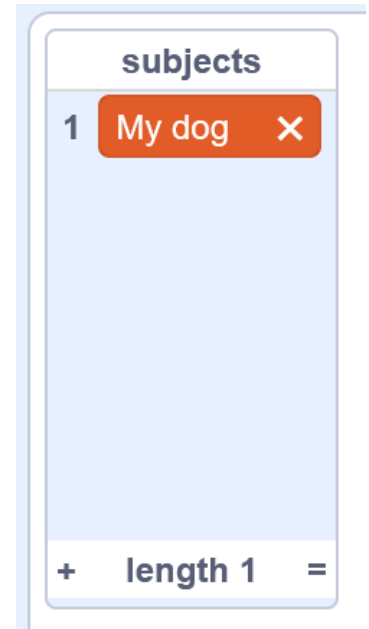


day57 Scratch sentences
Due Friday 2/2/24

Remember back in the Fall when we did the Python random sentences project? Well we're going to implement it in Scratch.

Find and open up your old Python program (assuming you did it; if you did not do it, today's the day! :-).

In Scratch, create three list variables: subjects, verbs, adverbs. Enter a set of subjects into the subjects variable manually. (You can add items to a list variable by clicking the + sign on the bottom left.) Make sure your subjects are capitalized (first letter) like they would be in a regular sentence. See my example here to the right. Include a space after your subject so that later when we put everything together the words have spaces between them.



Add at least five subjects.

Then add at least five verbs to the verbs list. The verbs should agree with your subjects, meaning if you used "My dog" for a subject you need to use "runs" not "run" or "running". I want the subjects and the verbs to go together properly. Put a space after each verb.

Then add at least five adverbs to the adverbs list. Remember, adverbs modify the verbs. Put a period or question mark or exclamation point after each adverb. So to continue my dog example, I might put "awkwardly.", or "quickly.", or "embarrassingly." as adverbs. Notice that these would all work with "runs", like this:

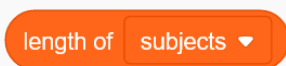
My dog runs awkwardly. My dog runs quickly. My dog runs embarrassingly.

Now, set a fun background.

Delete the cat, and add your own sprite. In that sprite, make it give us a funny random sentence every time you click on the sprite. Make your project speak the sentence out loud.

How to do everything?

Well... you can figure out how long a list is using the length of block:



And you can pick a random number from 1 to that number like this:

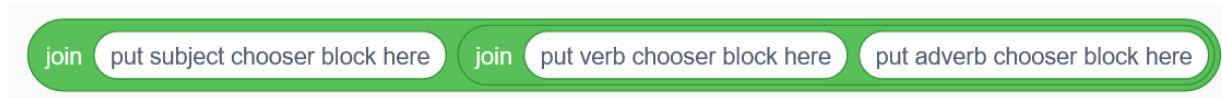


Then you can pick a random subject like this:



(continued on next page)

You can join a subject, verb, and adverb together like this:



Then you can put that whole thing into a Say block and you've done it. Make the sentence stay up for 4 seconds instead of the default 2.

Every time you click on the sprite, it says it a new sentence.

Now, please test your code to make sure you're doing this correctly. You need to put spaces and punctuation into your list entries so that you don't end up with things like this:

Mydogrunsawkwardly

What's up with that? Well, I didn't put a space after "My dog" like this "My dog ", and I didn't put a space after "runs", and I didn't put a period, or other punctuation mark after "awkwardly". Much better would be this:

My dog runs awkwardly!

To get full credit your project will produce a random sentence every time the user clicks on the sprite using the system I describe above. The sentences make sense grammatically, start with a capital letter, and end with punctuation. You are using a sprite that is not the cat, and you have a fun background. You have at least 5 items in each list variable. The list variables are hidden. Plus, the sprite says the sentence out loud using the text to speech block (see next paragraph).

Remember how to make a project speak? Get the text to speech Extensions, then use them to make your sprite say the sentence out loud. (To do this you will have to store the sentence in a new variable (a regular variable, not a list variable) and then use that variable with the Say block and then with the speak block.

Turn in a share link after you are sure your project is working. **Call me over to check you off in person as well.**