

Student Name: _____

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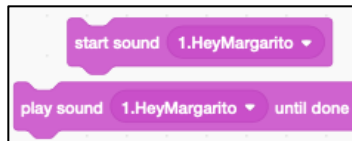
Dialogue – “Telling A Joke” (100 pts.)

Timing / Sprites / Dialogue Boxes / Audio



View the Model “Telling A Joke.” *The video can be found on the ECS website.*

- Select a Partner - “Pair Programming:”
- Find a joke – Make it clean and appropriate.
- Storyboard the Scene and Dialogue – submit for credit prior to creating it in Scratch.
- Partners should take individual photos of themselves in front of the Green Screen, import them into Scratch as Sprites and remove the background in Scratch by using the eraser.
- Audio: If your computer has a microphone, then you can record your voice in Scratch: select the drop down arrow in “Start Sound” or Play Sound,” and you will be able to “Record” your voice. If you can’t record your voice on your computer, then use your phone and email the file to yourself and upload it to your program.



- Begin building your dialogue in Scratch - view the grade sheet to maximize points.
- When you have finished building your version of “Telling A Joke”, “Share” it and send me the URL so that I can post it on the class website and grade it.

Note: Here is script you will find useful to use in your program:



Grade Sheet

At least two student images (You and someone else cleaned in Photoshop) and a backdrop are present.	20 pts.
Each student says at least 2 things at different points in the conversation. The conversation should flow nicely – How you organize the timing in your program is very important!	20 pts.
A dialogue box must appear each time a student talks. The text seen in the dialogue box must match the words being heard.	20 pts.
The timing of the dialogue box (when it appears and disappears) and the statement being heard must match perfectly.	20 pts.
The dialogue boxes must point at the actual individual who is speaking at that moment.	20 pts.