

Project 151

151



Coding School



PictoBlox

❖ Add the relevant frames using the link below.

❖ Select a background and add the Blue Sky 2 backdrop.



❖ Add the Teacher sprite using Upload a sprite. Set its X, Y position and size as below.



Sprite	Teacher	x	-157	y	-38
Show	☒ ☐	Size	120	Direction	90

❖ Add the Book sprite using Upload a sprite. Set its X, Y position and size as below.



Sprite	Book	x	116	y	56
Show	☒ ☐	Size	70	Direction	90

- ❖ Add the Apple sprite using choose a sprite. Set its X, Y position and size as below



Sprite	Apple	x	98	y	-16
Show	☒ ☐	Size	100	Direction	90

- ❖ Add a sprite as Book using Print. Set its X, Y position and size as below.



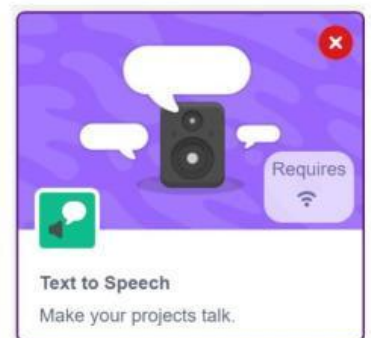
Sprite	Sprite1	x	-55	y	114
Show	☒ ☐	Size	100	Direction	90

- ❖ Add a sprite as Apple using Print. Set its X, Y position and size as below.



Sprite	Sprite2	x	36	y	28
Show	☒ ☐	Size	100	Direction	90

Let's make a Natural Language processing extension for Add Extension.



- ❖ Let's prepare the code for this app now.

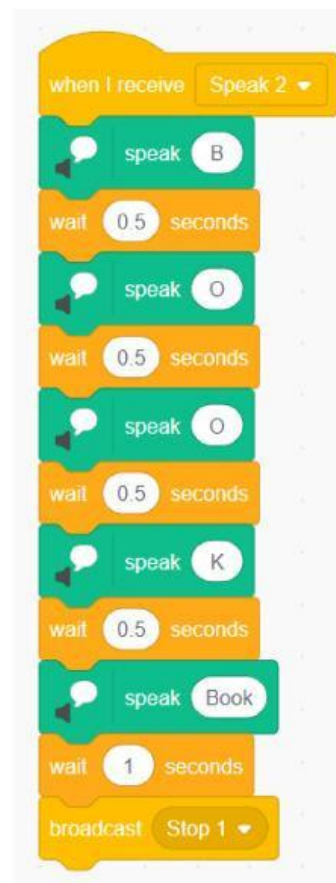


- ❖ Prepare the code for the sprite as follows.

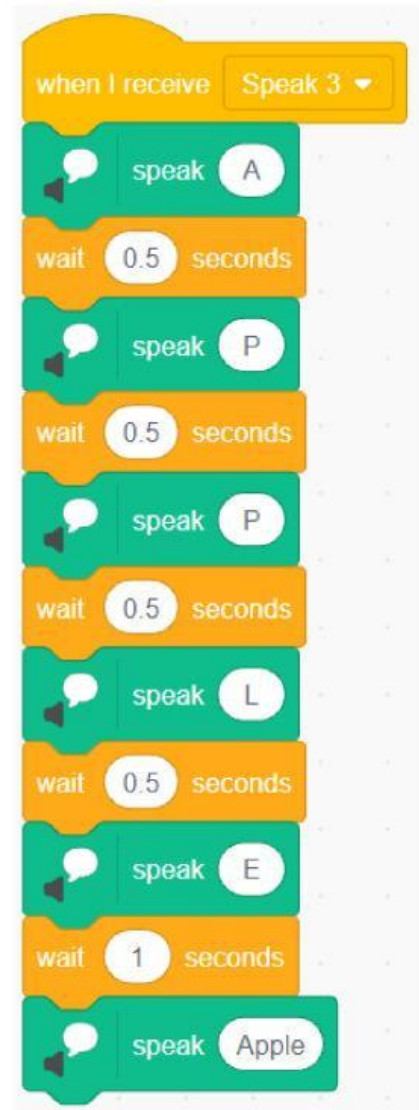
- ❖ When you click on the green flag, the alto voice should sound like Good morning kids and a message like Speak 1 should be broadcast.



- ❖ When a message is received as Speak 2, a voice as B should be heard and after 0.5 seconds a voice as O should be heard. After 0.5 seconds a voice should be heard as O and after 0.5 seconds a voice as K should be heard. After another 0.5 seconds a sound as Book should be released. After 1 second, a message as Stop 1 should be broadcast



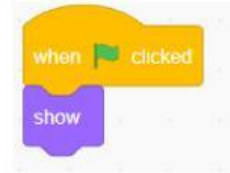
- ❖ When a message is received as Speak 3, a voice as A should be heard and after 0.5 seconds a voice as P should be heard. After 0.5 seconds a voice like P should be heard and after 0.5 seconds a voice like L should be heard. After 0.5 seconds a voice like E should be heard. After another 0.5 seconds you should hear an APPLE sound.





- ❖ Prepare the code for the sprite as follows.

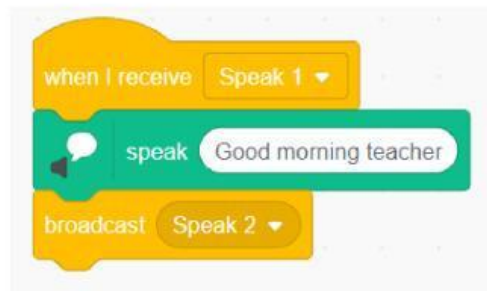
- ❖ Prepare the code to show this sprite when the green flag is clicked.



- ❖ After receiving a message as Stop1, this sprite should be hide.

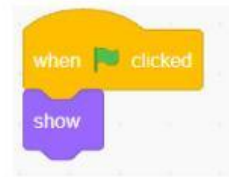


- ❖ When a message is received as Speak1, a voice as Good morning teacher should be played and a message as Speak 2 should be broadcast.



- ❖ Prepare the code for the sprite as follows.

- ❖ Prepare the code to show this sprite when the green flag is clicked.



- ❖ After receiving a message as Stop1, this sprite should be shown. A message should be broadcast as Speak 3.



- ❖ Prepare the code for the sprite as follows.

- ❖ After receiving a message as Stop1, this sprite should be shown.



- ❖ Prepare the code to show this sprite when the green flag is clicked.

