Project 151

DP EDUCATION Coding School

PictoBlox

❖ Add the relevant frames using the link below.

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

Blue Sky 2

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

Teacher

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.

Book

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

Apple

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

Book
Sprite1

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.

Apple
Sprite2

Sprite	Sprite2	↔ x	36	↕ y	28
Show	⊙ ∅	Size	100	Direction	90

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

Text to Speech
Make your projects talk.

Requires 📶
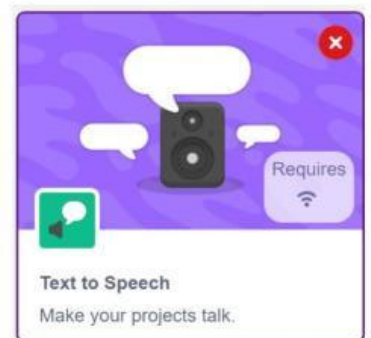
❖ Let's prepare the code for this app now.
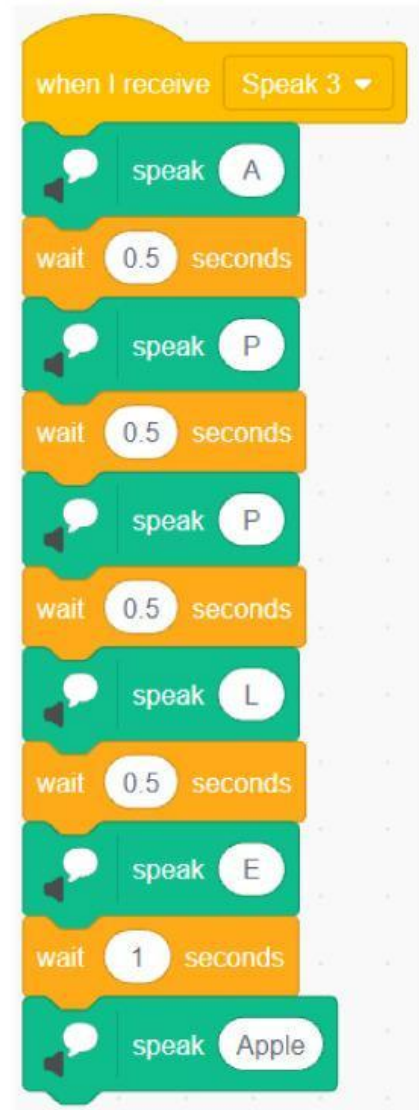
❖ Prepare the code for the sprite as follows.

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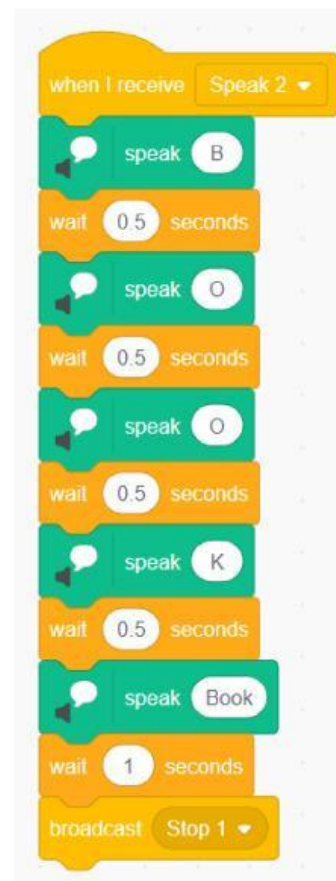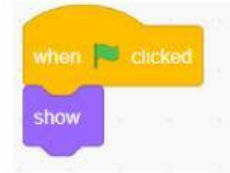
❖ When a message is received as Speak 3, a voice as A should be heard and after 0.5 seconds a voice as P should be heard. After 0.5 seconds a voice like P should be heard and after 0.5 seconds a voice like L should be heard. After 0.5 seconds a voice like E should be heard. After another 0.5 seconds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

```
when I receive   Speak 3 ▼

    speak   A

  wait  0.5  seconds

    speak   P

  wait  0.5  seconds

    speak   P

  wait  0.5  seconds

    speak   L

  wait  0.5  seconds

    speak   E

  wait   1   seconds

    speak   Apple
```

❖ [Book] Prepare the code for the sprite as follows.

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

```
when [green flag] clicked
show
```

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

```
when I receive Stop 1 ▼
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.
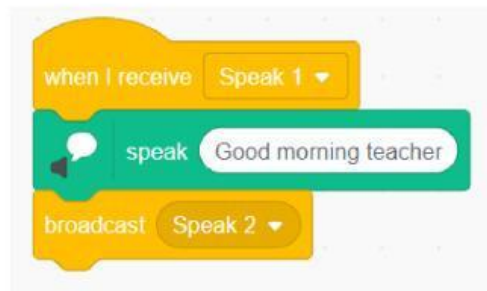
```
when I receive Speak 1 ▼
speak Good morning teacher
broadcast Speak 2 ▼
```

❖ [Apple Sprite2] Prepare the code for the sprite as follows.

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

```
when [flag] clicked
show
```
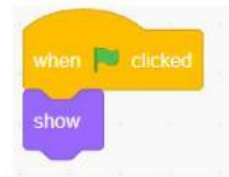
❖ After receiving a message as Stop1, this sprite should be shown. A message should be broadcast as Speak 3.

```
when I receive Stop 1
show
broadcast Speak 3
```

❖ Apple   Prepare the code for the sprite as follows.

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

```
when I receive Stop 1
show
```

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

```
when [flag] clicked
show
```