Project 151

DP EDUCATION

Coding School





LIVEWORKSHEETS

❖ 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.





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





LIVEWORKSHEETS

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





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



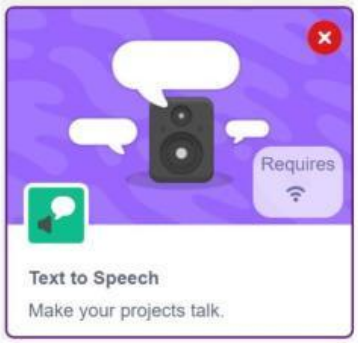


❖ Add a sprite as Apple using Print. Set its X, Y position and size as below.





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



LIVEWORKSHEETS

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

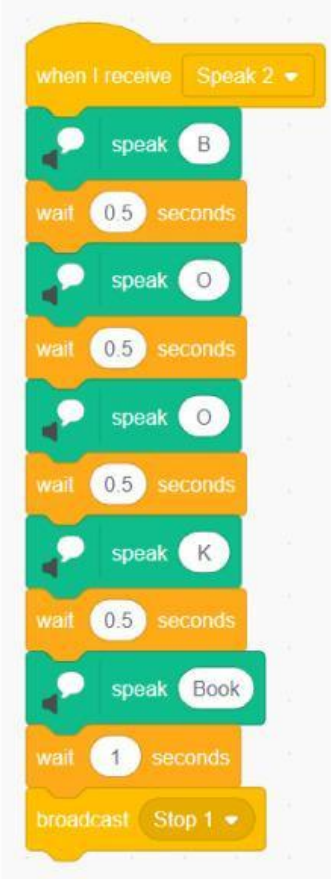


❖ Prepare the code for the sprite as follows.

❖ 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.

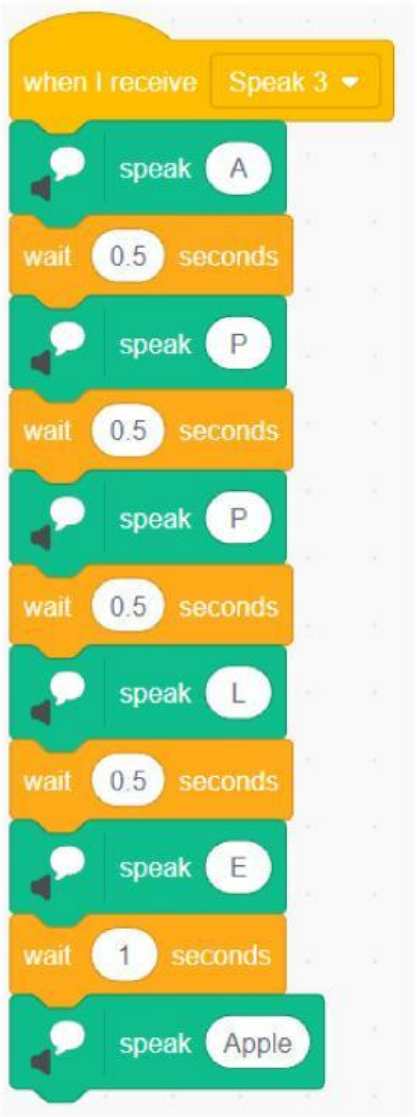


❖ When a message is received as Speak 2, a voice as B should be heard and after 0.5 seconds a voice as O should be heard. After 0.5 seconds a voice should be heard as O and after 0.5 seconds a voice as K should be heard. After another 0.5 seconds a sound as Book should be released. After 1 second, a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



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❖ 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.

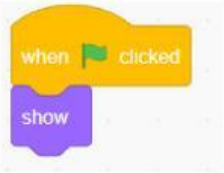


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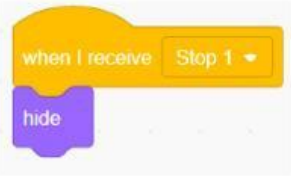
❖ 

Prepare the code for the sprite as follows.

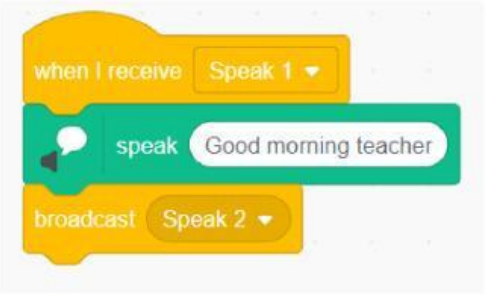
❖ Prepare the code to show this sprite when the green flag is clicked.



❖ 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.

LIVEWORKSHEETS

❖ 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.



LIVEWORKSHEETS