

Name: \_\_\_\_\_

# Creating stories

Direction: Match the definition and the words.

a value that does not change



● constant

a thing that happens  
or takes place



● variable

the result or way something  
turns out



● event

a value that can change  
depending on certain conditions



● outcome

a small program that is part  
of the main program



● subprogram

## Unit 4 Be a storyteller

### Creating stories

#### Get started!

In groups of 3 or 4, play the "Pass the story" game. In this game, one person starts a story and then the next person continues it, and so on.

An example is shown below.

Person 1 starts off the game.

Person 1 says: "Once upon a time ..."

Person 2 continues the story by adding one sentence.

Person 2 says: "There was a little girl who loved bunnies."

Person 3 adds another sentence to continue the story.

Person 3 says: "She asked her parents if she could get a pet rabbit."

Person 1 (or 4) continues the story by adding another sentence.

Person 1 (or 4) says: "Her parents told her she can and they all went to the pet store."

And so on.

This continues until your teacher tells you to stop.



#### You will learn to:

- use variables in algorithms
- create a clear name for each variable
- develop programs with a variable
- write an outline plan for a program.

In this unit, you will develop algorithms and programs with variables using Scratch.



## Warm up

Work in pairs. Look at the series of images for a story below.



Re-arrange the images in the correct sequence to tell a story that makes sense.

- 1 Image \_\_\_\_
- 2 Image \_\_\_\_
- 3 Image \_\_\_\_
- 4 Image \_\_\_\_
- 5 Image \_\_\_\_
- 6 Image \_\_\_\_

Compare your answer  
with your partner's.



## Do you remember?

Before you start this unit, check that you:

- know how to develop algorithms where two objects interrelate
- know how to develop programs where two or more objects can interact.

In this unit, you will use Scratch.  
There is an online chapter all about Scratch.

