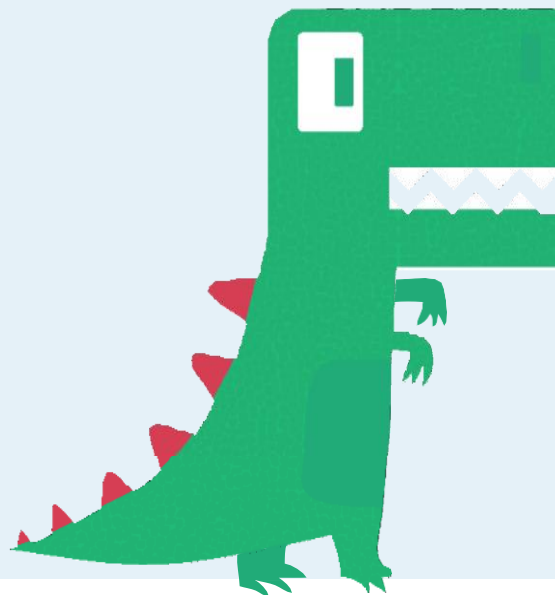
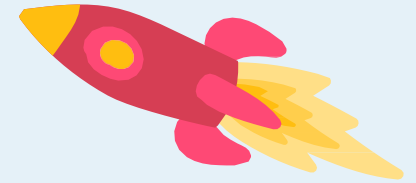


Student workbook

Bonjour little fish

Code Playground



Next page ▶

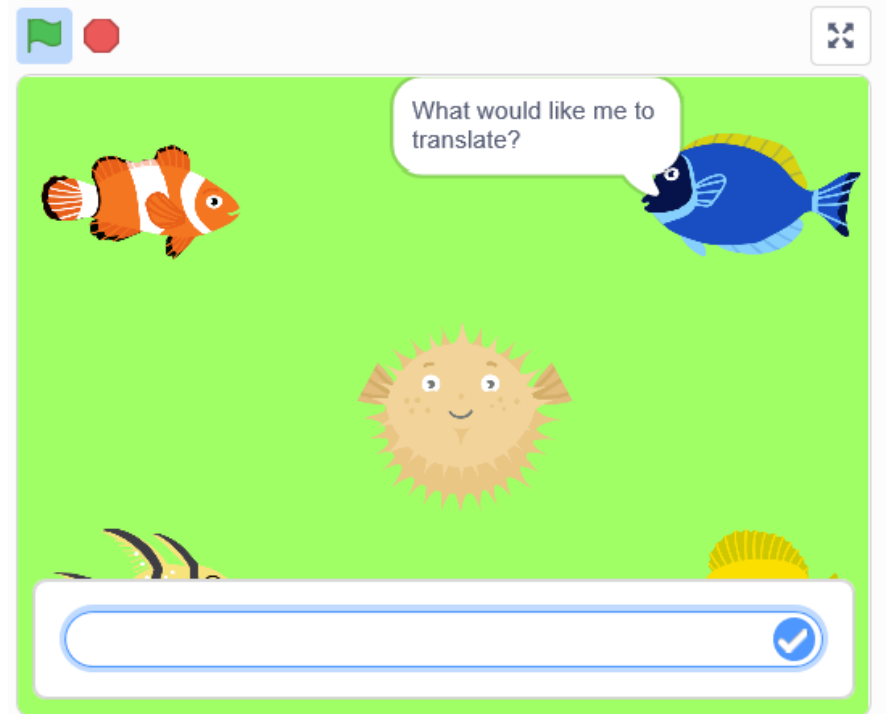
Bonjour little fish

Code Playground Live

The Scratch extensions let you use other systems and hardware in your creations. In this project we will use the text to speech and translate extensions to create a language helper.

This workbook will show you how to use the extensions and is designed for Scratch 3.0.

Hope you enjoy the game!

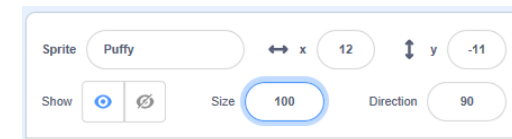
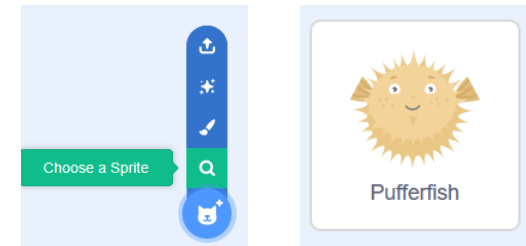
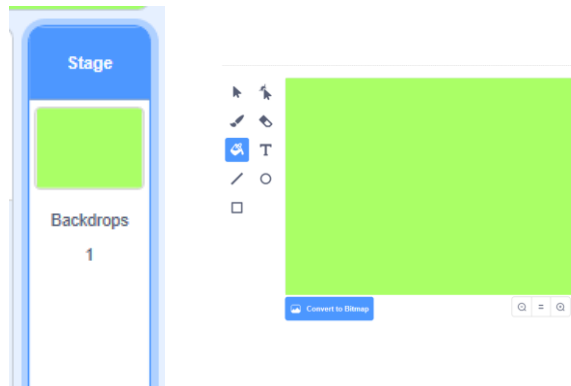


Bonjour little fish

Code Playground Live

Step 1

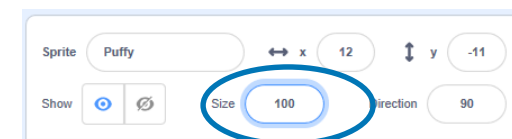
We have used a plain backdrop and used the fill option to colour it in. Click on the 'stage' icon and then go to the 'Backdrops' tab. From here you can pick a colour and use the fill option.



Step 2

Next we need to pick our main character, use the 'Choose a Sprite' option and select a main character from the library. In this guide we have used the 'Pufferfish' sprite.

**Top tip: use the 'size' sprite tool to help make sure your sprites fit on the screen



Bonjour little fish

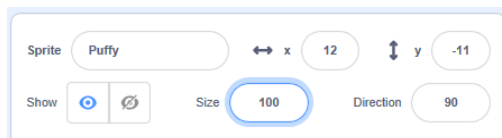
Code Playground Live

Step 3

Again using the 'Choose a Sprite' option, pick a second character to use in your project. This time we have used the 'Fish' sprite.

Now you're ready to start coding!

**Top tip: rename your sprites as you create / import them to keep track of your coding

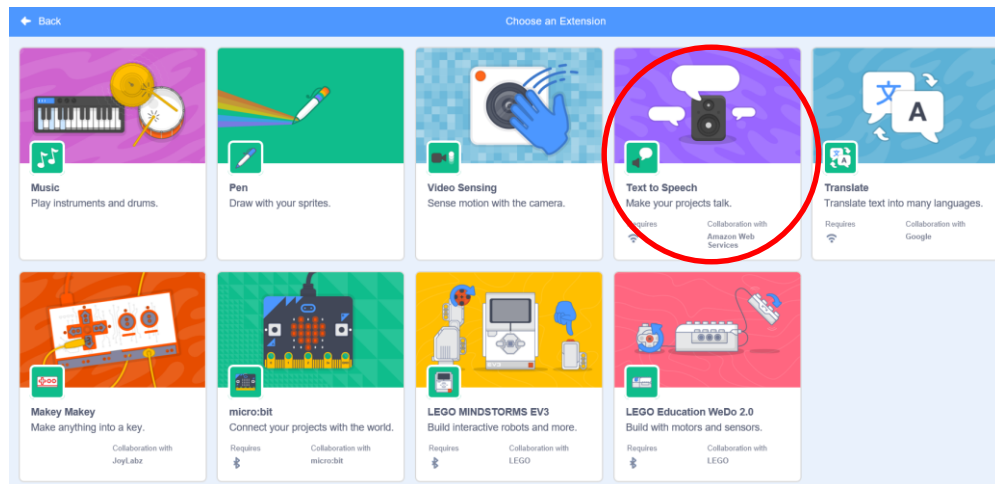


Bonjour little fish

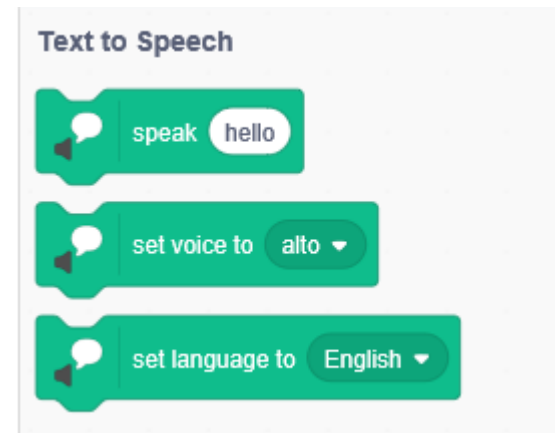
Code Playground Live

Step 4

First we need to select the extensions we want to use in the project. These are found under the coding blocks on the blue 'Extensions' button. This will show you all of the extension blocks that can be added to your project.



Click on 'Text to Speech' and you will then see new blocks that you can use in your coding. Once you have the new blocks, go back in to the extensions tab and select 'Translate' as we will be using that one too!

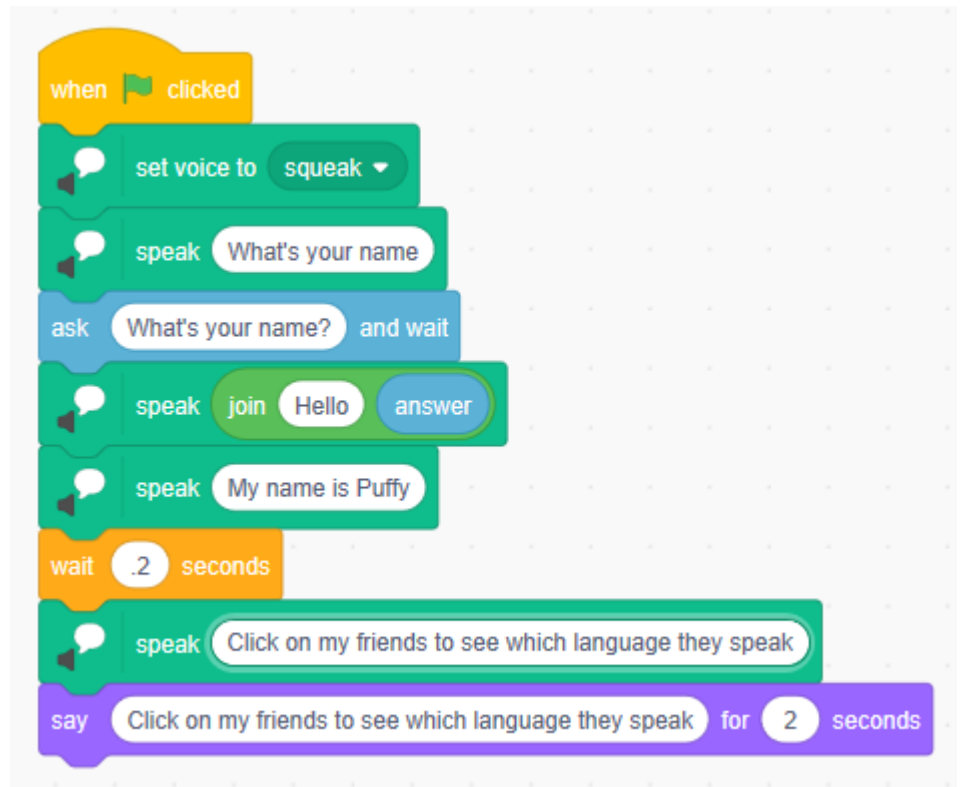


Bonjour little fish

Code Playground Live

Step 5

First we use this code to set up the start of the project, this needs to be added to the 'Pufferfish' sprite. Make sure you click on the sprite and it has a blue outline before you start coding.

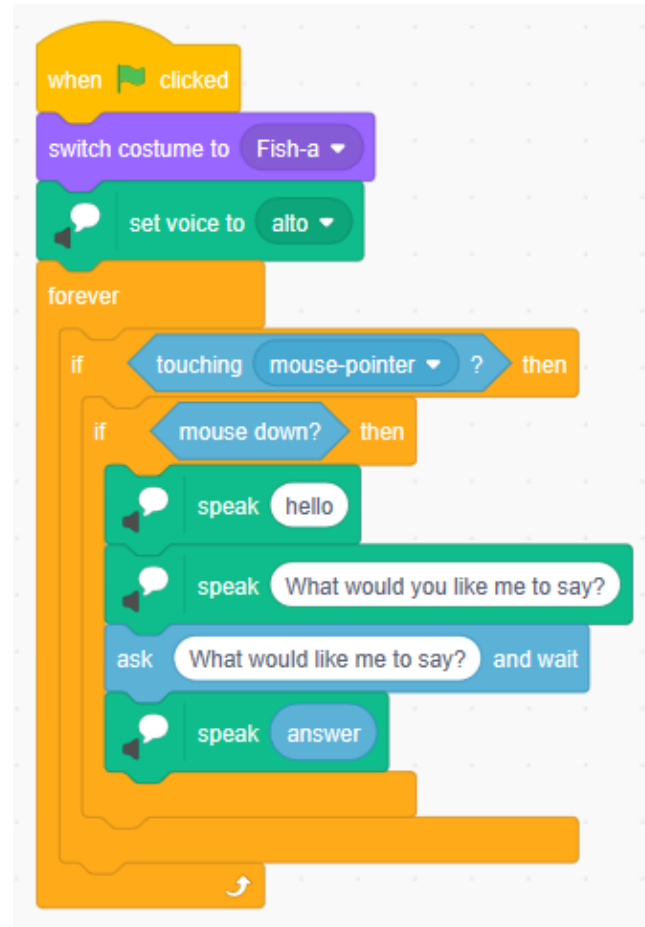


Bonjour little fish

Code Playground Live

Step 6

Add this code to the 'Fish' sprite and then watch and listen as the fish says what you type!



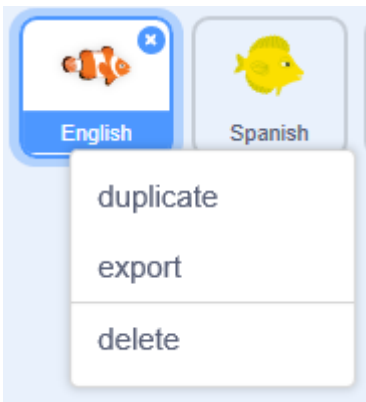
Bonjour little fish

Code Playground Live

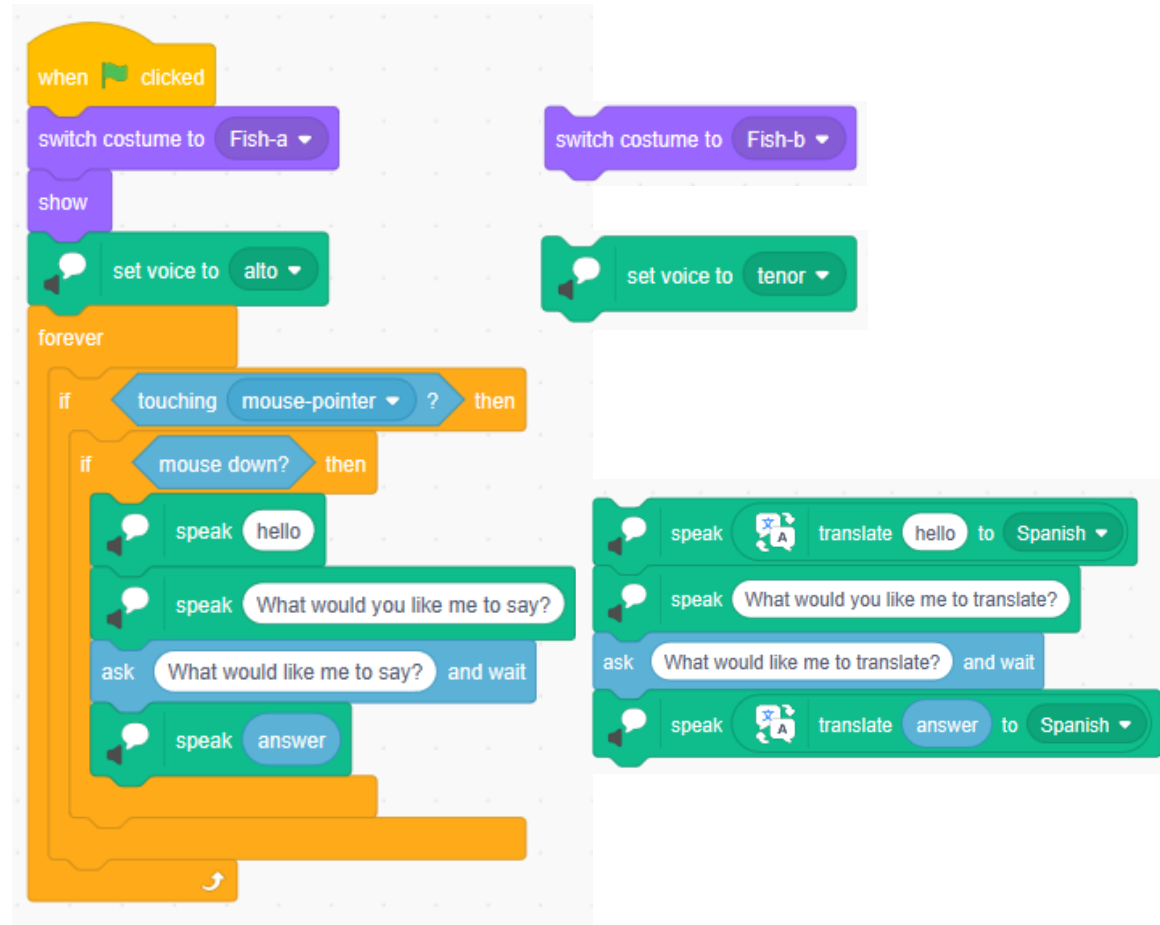
Step 7

Now we can create even more characters for our project at the click of a button! If you right click on your 'Fish' sprite and then click 'duplicate', then a new version of that sprite will appear.

If you change the blocks highlighted below, your new fish will be able to translate you text into another language and then say it back to you.



**Top Tip – The fish sprite has 4 different costumes and if you duplicate the new version, you can update just the costume and language to add more languages to your project.



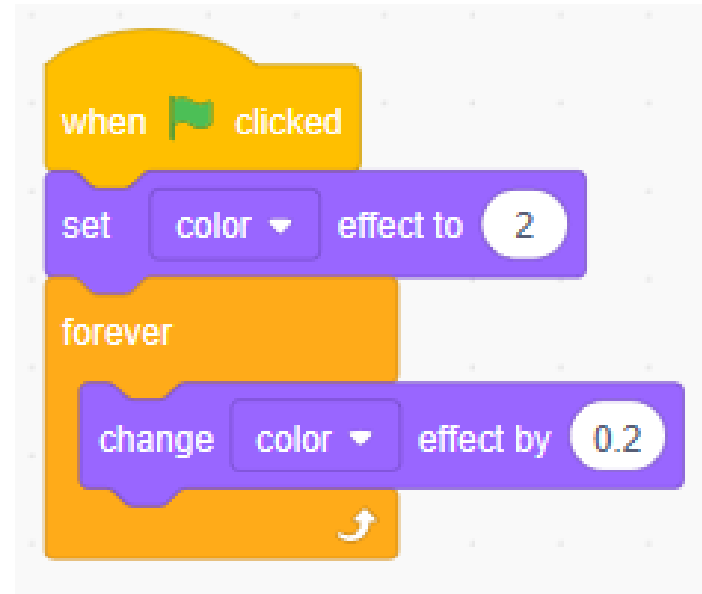
Bonjour little fish

Code Playground Live

Step 8

To finish the project off we can add in some colour effects to the backdrop to make it a bit more interesting. Add this script, or one of your own, to the stage to see the visual effects you can add.

Your project is now ready to try. Click the green flag to get started and give it a go...



Bonjour little fish

Code Playground Live

Level up!

- Can you make the code for this project more efficient?
- Can you animate the characters?
- What other features can you add to this project?
- Think about adding the text to speech or the other extensions to your future projects.

Notes

Code Playground