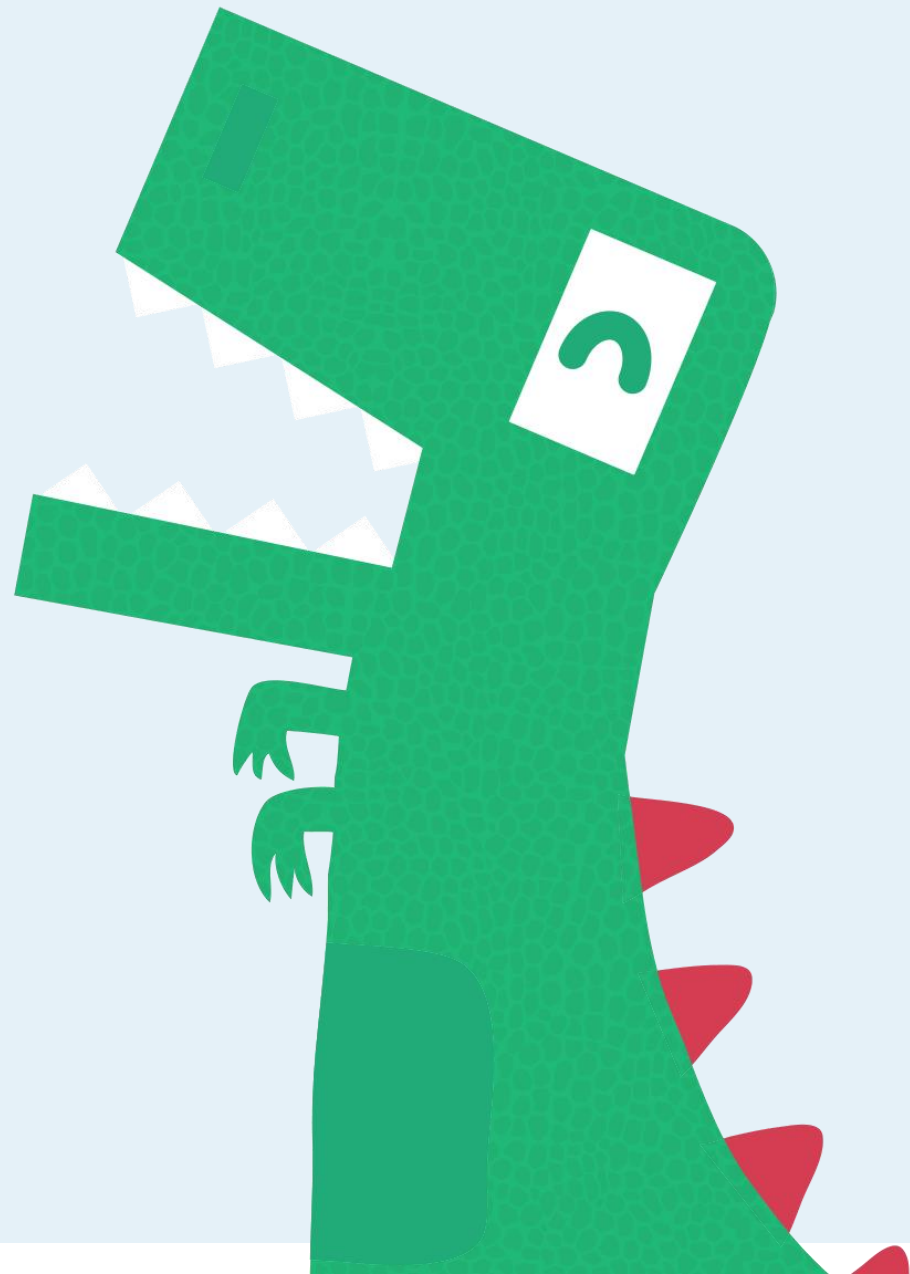


Student workbook

Prince and Princess

Code Playground



Next page ►

Sequencing level 1

Scratch project

Become the story teller as we look at why it's important for your instructions to be easy to understand. Create your story by putting the instructions in the right order.

This project is designed for Scratch 3.0.

Hope you enjoy the game!

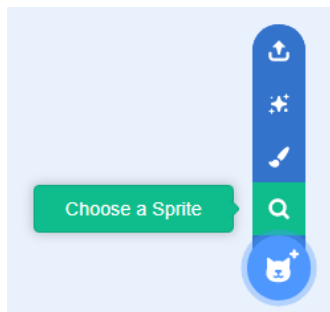
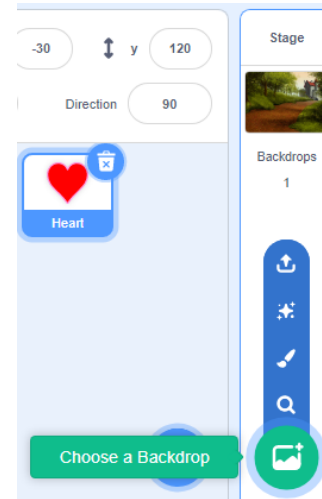


Sequencing level 1

Scratch project

Step 1

You'll need to add a backdrop for this project. Choose from the backdrop library to use as your stage. We've used the 'Castle 2' backdrop.



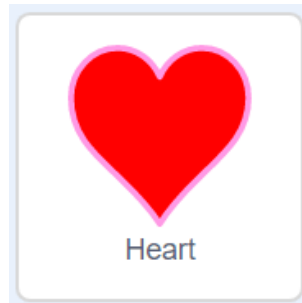
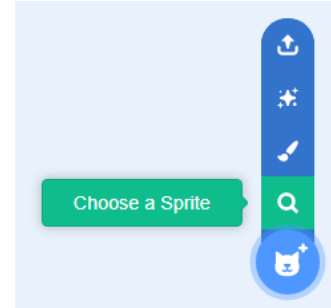
Step 2

Next you need to get your characters for the story. Click 'Choose sprite from library' and select the 'Princess' sprite.

Sequencing level 1

Scratch project

Go back to the sprite library to select 2 other characters, the 'Frog 2' and 'Prince' sprites. You will also need the 'Heart' sprite to use in the story.

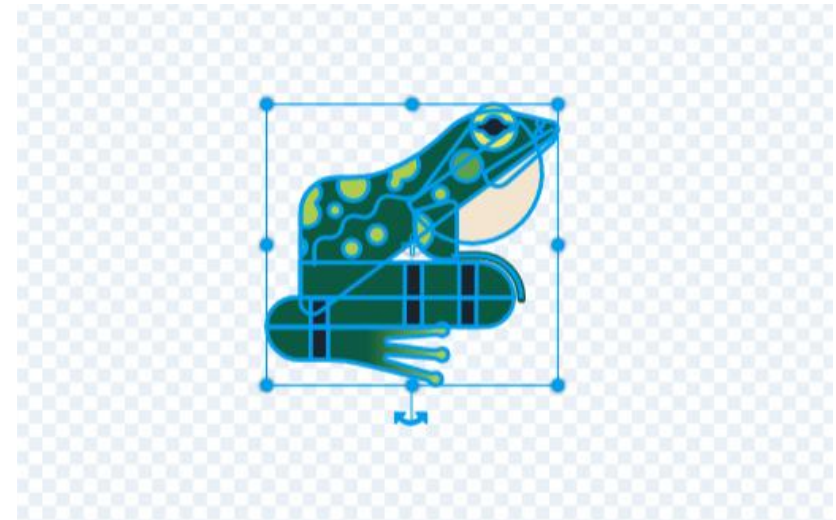
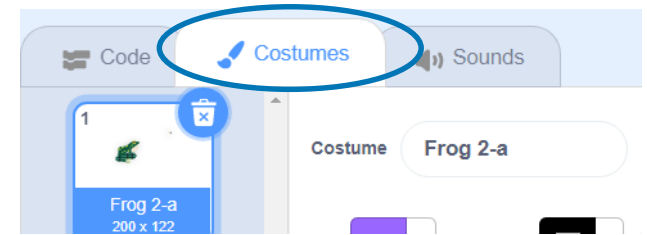


Sequencing level 1

Scratch project

Step 3

Select the 'Frog 2' sprite so you have the blue outline in the sprite area. Then go to the costumes tab above the blocks section. You can then delete the fly, and re-centre the sprite.



Sequencing level 1

Scratch project

Step 4

For the first part of the story add this code to the 'Princess sprite'. This will start the story and we will add more later on.



```
when green flag clicked
hide
go to x: 140 y: -20
wait 1 seconds
show
say Help! The evil witch has turned Prince Charming into a frog! for 2 seconds
wait 1 seconds
say URGH! I have to kiss the frog to break the spell. for 2 seconds
```

Sequencing level 1

Scratch project

Step 5

The next part of the story happens on the 'Frog 2' sprite. This script controls when the frog shows on screen and when it starts to speak.



```
when green flag clicked
hide
go to x: -70 y: -10
wait 3 seconds
show
wait 4 seconds
say Help me please, I'm stuck in a frogs body. for 2 seconds
```

Sequencing level 1

Scratch project

Step 6

Now we go back to the 'Princess' sprite for the next part of the story. Add this code to move the Princess to the frog at the right time.



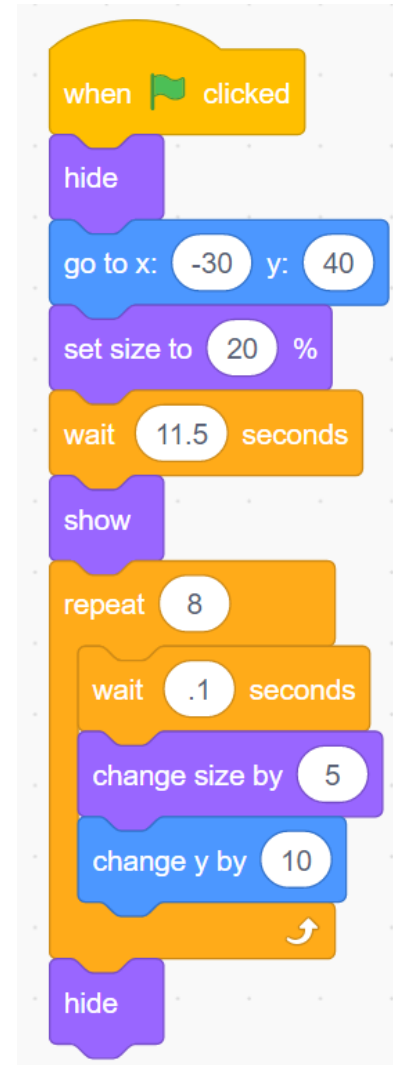
```
when green flag clicked
hide
go to x: 140 y: -20
wait 1 seconds
show
say Help! The evil witch has turned Prince Charming into a frog! for 2 seconds
wait 1 seconds
say URGH!! I have to kiss the frog to break the spell. for 2 seconds
wait 5 seconds
move -155 steps
wait 1 seconds
move 155 steps
```


Sequencing level 1

Scratch project

Step 7

The next bit of code controls the 'Heart' sprite to make sure it's in the right place at the right time. It then rises up the screen and grows bigger before it disappears again.



Sequencing level 1

Scratch project

Step 8

Now the Princess has kissed the frog, we need to change it into a Prince. Add this code to start the transformation.



```
when clicked
hide
go to x: -70 y: -10
wait 3 seconds
show
wait 4 seconds
say "Help me please, I'm stuck in a frogs body." for 2 seconds
wait 1 seconds
play sound "Magic Spell" until done
wait 1 seconds
repeat 3
  wait .3 seconds
  change whirl effect by 300
change ghost effect by 100
hide
```

Sequencing level 1

Scratch project

Step 9

The next part of the story happens on the 'Prince' sprite. Add this code to set up the Prince and to make him appear from the fog.



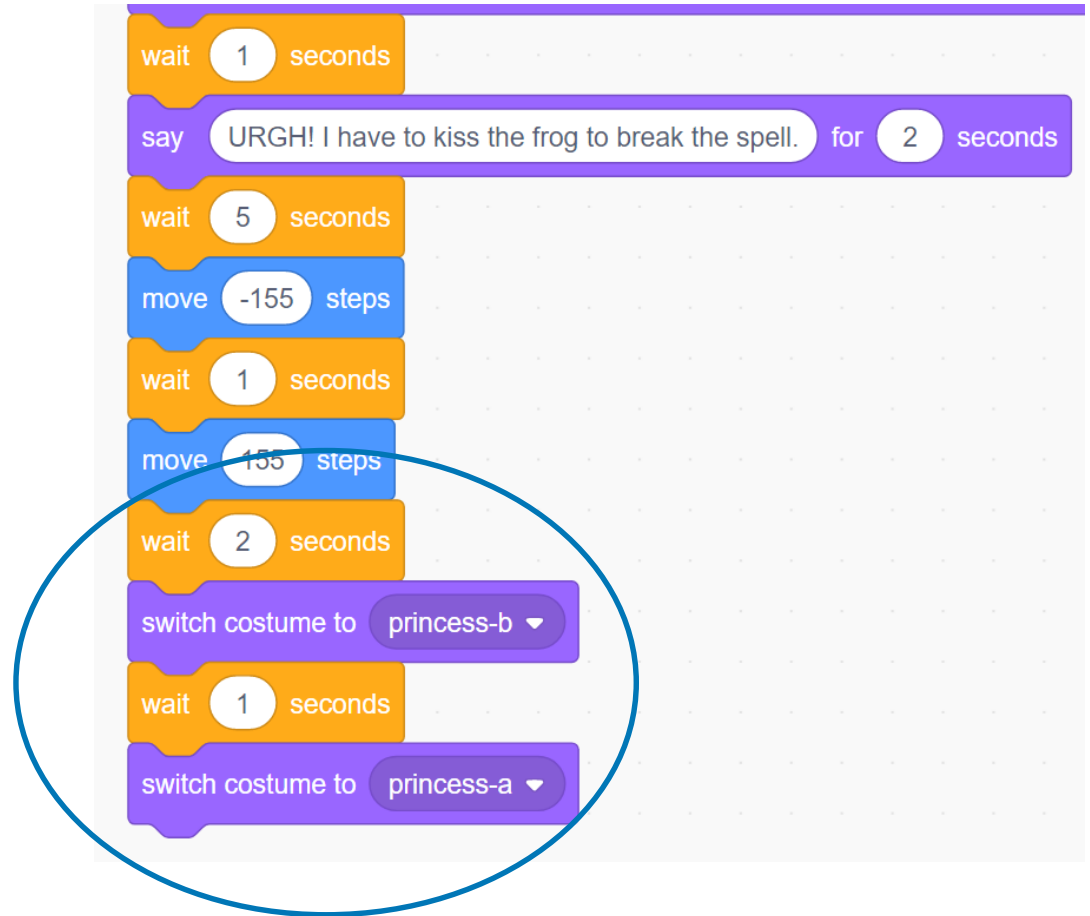
```
when green flag clicked
  show
  set ghost effect to 100
  go to x: -70 y: -10
  set whirl effect to 900
  wait 14 seconds
  change ghost effect by -100
  repeat 3
    wait .3 seconds
    change whirl effect by -300
  clear graphic effects
  wait 1 seconds
  say "You have freed me from the witch's spell!" for 2 seconds
  stop all
```

Sequencing level 1

Scratch project

Step 10

This last bit of the story shows how happy the Princess is to have the Prince back. Add this code to the bottom of the code on your 'Princess' sprite.



```
wait 1 seconds
say URGH! I have to kiss the frog to break the spell. for 2 seconds
wait 5 seconds
move -155 steps
wait 1 seconds
move 155 steps
wait 2 seconds
switch costume to princess-b
wait 1 seconds
switch costume to princess-a
```

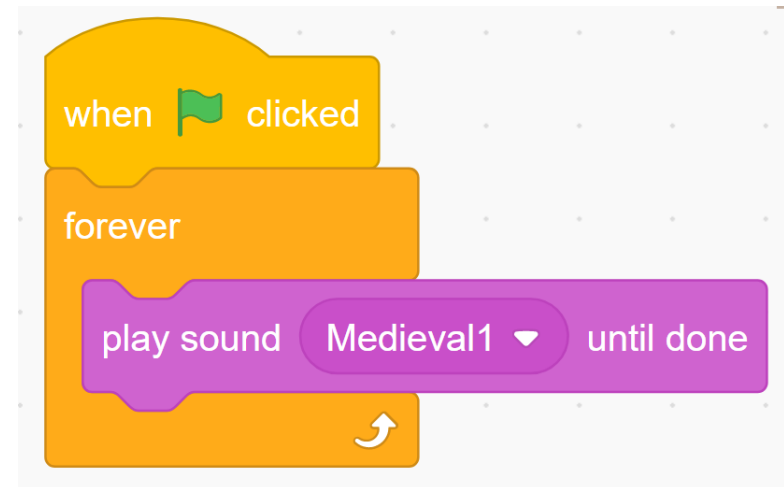
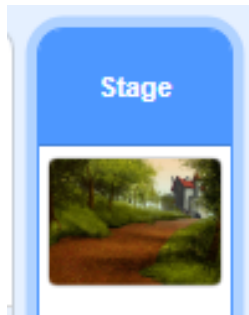
Sequencing level 1

Scratch project

Step 11

For the last bit of code, we will add some background music to the project. Add this bit of code to the stage area.

Your story is now ready to play.



Sequencing level 1

Scratch project

Level up!

- Can you add in an introduction and finale for your story?
- Can you add more characters / scenes to the story?
- Can you make the same project with less blocks and make it more efficient?
- Can you make the story interactive, so the user has to make choices that affect the story?
- Use the skills and code from this project to create your own story.

Notes

Code Playground

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