

Story 1: Greedy dog

For kids, usually curriculum covers the story which gave morals. A greedy dog is a story covered in most school syllabus. Students will be more interested in stories. If we gave such topics to kids to develop Projects in a class whole student will come up with their own creativity. For a simple problem n number of solutions can be obtained. You can find there are 3 important stages in developing a story

1. Beginning: setting background and casting characters
2. Middle: Developing the story.
3. Climax: A climax that ends with a moral or a happy ending.

All of us will have learned the story of "The greedy dog that lost his bone by barking to his image itself. Here is an animated story telling method of scratch .If we give such topics for students they will be more impressed to create projects. They will come up with different creative works and each of these will be innovative.

The story needs different costumes of dog and background (stage). Creating sprites for a project depends on student's creativity. They can use sprites available in scratch or can download images. In this story there are 5 stages. Three sprites are used. That mainly focus on sprite1 (dog) which has different customs, sprite2 (bone) and next is the image in water. Digital storytelling is a multiprocessing activity just like drama.

```

when clicked
  show
  point in direction 90
  go to x: -320 y: 0
  set x to 0
  repeat 16
    switch to costume costume2
    move 10 steps
    wait 1 secs
    switch to costume costume1
    move 10 steps
    wait 1 secs
    set x to x + 1
    if on edge, bounce
  hide
  point in direction -90
  broadcast new stage

when I receive new stage
  glide 1 secs to x: 221 y: -10
  wait 0.1 secs
  show
  repeat 10
    switch to costume costume2
    move 10 steps
    wait 1 secs
    switch to costume costume1
    move 10 steps
    wait 1 secs
    if on edge, bounce
  hide
  broadcast bridge image

when I receive bridge image
  glide 1 secs to x: 33 y: 4
  show
  switch to costume costume5
  say another dog with bone..... i want that toooo..... for 2 secs

when I receive sad dog
  say i lost my bone for 2 secs

when I receive bone fell
  play sound Dog1
  play sound Dog1
  hide

```

(a)Scripts for a dog

```

when I receive bridge image
  glide 1 secs to x: 35 y: -40
  show
  play sound Dog1
  wait 2 secs
  broadcast bone fell
  hide

when clicked
  hide

when I receive bridge image
  switch to costume costume5

when I receive bone fell
  show
  glide 2 secs to x: -12 y: 0
  wait 0.45 secs
  hide
  broadcast sad dog

when clicked
  go to x: -12 y: 224
  hide

```

(b)Scripts for bone

(c)scripts for dog holding bone

Fig scripts for greedy dog story creation



scene1 forest



scene2 holding bone



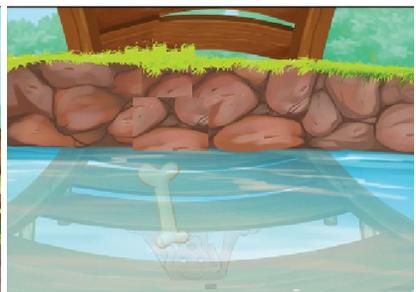
scene 3 a bridge



scene 4 a bridge with water



scene 5 a dog passing a bridge



scene 6 bone reflection in water



scene 7 Dog reflection



scene 8 bone falling down



scene 9 Dog felt very sad

Fig Different stages of Greedy dog project

Story 2 Thirsty crow

The second well known example where kids find it in their curriculum is thirsty crow. This story includes 4 sprites with different costumes, crow, tree, pot, pebbles. By using the different costumes of crow, flapping effect is shown.

Similarity is included between these two examples. To show dogs movement and crow flapping effect same techniques is used. In both the examples we have incorporated so many backgrounds screen. The only difference in second example is crow can talk itself in the form of printed text by using Looks block category.



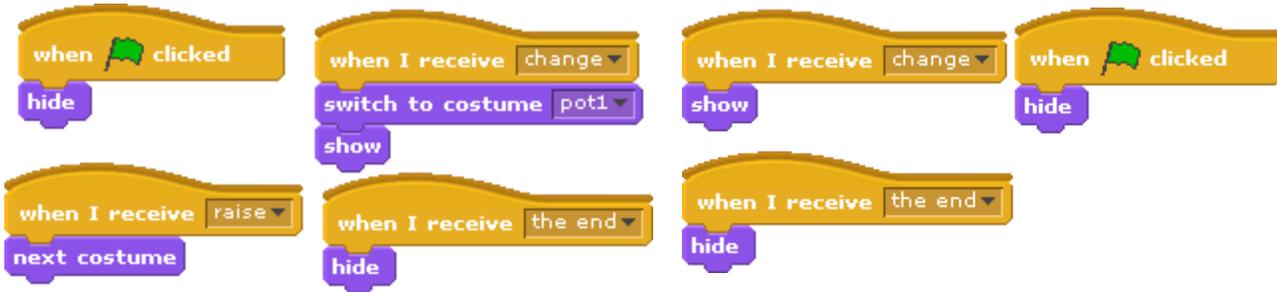
Fig Looks blocks



Fig scripts for Thirsty crow story creation

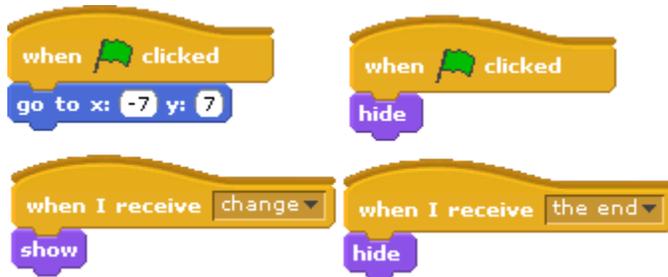
This is the main script for crow. Initially the backgrounds, costumes of the crow and its coordinates are set properly. After that what it has to do, that will be decided within the repeat until loop. This loop is repeated several times. Because once it reaches edges of stage in scratch GUI, again it starts from the initial place, in order to hide this, we used different background screen. The background screen will be changed once it hits the edge of the stage. While moving if it hits any object, it

changes its movements respect to direction or movement. We repeated this loop around 6 times. So instead of duplicating the codes we may use the computer science concept “functions and recursion”.



scripts for pot

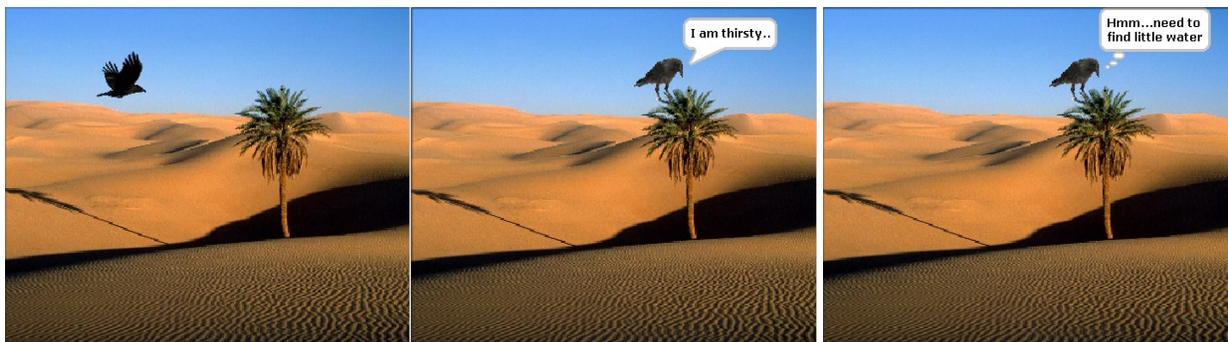
scripts for stone



scripts for tree

Fig scripts for thirsty crow story creation

In order to show more pebbles and trees of same sprite is duplicated. This you can easily do by finding the duplicate option by right clicking on these sprites in the Sprite list area of Scratch GUI. Once you click the duplicate option it automatically creates another sprite and place it in sprite list area.



scene 1 crow searching water scene2 crow feels very thirsty scene 3 decided to find water



scene 4 crow saw a pot scene 5 a pot with very little water scene 6 plan to put pebbles



scene 7 crow picking pebbles scene 8 dropping pebbles into pot Scene 9 drank water & flow

Fig Different stages of thirsty crow project