

# Lesson 8:

Student Guide

# Sensing Things I





In an interactive story, the viewers will get to participate in the story. They need to perform certain actions to help the story move forward.



In this lesson, we'll learn to make our stories interactive.



## Let's start with debugging!

Before we get started with today's lesson, let's debug some projects.



Cat & Cave



Kiran in space



# Getting ready for the lesson

## login to your Scratch Account

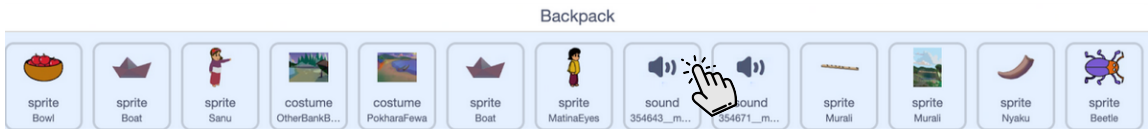
- 1 Sign into your Scratch account.

[Join Scratch](#)[Sign in](#)

- 2 Set to high contrast mode

[Original](#)☒ [High Contrast](#)

- 3 Use the backpack to get objects from other projects



# Let's explore some examples



Play with these projects and see how they are made.



Giga wants  
fruits



Sanu goes  
to play

# Let's create interactive stories



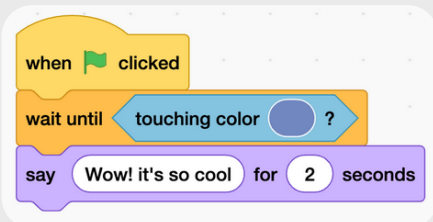
Think of a story you want to work with. You can also work on a story from your previous projects.

Remember to make the story interactive. Have things for viewers to do like

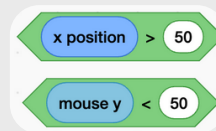
- Using mouse to drag objects
- Pressing keys to move sprites

## Try these in your projects

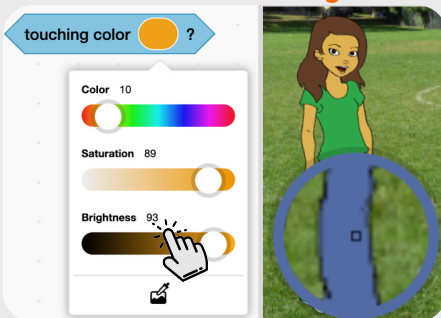
### Wait as long as something doesn't happen



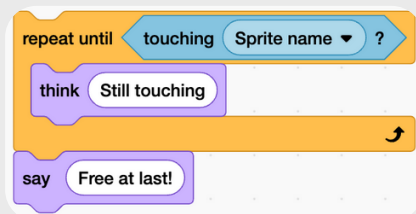
### Compare the values



### Pick colors from the stage

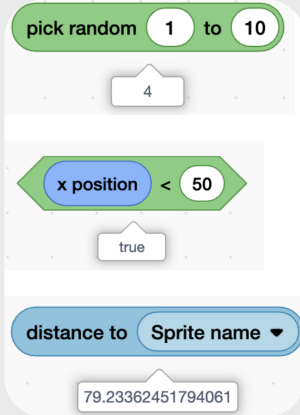


### Repeat as long as something happens

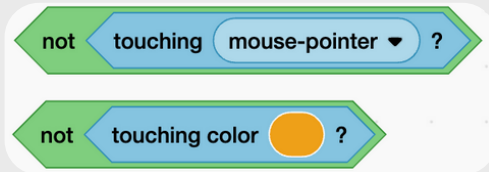




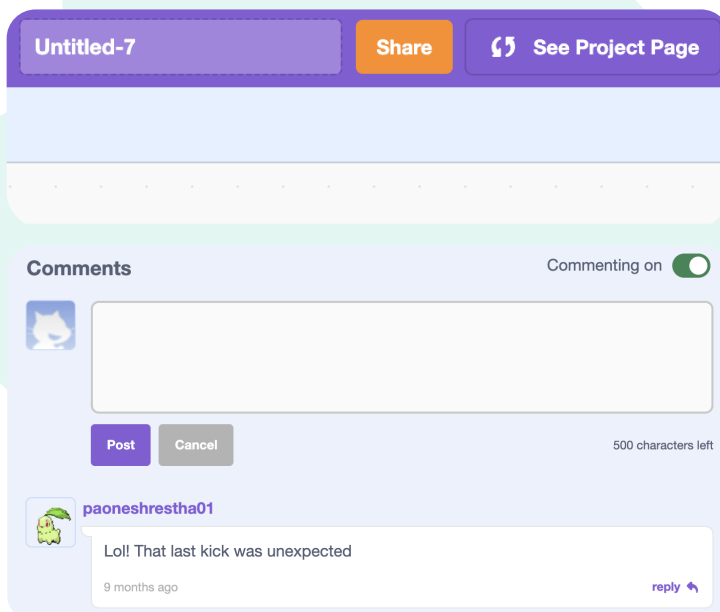
Click on blocks to  
check the value



Reverse the conditions



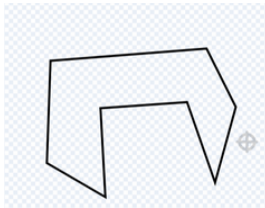
Share your project. Explore the projects shared by your friends and leave comments!



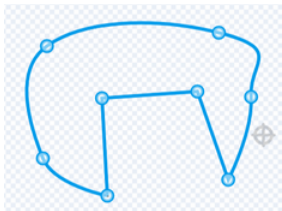
# More things to explore

You can try drawing your own sprites. Draw each part, such as hair, arm, head etc. one by one.

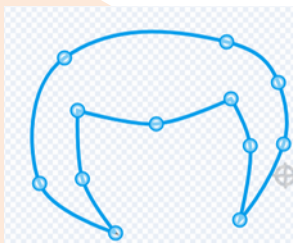
- 1 Draw a basic shape with the line tool.



- 2 Draw a basic shape with the line tool.



- 3 Use reshape tool to give it a shape.



- 3 Bring together all the parts to create a sprite.



## Let's reflect

- What did you enjoy in this lesson? Why was it so?
- What was it like to create an interactive story?