Platform: Intermediate

Futuristic Treehouse Comedy Show

In a futuristic treehouse, the Kitty character approaches the Puppy and greets it by saying hi, then tells a simple joke. After the Kitty finishes, the Skater laughs and says 'Good one!'. Inspired, the Kitty tells another joke, and all characters laugh together. The project uses messaging between sprites to coordinate the timing of the dialogues and laughter.

Key Characters

- Skater
- Puppy
- Kitty

Guiding Prompts

- You are creating learning materials for students on Scratch coding.
  The following project idea have been presented with Futuristic,Treehouse theme:
  I want the kitty to say hi and tell a joke to the puppy when done telling joke the skater laughs and says good one and the kitty tells another joke and everybody laughs
  The project has 3 characters: Skater,Puppy,Kitty.
  Please check if they are age appropriate for elementary and middle school students. If the

project asked is not age appropriate, give the reason and suggest some alternatives projects ideas.

- You are creating learning materials for students on Scratch coding.
  The students would like a project in Futuristic,Treehouse theme as follows:
  I want the kitty to say hi and tell a joke to the puppy when done telling joke the skater laughs and says good one and the kitty tells another joke and everybody laughs
  The project has 3 characters: Skater,Puppy,Kitty
  This is a INTERMEDIATE level project, focus on these concepts when providing solutions, do not use hard concepts: Clone, messaging, advanced motion, variables, sensing
  Create 2 project ideas using the theme, characters, and key storyline students have provided above, focusing on the specified scratch concepts.

Sprite Ideas

Skater

Puppy

Kitty

Step-By-Step Tutorial

Step 1: 1. Set up the sprites and backdrop

Choose or draw a futuristic treehouse backdrop. Add the three characters: Skater, Puppy, and Kitty. Place them in the treehouse scene so they look like they're together.

Step 2: 2. Program Kitty to start the show and tell the first joke

Kitty will start by walking to Puppy, greeting them, and telling a joke. Use motion blocks for Kitty to move, and 'say' blocks for dialogue. Use 'broadcast' to signal when the joke is finished.

```
when green flag clicked
 go to x: -100 y: 0
 say 'Hi Puppy!' for 2 seconds
 glide 1 secs to x: 0 y: 0
 say 'Why did the robot go to school?' for 2 seconds
 say 'Because its skills were a bit rusty!' for 2 seconds
 broadcast [joke1 done v]
```

Step 3: 3. Make Skater react and laugh

When Skater receives the message that the first joke is done, Skater laughs and says 'Good one!'. Use 'when I receive' and 'say' blocks. Then, Skater broadcasts a message to let Kitty know to tell another joke.

```
when I receive [joke1 done v]
 say 'Good one!' for 2 seconds
 broadcast [ready for joke2 v]
```

Step 4: 4. Kitty tells another joke and all characters laugh

Kitty tells a second joke when it receives the message. After the punchline, Kitty broadcasts a message for everyone to laugh. Use 'when I receive', 'say', and 'broadcast' blocks for timing.

```
when I receive [ready for joke2 v]
 say 'What do you call a sleeping bull?' for 2 seconds
 say 'A bulldozer!' for 2 seconds
 broadcast [everyone laugh v]
```

Step 5: 5. All characters laugh together using clones or variables

When the 'everyone laugh' message is broadcast, all characters laugh at the same time. You can use clones to create laughing effects (like extra 'Ha Ha' speech bubbles) or use variables to keep track of how many characters are laughing.

```
when I receive [everyone laugh v]
 create clone of myself
 say 'Ha Ha!' for 2 seconds
```

Potential Problems

- Forgetting to use 'broadcast' and 'when I receive' to coordinate timing between sprites, which can cause the dialogue to overlap or happen out of order.
- Not resetting the sprites' positions or speech bubbles at the start, which can make the project look messy when restarted.
- Using too many clones without deleting them, which can slow down the project or make it confusing.

Extra Challenges

- Add sound effects or music to make the comedy show more lively.
- Use sensing blocks so that the characters only tell jokes when the Puppy is clicked or when a certain key is pressed.