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Let's Chat!

Session 4



ACTIVITY

Let's Chat!

In this activity, we will learn how to ask the user to enter input and create a script where a friendly goblin has a small chat with the user.





Let's Code !

To begin, follow the steps below:

- Open PictoBlox.
- Create a New file in PictoBlox.

Follow the step if you are working on **Windows, macOS, or Linux**:

- Open **PictoBlox** and create a new file.
- Select the coding environment as **Block Coding**.









Choosing the Backdrop

Follow the steps below to add a backdrop.

• Click the **Choose a Backdrop** button.

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• Select the **Castle 2** backdrop from the library.









Choosing the Sprite



- Using choose a sprite button, Choose the Globin sprite.
- Right-click on the **Tobi** icon in the sprite palette and **delete** it.









Let's Code

Let's start making the script.

To make the Goblin Glide drag and drop the following blocks into the scripting area.

- when flag clicked Events
- switch costume to () Looks
- go to x: () y: () **Motion**
- glide () secs to x: () y: () **Motion**

For switching costume and saying drag the below blocks into the scripting area.

- switch costume to () Looks
- say () for () Secs Looks



Hello! I am Goblin.

aoblin-b 💌

for

2

seconds

switch costume to

sav



Let's Code

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Drag and drop the below blocks to make the Goblin ask a question and reply to the user's response.

- ask () and wait Sensing
- say () for () seconds Looks
- join () () Operators
- answer Sensing







The complete script looks like this









Now it's time to save your program. Save the project file as Let's Chat.

Enjoy!!





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