

Making a Story Worksheet

Here are some blocks that might be helpful when making a story in Hopscotch.

Events: These will get the model started and help manage the program.

Game Starts

is Tapped

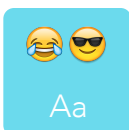
is Swiped Left

Visibility: use it to make objects appear and disappear.

Set Invisibility

Text:

- 1.) Add a text object to help share the words of the story.
- 2.) Set text inside an object.



How could emojis help tell the story?

Backgrounds: add an image to set the background or use the set size block to make an object fill the screen.

Set Size

New Image

Wait: add a pause to an object.

Wait

Loops: Make blocks of code repeat.

Repeat

Repeat forever

Scenes: once multiple objects have been added, use the event blocks to help them interact with each other.



When



is tapped

Sound: Use sounds to highlight important moments in the project.

Set Sound