

Project brief

Create a 📖 book in Scratch based on your own idea 💡



Your book will need to meet the project brief.

You will need to decide what type of book you would like to make and who it is for.

PROJECT BRIEF: Create a digital book

1. Your book should:

- 📄 Have multiple pages, with a way to turn to the next page
- 🐼 Have at least one sprite
- 💬 Say or do something different on every page

2. Your book could:

- 🔊 Have speech or sound effects
- 🎨 Have text or art that has been created in the Paint editor
- 🖱️ Have interactive features on every page









Your idea

Decide the theme of your book and who will be the audience.



1. Think about the purpose of your book.






It could be:

-  To entertain a younger child
-  To share an important message, such as encouraging recycling
-  To teach someone how to do something, such as how to make your favourite food
-  To tell or retell a story
-  To share something about yourself
-  To express yourself and be creative

Or the purpose could be something else!

2. Think about who you will make your book for (your **audience**).

It could be:

-  For a friend
-  For a family member
-  For a school class
-  For people who share a hobby
-  For fans of a musician





Your audience could be someone else, or even just yourself!

Plan your book

Open a new Scratch project.

3. Use a pencil and the planning sheet on the next page to sketch your ideas.

Think about the backdrops and sprites:

-  Which backdrops or background colours will you use in your book?
-  How will users interact with your book to turn to the next page?
-  Which characters and objects will you have in your book?
-  How will the sprites be animated and interact on each page?

An illustration of a person with dark skin and curly hair, wearing a blue long-sleeved shirt, holding a red book. A thought bubble above their head contains a lit lightbulb, symbolizing an idea or inspiration. The background is light blue with abstract shapes.

An illustration of a person with dark skin and curly hair, wearing a blue long-sleeved shirt, holding a red book. A thought bubble above their head contains a lit lightbulb, symbolizing an idea or inspiration. The background is light blue with abstract shapes.

This image shows a blank sheet of white paper with horizontal blue lines. At the bottom left and bottom right corners, there are two identical rectangular boxes outlined by small dots, intended for students to draw or write their answers. The rest of the page is empty space for writing.[illegible][illegible]

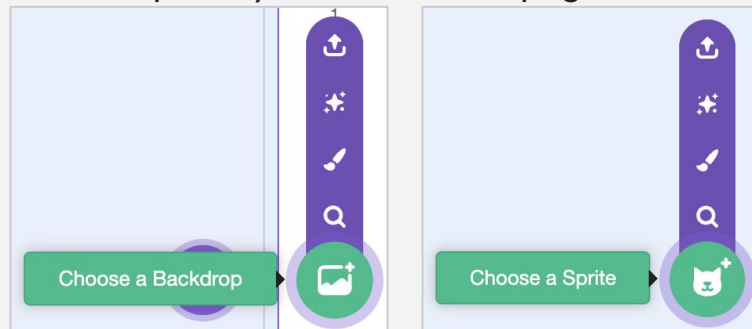
Build and test

Start small, and add more to your project if you have time.



For each page

1. Add the backdrop and new sprites you need for this page.



You will need to add code to set the positions and visibility of sprites on the first title page and each page after that.

For each sprite

2. Add code to each character and object sprite in your book. Consider whether they will do anything when the project starts, when the backdrop switches to a particular page, or when the sprite is clicked.

when  clicked

when backdrop switches to

when this sprite clicked

Turning the page

3. You will need a way for your reader to move to the next page in your book.

when this sprite clicked

when I receive

when key pressed

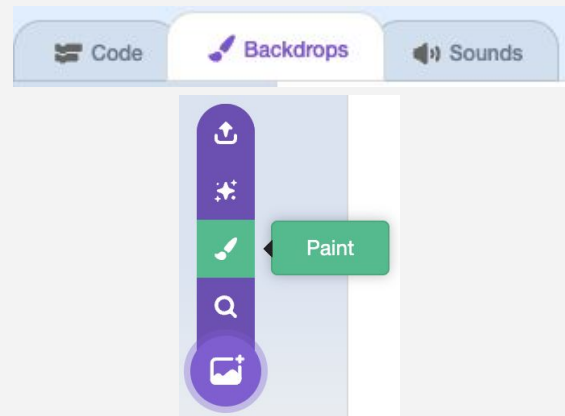
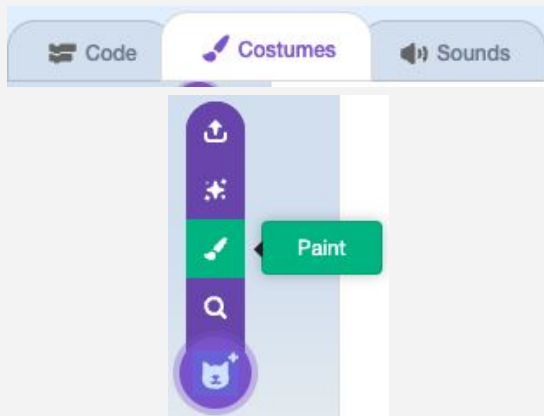
Build and test

Now it's time to build your book. Start small, and add more to your project if you have time.



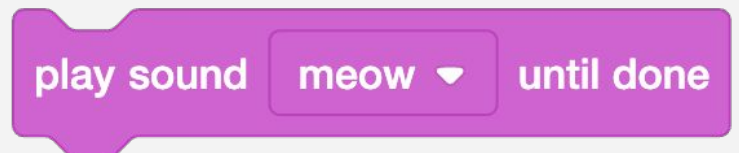
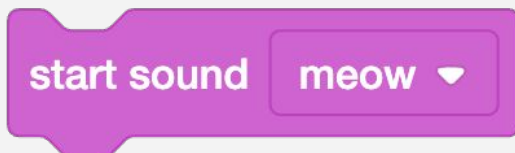
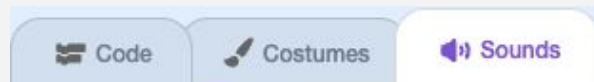
Edit costumes 🦁 and backdrops 🖼️

1. You may want to edit or add costumes or backdrops in the Paint editor.



Add sound 🎵

2. Decide when and how your sounds will play in your book. Don't forget to choose between **start sound** and **play sound until done**!



Test ✅

3. 🔄 Show someone else your project and ask for their feedback. 🗣️ Do you want to make any changes to your book?

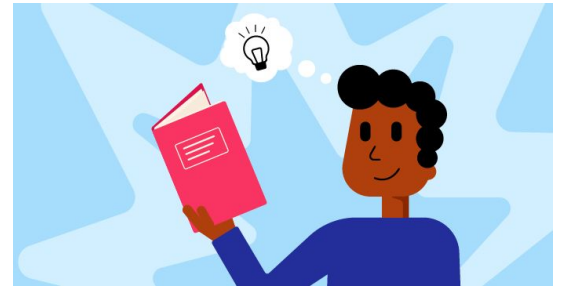
🕒 If you have time, you can upgrade your project.

💡 You could:

- Add more code to your sprites
- Add another sprite
- Add another page
- Record a sound
- Create a new costume in the Paint editor

Debug

 You might find some bugs in your project that you need to fix.



Here are some common bugs:

A sprite is showing or hiding on the wrong pages

- Check that the sprite has when backdrop switches to scripts with show or hide blocks as needed.
- Check that you have chosen the correct backdrop name in the when backdrop switches to block.
- It helps to give backdrops names that you can understand easily, to help spot problems like this.

A sprite is going upside down

- Add a set rotation style left-right or set rotation style don't rotate block.

A sprite 'jumps' when it changes costume or bounces

- Make sure that the costume is centred in the Paint editor (line up the blue cross in the costume with the crosshair in the centre of the Paint editor).

A sound does not play

- Have you added a block to play sound when needed? If you have copied code from another sprite, you will need to add the sound to this sprite in the Sounds tab.
- Check the volume on your computer or tablet, and make sure that you have not lowered the volume with code — try setting volume to 100.

Other sprites keep going in front of a sprite

- Add a go to front layer block.

A sprite only moves or changes once

- Put your code inside a forever block so that it keeps running.

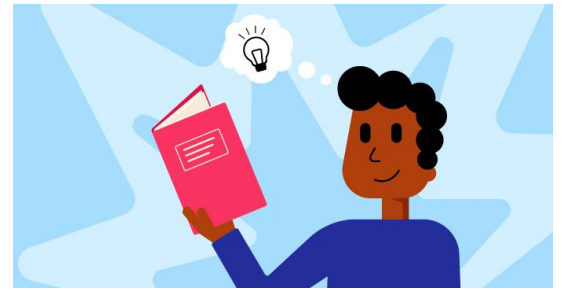
The pages are in the wrong order

- Check what order your backdrops are in: click on the Stage pane and then on the Backdrops tab to view the backdrops for your project.

You might find a bug that is not listed here. Can you work out how to fix it?

Checklist

Did you meet the project brief? Think about your project and go through the checklist below and check off the features that your project has.



Your book **should** have:

- ☐ Multiple pages, with a way to turn to the next page
- ☐ At least one sprite
- ☐ Different actions on every page

Your book **could** have:

- ☐ Speech or sound effects
- ☐ Text or art that has been created in the Paint editor
- ☐ Interactive features on every page

Reflect on how you made your book, to help you in your future projects:

- ☐ How did you get your ideas?
- ☐ What cool new thing(s) did you learn?
- ☐ Where will you take your new powers? What will you make next?