

## Unit 4: Programming – Event Drive Programming in Scratch

In this Event-Drive program, you will create/Insert several Sprites in the shape of Alphabet Letters. The goal is to create events so that when you press or click the letters **on the keyboard**, the Alphabet will change into an animal or object who's name start with that letter(ex. D is for Dog.) The first letter **'B'** is done for you. **(See example pictured below)**

The File you need is called **“alphabet learning.sb”** The file is in the **LanSchool** Folder in the C: Drive. Open the file from within Scratch and study the code already provided for the letter B.

### Requirements

- Have at least 10 different letters.
- Have a theme for your letter game (i.e. animals, food, etc.)
- Sprites change costume when clicked on.
- Sprites change costume when letter is typed on keyboard
- Use the “say \_ for \_ sec” to output what the letter stands for (i.e. “E is for Elephant”)
- Sprites all turn to letters when the “when green flag clicked”
- Drop off your finished game inside the Studio called **“alphabet learning”**

