

# Dialog und Trialog mit Scratch im Englischunterricht

- 2. Lehrjahr

## Kompetenzerwartungen

Die Schülerinnen und Schüler verständigen sich auf einfache Art in strukturierten, ihnen vertrauten Situationen über **alltägliche** Themen. Dies geschieht sowohl in **monologischer** als auch **dialogischer** Kommunikation.

Die Schülerinnen und Schüler können **dialogisch** interagieren, indem sie

- in ritualisierten Situationen sprachlich adäquat reagieren (S 1)<sup>10</sup>
- einfache Formen des *classroom discourse* verwenden und sich situationsgerecht im Unterrichtsgespräch äußern, wobei sie vollständige Einzelsätze in kurzen satzübergreifenden Zusammenhängen verwenden (S 2)
- einfache Fragen stellen und Fragen zu vertrauten Themenbereichen korrekt beantworten (S 3)
- einfache Vorschläge machen und ihre Zustimmung bzw. Ablehnung in höflicher Form ausdrücken (S 4)

Die Schülerinnen und Schüler können **monologisch** agieren, indem sie

- ihre Gefühle, Vorlieben und Wünsche zum Ausdruck bringen (S 5)
- ihre Meinung zu vertrauten Alltagsproblemen äußern (S 6)
- einfache Beschreibungen (z. B. von Personen/Gegenständen/Vorgängen) verbalisieren (S 7)
- einfache Präsentationen sprachlich verständlich durchführen (z. B. eigene Hobbies, Familie, Freunde etc.) (S 8)

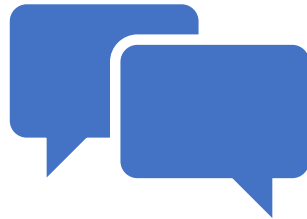


What's your name ?



Creating a dialogue  
with Scratch (Erstellen  
eines Dialoges mit  
Scratch)

# Task 1 – Create a dialogue

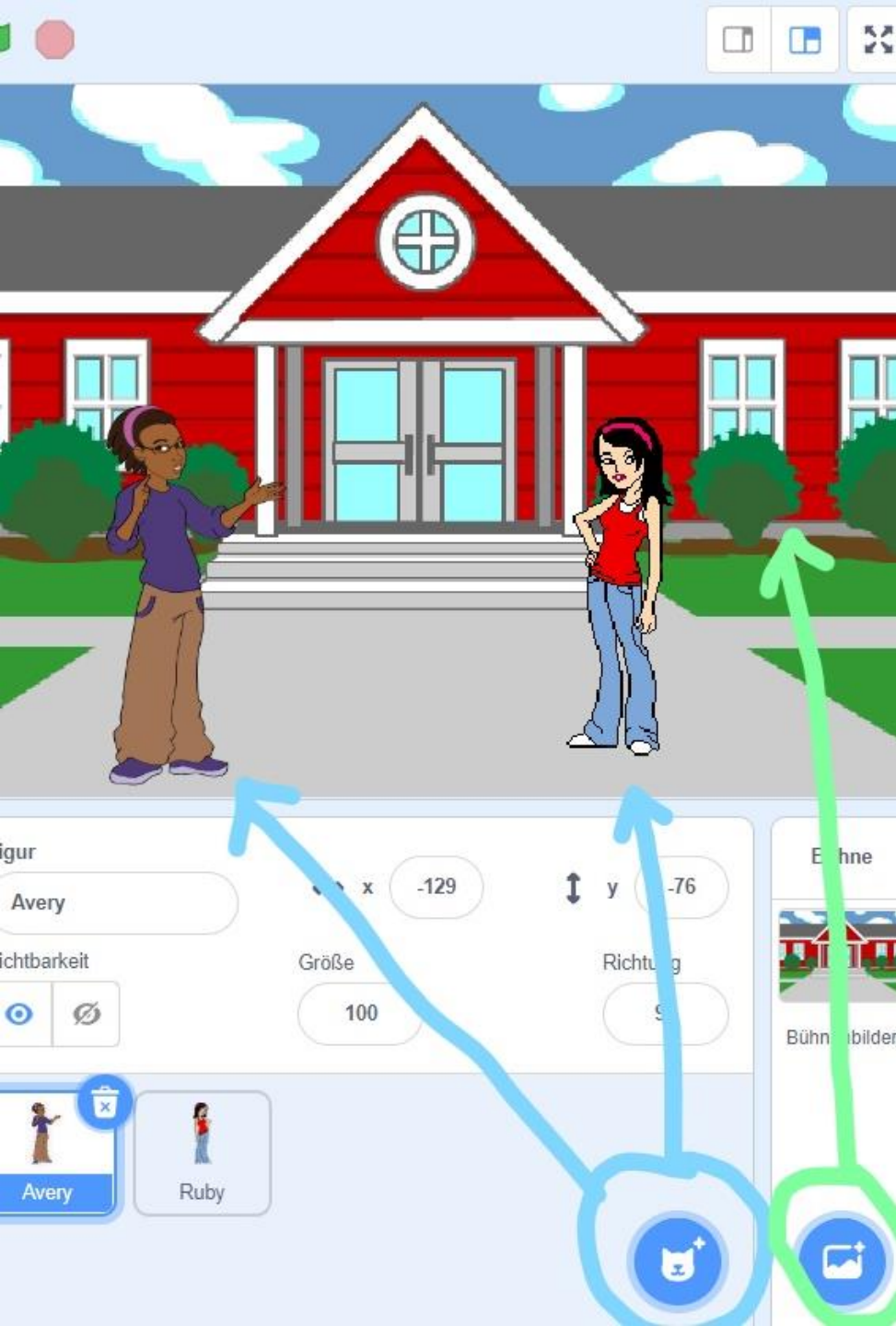


In this first task you will create a dialogue using Scratch. (Erstelle einen Dialog mit Scratch)

You will be lead through this exercise step by step. (Schritt-für-Schritt Anleitung)

If you struggle with any part of the exercise, don't hesitate to ask your teacher. (Fragt bei Bedarf eure Lehrkraft)

Choose between the topics "Meeting someone", "Planning a day at the beach", and "Planning a birthday party" (Wählt aus den Themen "Jemanden treffen", "Einen Tag am Strand planen" und "Einen Geburtstag planen")



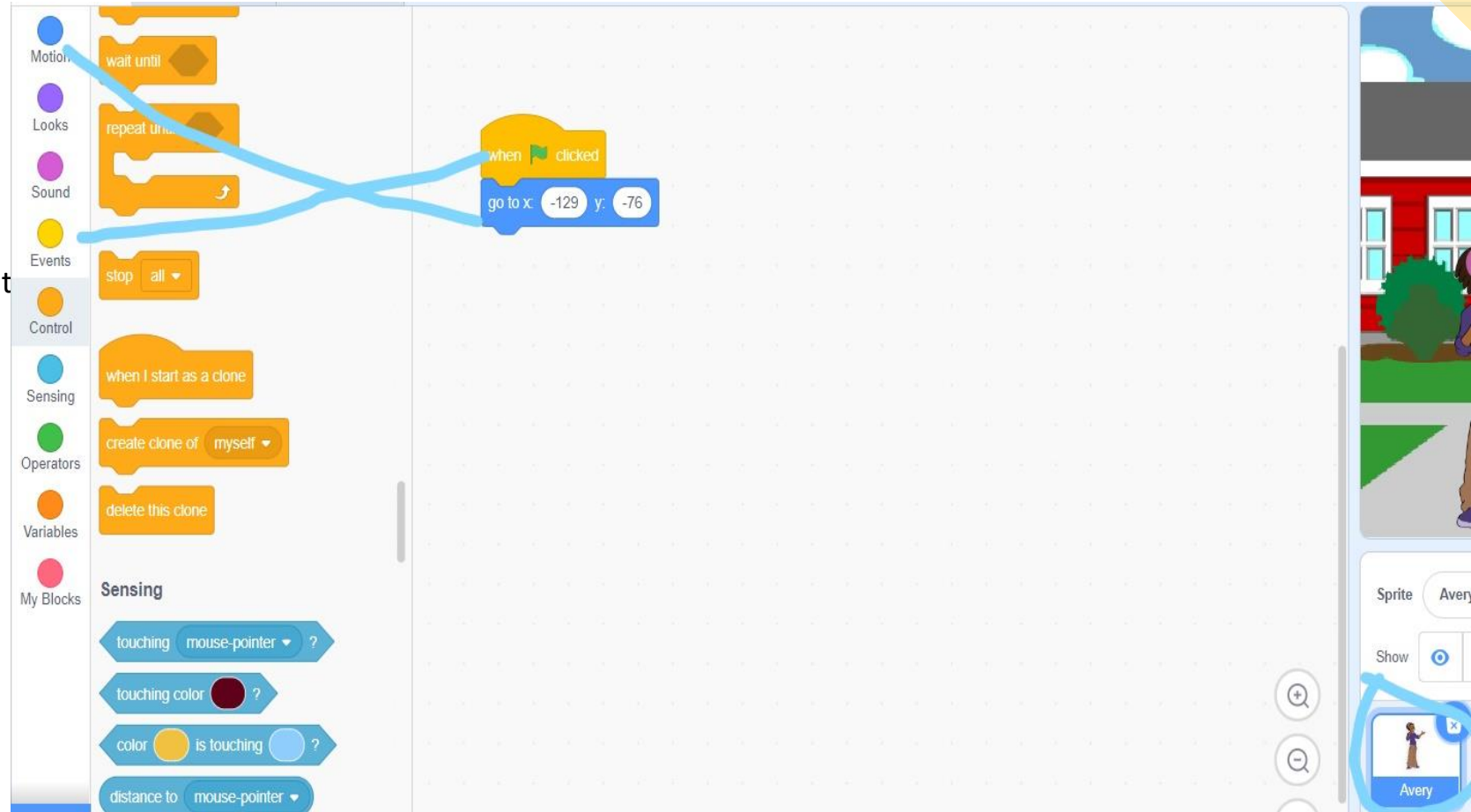
# Step 1

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- Choose two characters and a background for your dialogue  
(Wähle zwei Figuren und einen Hintergrund aus)

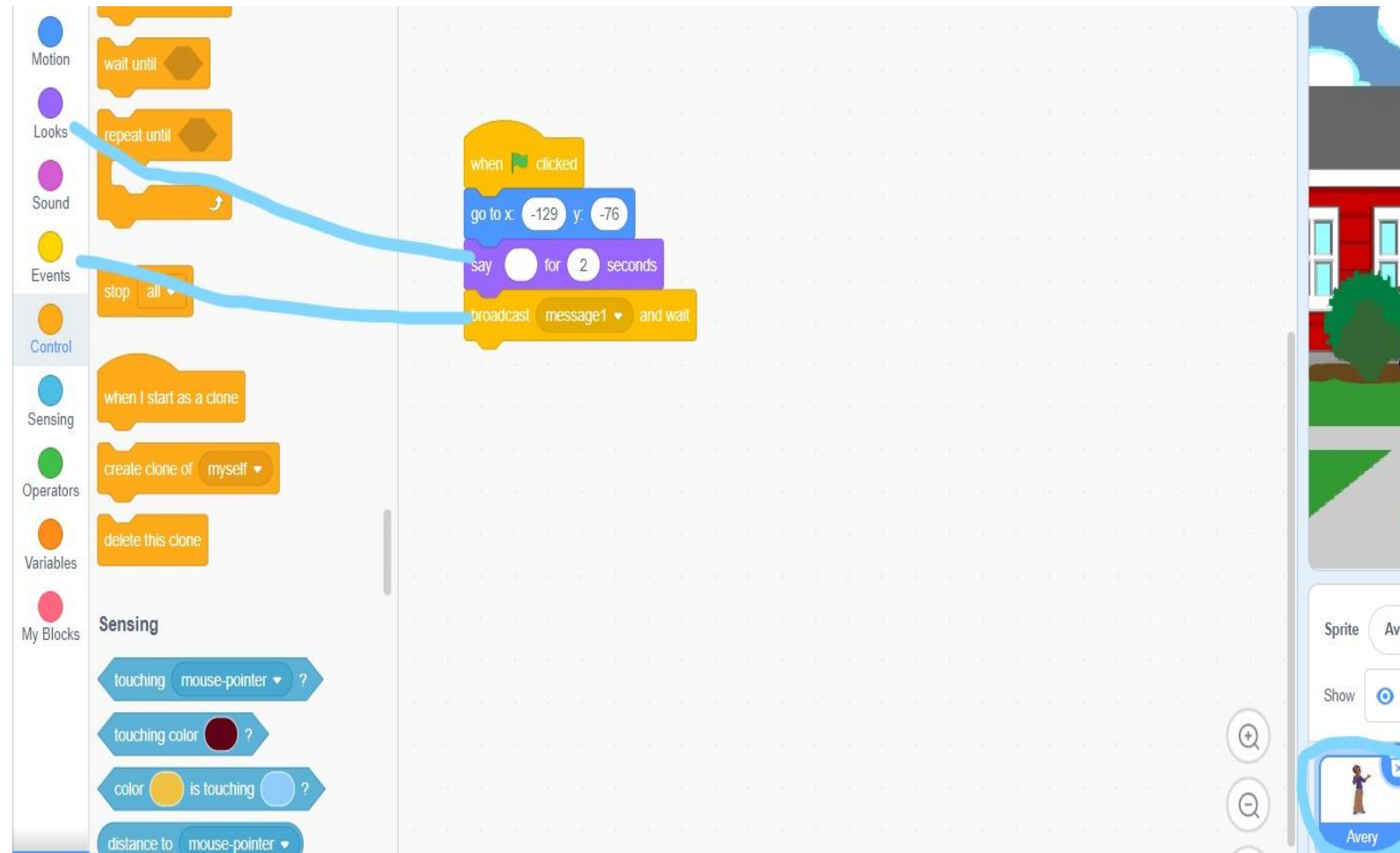
# Step 2

- Choose one character and draw the items „when (flag) clicked“ and „go to x... y...“ into the programming field and connect them (Wähle eine Figur aus und ziehe die Blöcke “when (grüne Fahne) clicked” und “go to x... y...” in das Programmierfeld)



# Step 3

- Now fill in the items „say *Hello* for 2 seconds“ and the item „broadcast *message 1* and wait“ (Füge die Blöcke “say *Hello!* for 2 seconds“ und “broadcast *message 1* and wait“ hinzu)
- Then change the word „Hello“ to the word/words that you want the character to say (Lösche “Hello!“ und schreibe deinen eigenen Text in das Feld)
- The second item will send a message to character 2 that character 1 has said something (der zweite Block sendet eine Nachricht an die zweite Figur)
- Hint: If your text is long, you should increase the seconds for which the text is shown (Bei längeren Texten sollte die Sekundenanzahl erhöht werden)



# Step 4

- Go to the programming field of your second character (Gehe zu deiner zweiten Figur)
- Repeat step 2 (Wiederhole Schritt 2)

The screenshot displays the Scratch programming environment. On the left, the 'Scripts' category is selected in the block palette, showing various event and movement blocks. The main workspace contains a script for the character 'Ruby' (a girl in a purple shirt and brown pants) with the following code:

```
when green flag clicked  
  go to x: 92 y: -74
```

The 'when green flag clicked' block is highlighted with a blue circle. In the bottom right corner, the 'Sprites' area shows two characters: 'Avery' and 'Ruby'. The 'Ruby' character is selected, and a blue circle highlights the 'Ruby' icon in the 'Sprites' area.

# Step 5

- Now you will write a response to what character 1 said (jetzt schreibe eine Antwort an Figur 1)
- Pull the items „When I receive Message 1“ and „Say Hello! for 2 seconds“ into the programming field (Ziehe die Blöcke „When I receive Message 1“ und „Say Hello! for 2 seconds“ in das Programmierfeld)
- Replace „Hello“ by what you want character 2 to respond to character 1 (Lösche “Hello!” und schreibe die Antwort an Figur 1 in das Feld)

The screenshot displays the Scratch programming environment. On the left, the 'Motion' category is selected in the block palette, showing various movement blocks. The main workspace contains a script for the character 'Ruby' (a woman in a purple shirt and brown pants). The script starts with a 'when clicked' event block, followed by a 'go to x: 92 y: -74' block. Below this, a 'when I receive Message 1' block is connected to a 'say [ ] for 2 seconds' block. The 'say' block is currently empty, indicating where the user should enter the response. The character 'Ruby' is visible on the stage, and the 'Sprite' panel at the bottom right shows 'Ruby' selected.



# Step 6

- Now you go back to character 1 and repeat step 3 for however many texts you want character 1 to say (gehe zu Figur 1 und wiederhole Schritt 3 so oft, wie Figur 1 etwas sagen soll)
- Remember to always change to message broadcasted to message 2, message 3, message 4... (denke daran die Nachricht, die nach jeder Aussage gesendet/vor jeder Aussage empfangen wird immer anzupassen: message 2, message 3...)
- After you are done, add a “stop all” item (setze einen “stop all” Block ans Ende)

The screenshot displays the Scratch code editor interface. On the left, the 'Sensing' category is selected in the block palette, showing various sensing blocks like 'touching mouse-pointer', 'touching color', 'color is touching', and 'distance to mouse-pointer'. The main workspace shows a script for a character named 'Avery' (a woman in a blue dress) that begins with a 'when green flag clicked' event. The script consists of the following blocks in sequence: 'go to x: -129 y: -76', 'say Hello! for 2 seconds', 'broadcast message 1 and wait', 'say Hello! for 2 seconds', 'broadcast message 2 and wait', 'say Hello! for 2 seconds', 'broadcast message 3 and wait', 'say Hello! for 2 seconds', 'broadcast message 4 and wait', and finally 'stop all'. A blue bracket on the left side of the script highlights the entire sequence of blocks.

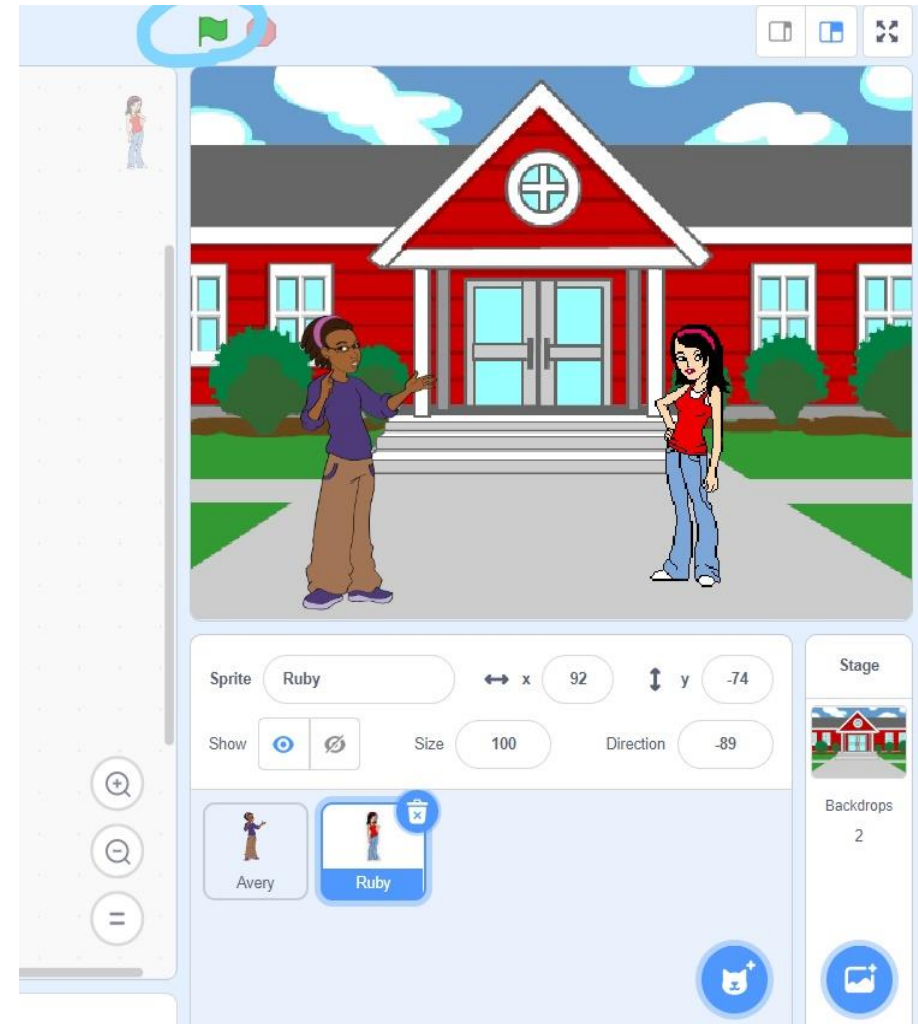
# Step 7

- Now you will go back to the second character and repeat step 5 for every text that character 1 says (jetzt wiederhole Schritt 5 für Figur 2 um Antworten zu schreiben)

The screenshot shows the Scratch code editor interface. On the left is the 'Motion' category of the block palette, containing various movement blocks like 'move 10 steps', 'turn 15 degrees', 'go to random position', 'go to x: 92 y: -74', 'glide 1 secs to random position', and 'glide 1 secs to x: 92 y: -74'. The main workspace shows a script for a character named Ruby. The script starts with a 'when clicked' event block followed by a 'go to x: 92 y: -74' block. Below this are four 'when I receive' message blocks, each followed by a 'say' block for 2 seconds. The first 'when I receive' block is for 'Message 1', and the subsequent three are for 'Message 2', 'Message 3', and 'Message 4'. The 'when I receive' blocks for Messages 2, 3, and 4 are circled in blue. On the right side of the editor, the 'Sprite' panel shows a character named Ruby, and the 'Stage' panel shows a scene with a red building and a green lawn.

# Step 8

- Check your dialogue by clicking on the green flag over the picture of your scenery (kontrolliere deinen Dialog durch das Drücken der grünen Flagge)
- If it does not work, check whether you've done all the steps correctly (Falls es nicht funktioniert, kontrolliere, ob du alle Schritte korrekt ausgeführt hast)
- If you can't find the mistake, ask your teacher (Frage deine Lehrkraft falls du den Fehler nicht finden kannst)
- If you're happy with your dialogue, you can upload it to the class folder (Lade deinen Dialog in den dafür vorgesehenen Ordner, wenn er funktioniert)



# Task 2

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- After you've completed Task 1 successfully, try to create a **trialogue** (Versuche einen Dialog zu erstellen)
- You know how you can make one character say something and make another character respond. Try to use that knowledge and **create your own triologue** (Du weißt, wie du eine Figur etwas sagen und eine andere darauf antworten lassen kannst, wende dieses Wissen auf einen Dialog an)

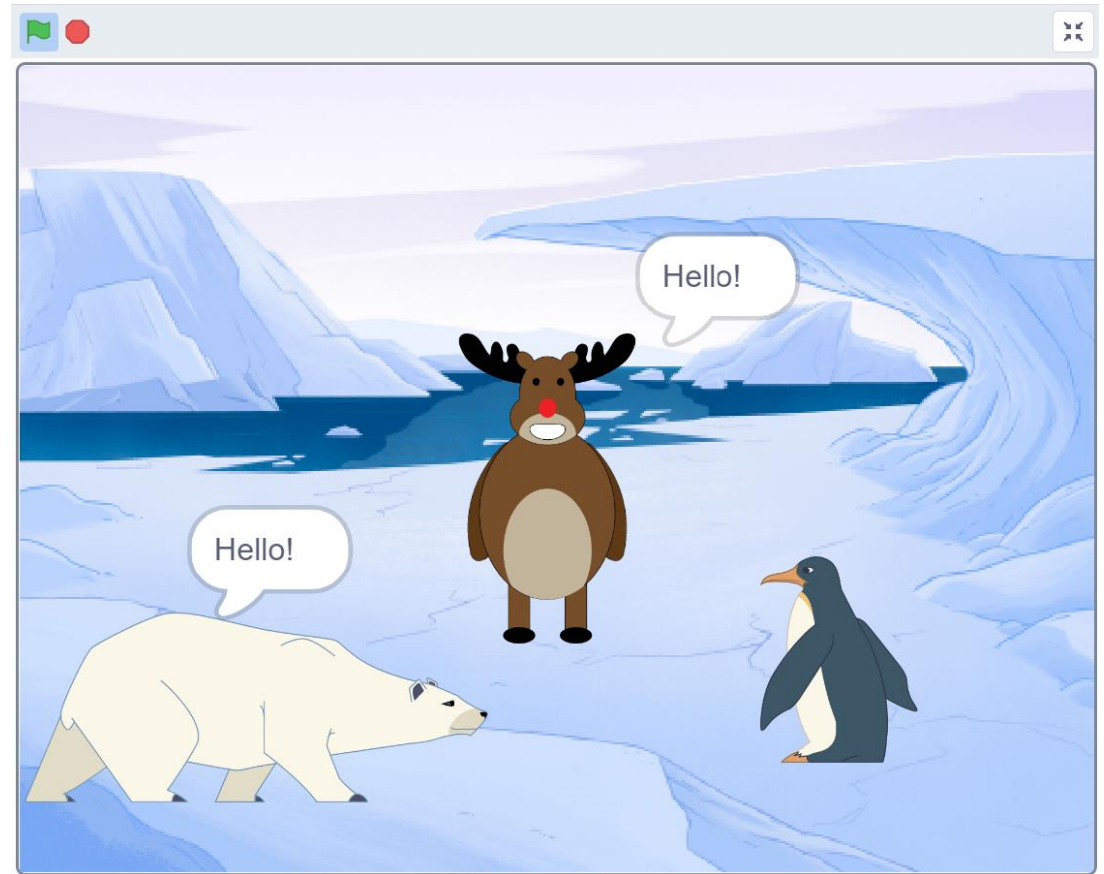




If you struggle a bit, you will find a possible solution on the following pages  
(Falls du Probleme hast, findest du auf den folgenden Seiten Lösungsvorschläge)



However, if your problems are minor, please first consult your teacher (Aber frage bei kleinen Problemen erst deine Lehrkraft)

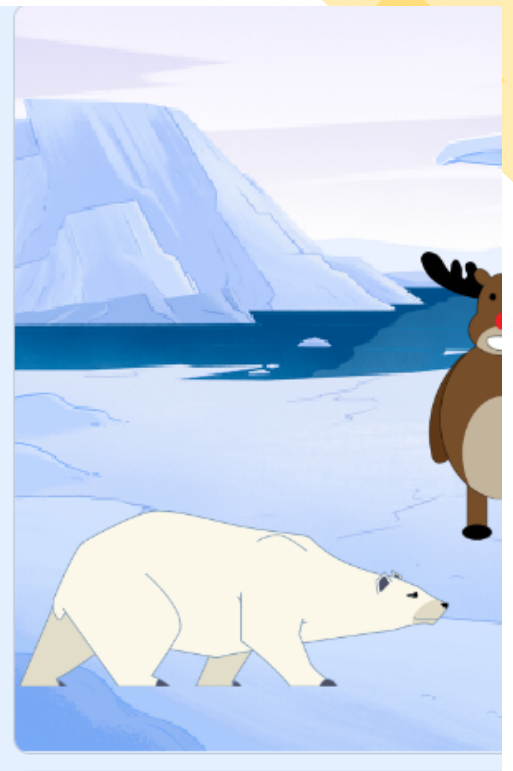


```
when clicked
  go to x: 126 y: -84
  say Hello! for 2 seconds
  broadcast Message 1 and wait

when I receive Message 2
  say Have you heard the news? for 3 seconds
  broadcast Message 3 and wait

when I receive Message 6
  say I am really scared for 2 seconds
  say What if my house melts away?! for 3 seconds
  broadcast Message 7

when I receive Message 8
  say Yes! for 2 seconds
```



Sprite: Penguin

Show:

Size: 100

Penguin Polar Bear Reindeer

The image displays a Scratch script editor with a sequence of blocks for a polar bear character. The script is as follows:

- when clicked** (yellow block)
- go to x: -134 y: -106** (blue block)
- when I receive Message 1** (yellow block)
- say Hello! for 2 seconds** (purple block)
- broadcast Message 2 and wait** (yellow block)
- when I receive Message 3** (yellow block)
- say No for 2 seconds** (purple block)
- say What are the news? for 2 seconds** (purple block)
- broadcast Message 4 and wait** (yellow block)
- when I receive Message 5** (yellow block)
- say Ohhh nooo! for 2 seconds** (purple block)
- say That 's awful!!! for 2 seconds** (purple block)
- broadcast Message 6 and wait** (yellow block)
- when I receive Message 8** (yellow block)
- say Yes! for 2 seconds** (purple block)

The right side of the interface shows a preview window with a polar bear and a reindeer on an icy landscape. Below the preview is a control panel for the 'Polar Bear' sprite, including 'Show' and 'Size' (100) options, and a list of available sprites: Penguin, Polar Bear, and Reindeer.

when clicked

go to x: -5 y: -9

when I receive Message 1

say Hello! for 2 seconds

when I receive Message 4

say I think I know what he means for 2 seconds

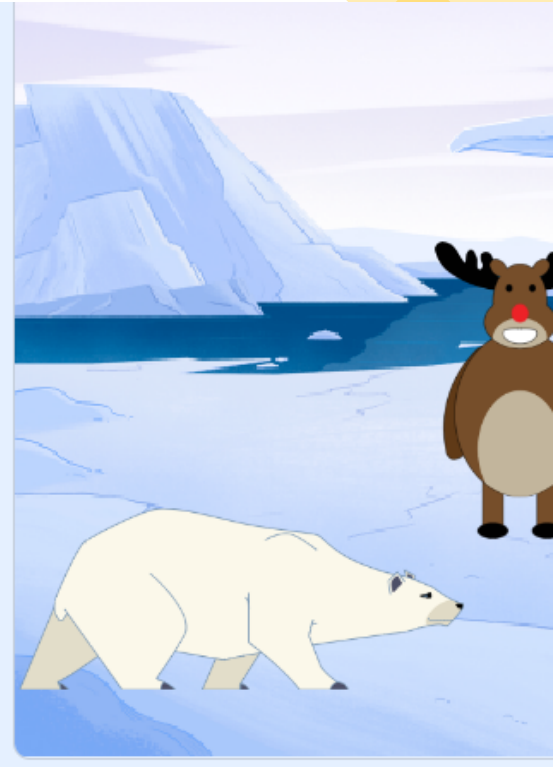
say The average temperature has risen by another 1.5 degrees!!! for 4 seconds

broadcast Message 5 and wait

when I receive Message 7

say Let's just hope that those humans will reduce their emissions!! for 4 seconds

broadcast Message 8 and wait



Sprite Reindeer

Show

Size 100



Penguin




Polar Bear



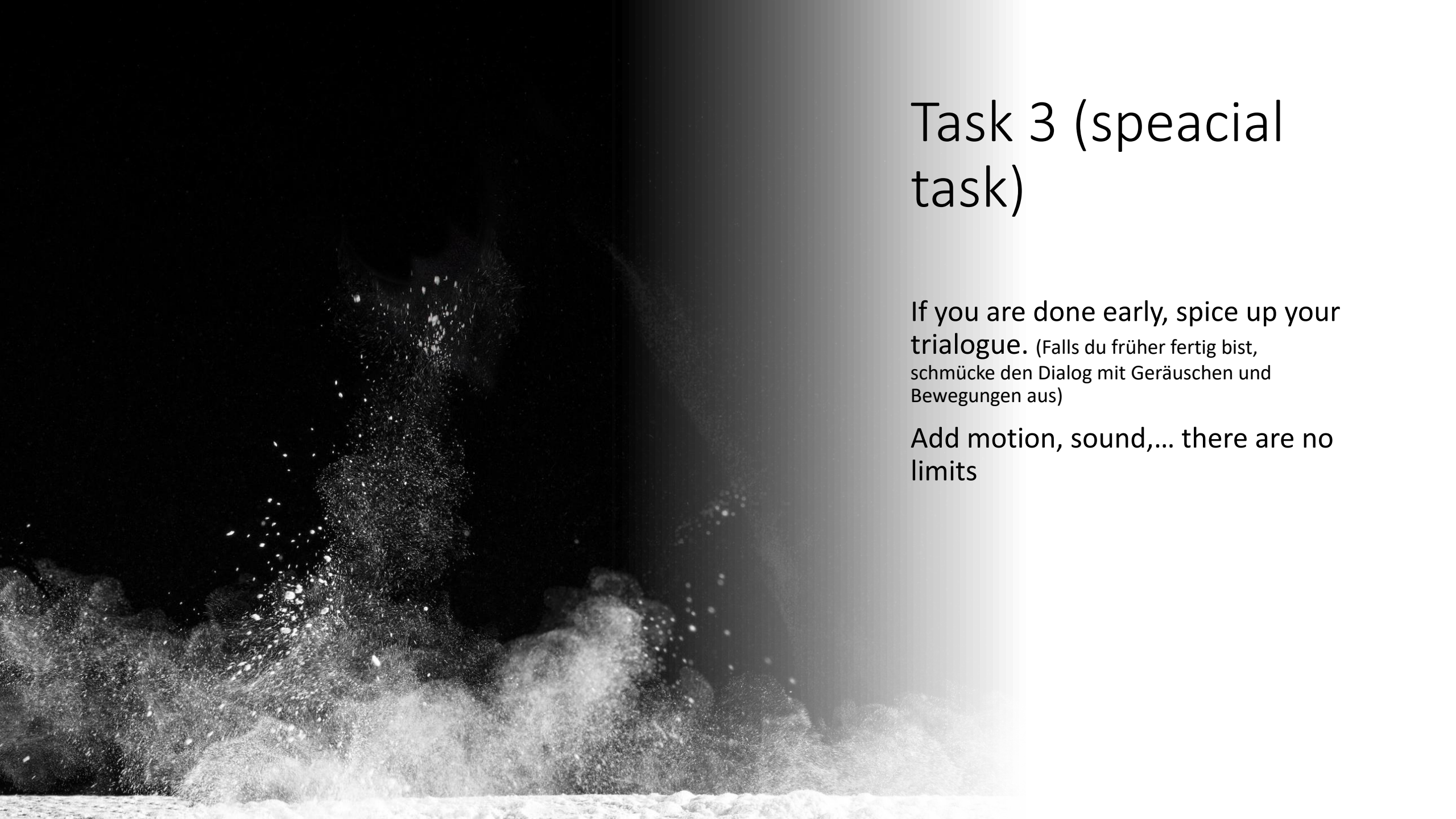
Reindeer





Upload your triologue  
to the class folder,  
after you're done

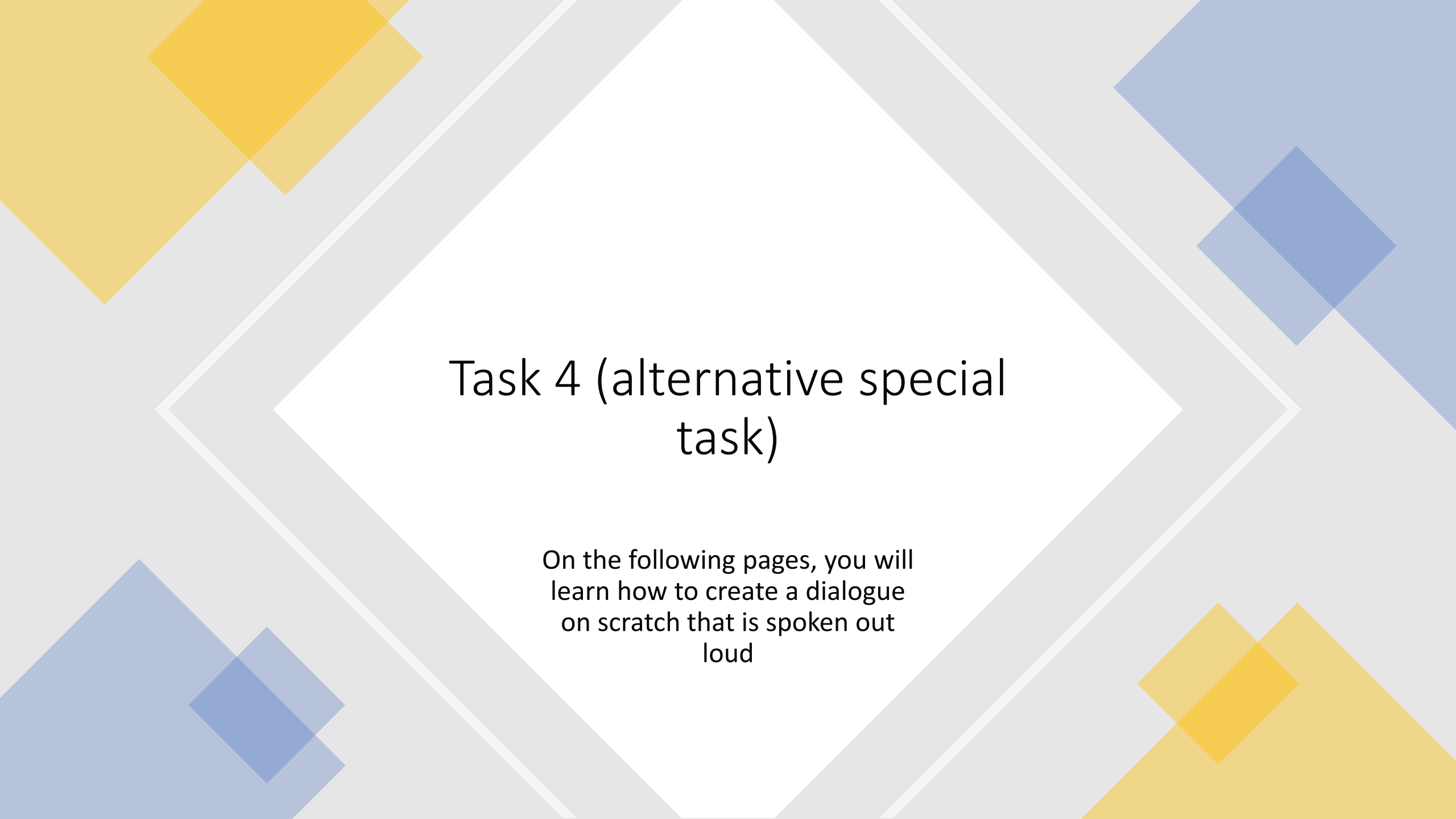
(Lade  
den Triolog in den dafür vorgesehenen Ordner  
wenn du fertig bist)



## Task 3 (speacial task)

If you are done early, spice up your triologue. (Falls du früher fertig bist, schmücke den Dialog mit Geräuschen und Bewegungen aus)

Add motion, sound,... there are no limits

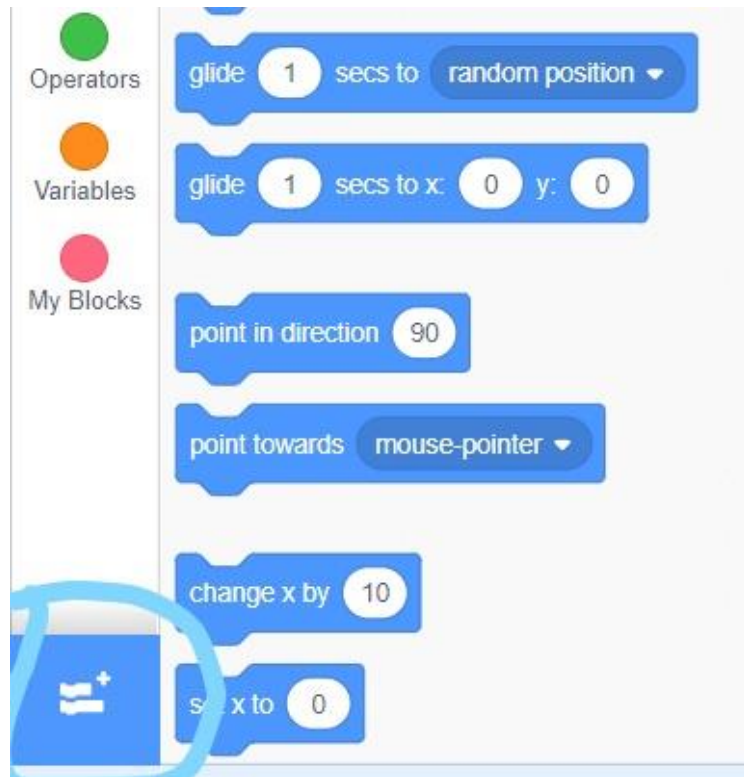


## Task 4 (alternative special task)

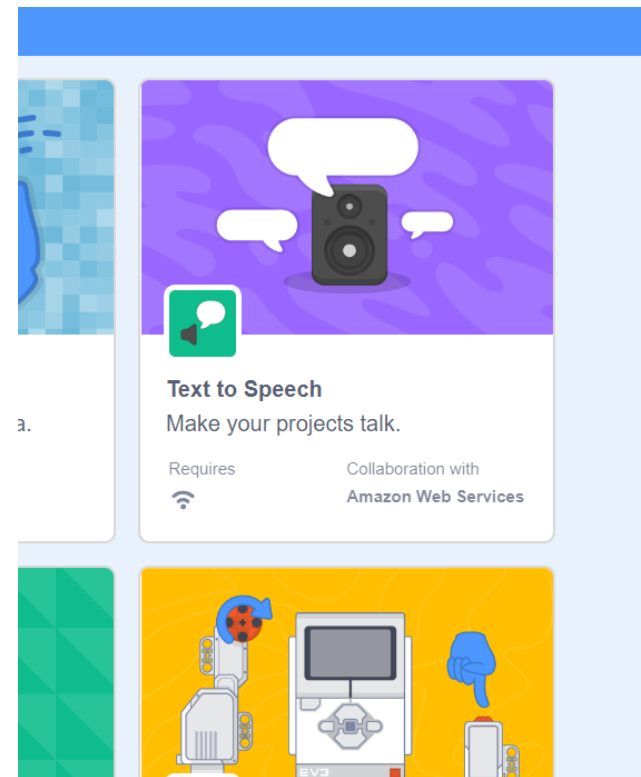
On the following pages, you will learn how to create a dialogue on scratch that is spoken out loud

# Step 1

1. Go to the extra items (Gehe zu den Extrablöcken)

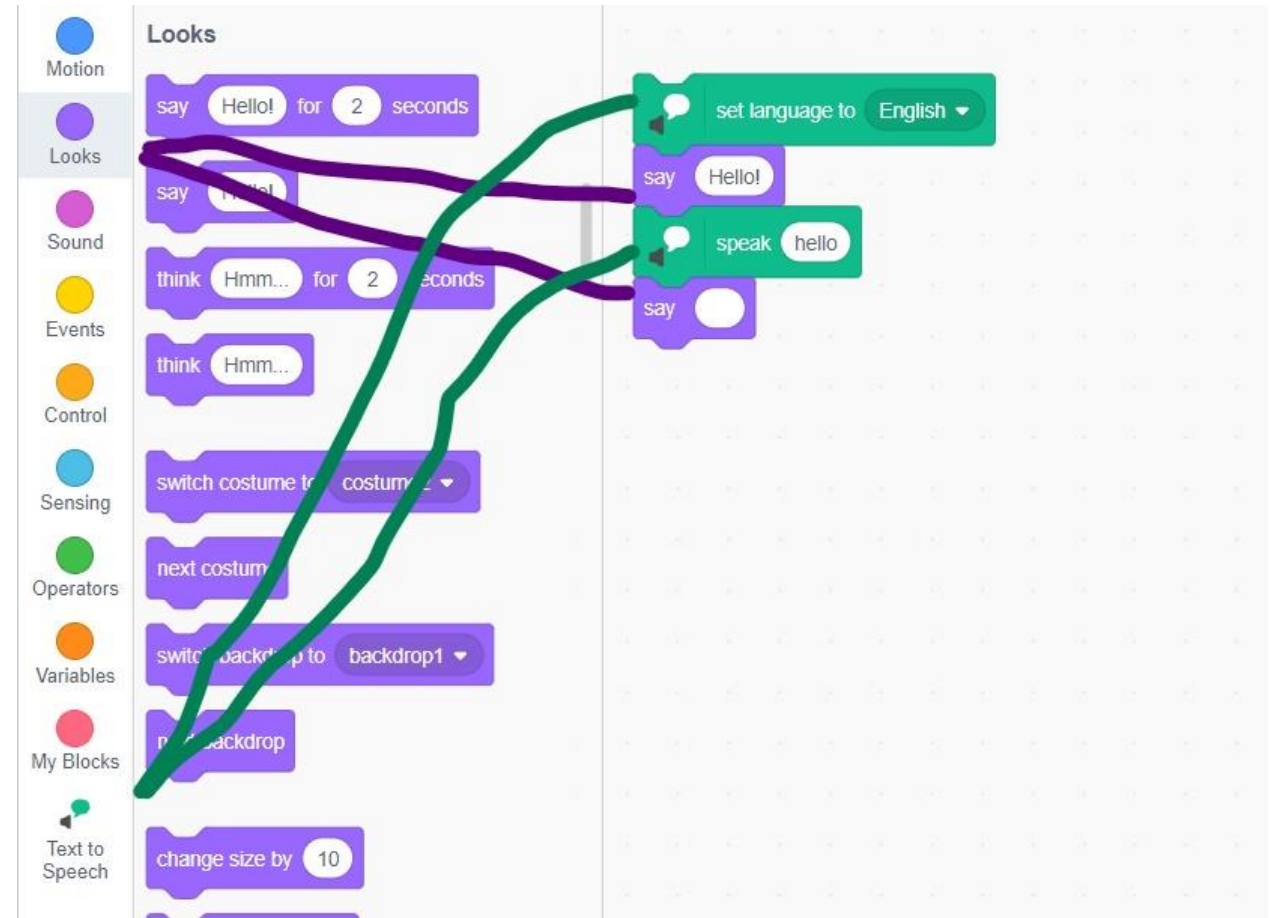


2. Choose the „Text to Speech“ items  
(wähle die „Text to Speech“ Blöcke aus)



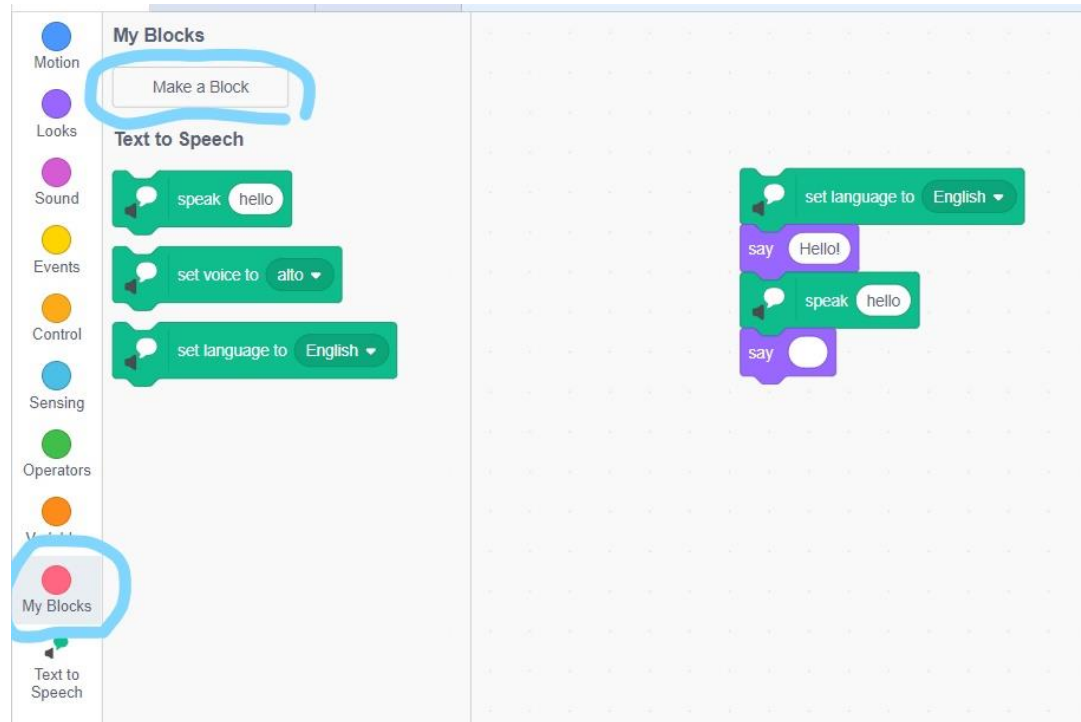
## Step 2

- Choose the items „set language to *English*“ and „speak *hello*“ from the new box and two times the „say *Hello!*“ item (wähle die Blöcke „set language to *English*“ und „speak *hello*“ aus der neuen Box und zweimal den „say *Hello!*“ Block und lösche einmal das „Hello!“ aus dem lila Block)
- Stick the items in the order shown in the screenshot on the right (Ordne die Blöcke wie auf dem Screenshot an)

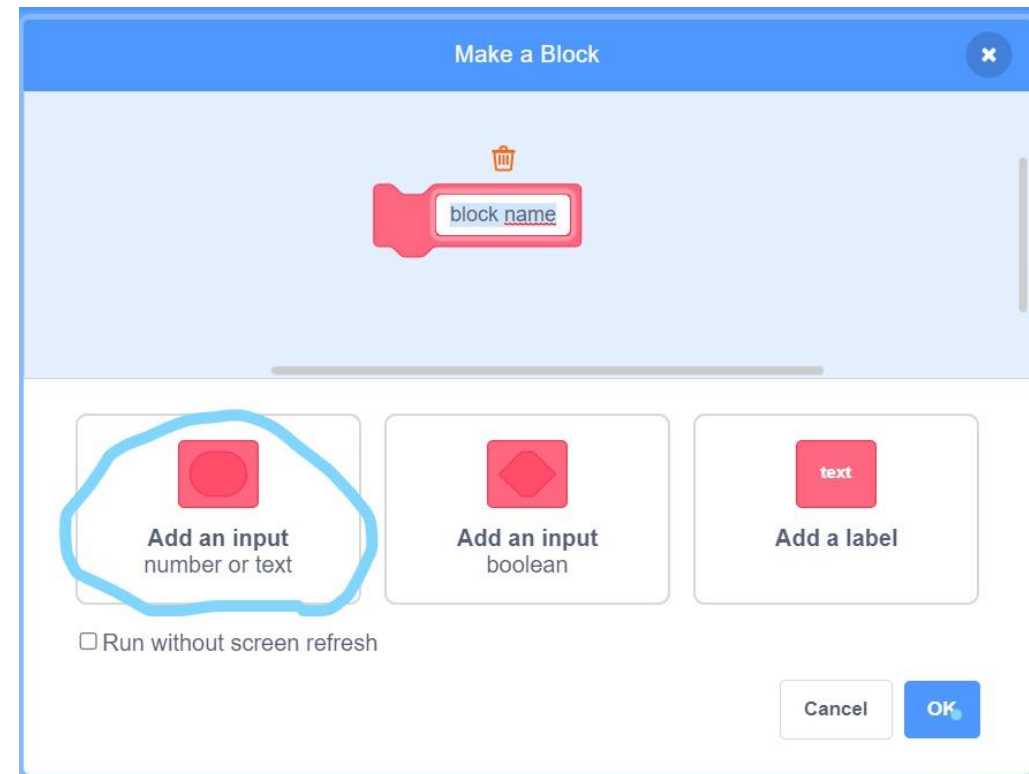


# Step 3

1. Click on „My Blocks“ and „Make a Block“ (Klicke auf „My Blocks“ und „Make a Block“)

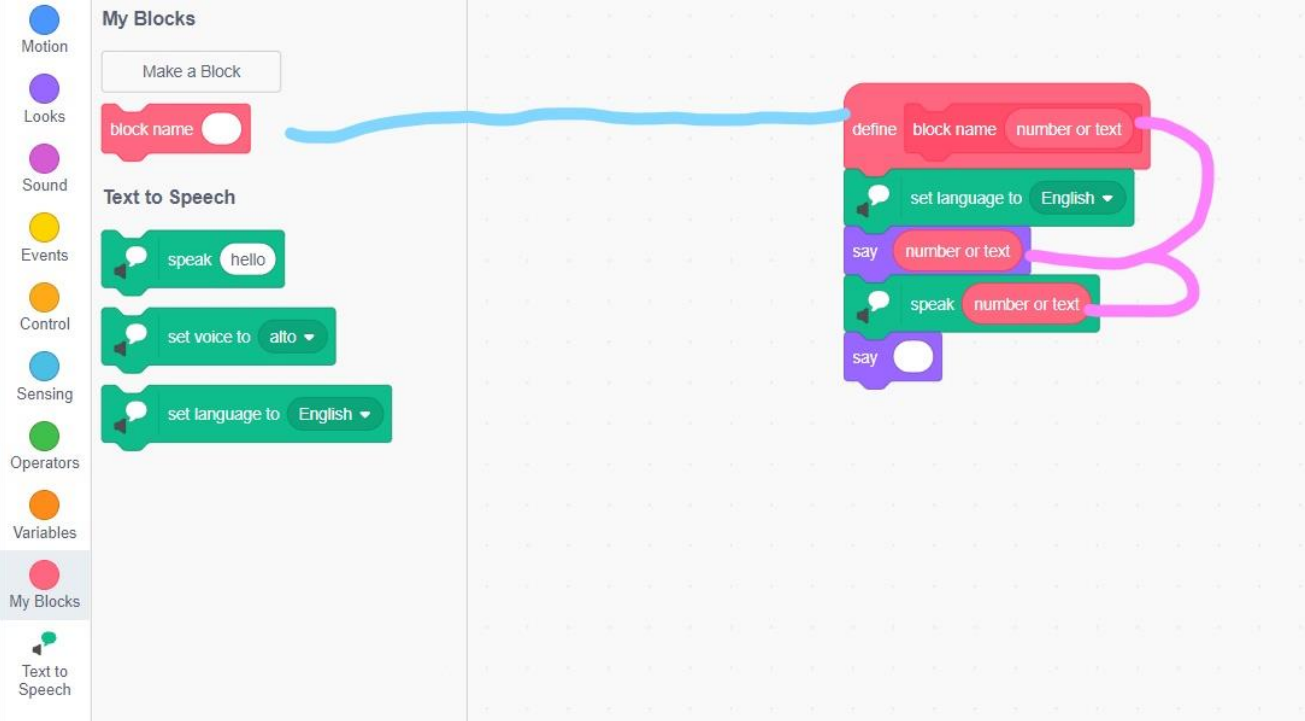


Choose „number or text“ (Wähle „number or text“)



# Step 4

- Now attach the four items to the „define“-item (verbinde die 4 Blöcke mit dem “define“-Block)
- Draw the „*number or text*“ item from the „define“-item to the textboxes of the first „say *Hello!*“ item and the „speak *hello*“ item (ziehe das ovale “number or text“ aus dem “define“-Block in die Textblöcke des ersten “say *Hello!*“ und des “speak *hello*“-Blocks)
- Leave the second „say ...“ item empty (Lasse die Textbox des zweiten “say ...“-Blocks leer)



The screenshot shows the Scratch 'My Blocks' editor. On the left, under 'Text to Speech', there are four blocks: 'speak hello', 'set voice to alto', 'set language to English', and 'say'. A red 'define' block is being created, with a 'block name' field and a 'number or text' field. A blue line connects the 'define' block to the 'speak hello' block. A pink line connects the 'number or text' field of the 'define' block to the 'say' block. Another pink line connects the 'number or text' field of the 'define' block to the 'speak' block. The 'say' block is currently empty.

# Step 5

- Replace the „say ...“ items from your old dialogue with your new item and type in your dialogue (ersetze die „say...“-Blöcke aus deinem alten Dialog mit dem neuen Block und tippe den Text wieder ein)

The screenshot shows the Scratch code editor interface. On the left, the 'Events' category is selected in the block palette. The main workspace contains a script starting with a 'when clicked' block, followed by a 'go to x: 0 y: 0' block, and two 'block name' blocks with the text 'Hello' and 'How are you'. Below these are two 'broadcast message' blocks. A pink arrow points from the 'Hello' block to a 'say' block in a separate palette on the right. The palette also shows 'define', 'set language to', and 'speak' blocks.