

Bedroom

Aim: Click on hotspots to learn to Read

Backdrop – bedroom2



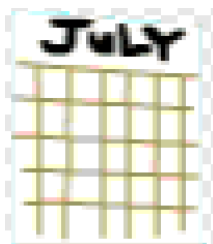
Sprites

Create three Hotspot sprites by dragging the `bedroom2` backdrop into a new sprite.

Name it `calendar`

Duplicate the sprite twice and name the new sprites `beatbox` and `mirror`. Delete everything from each costume except as shown.

calendar



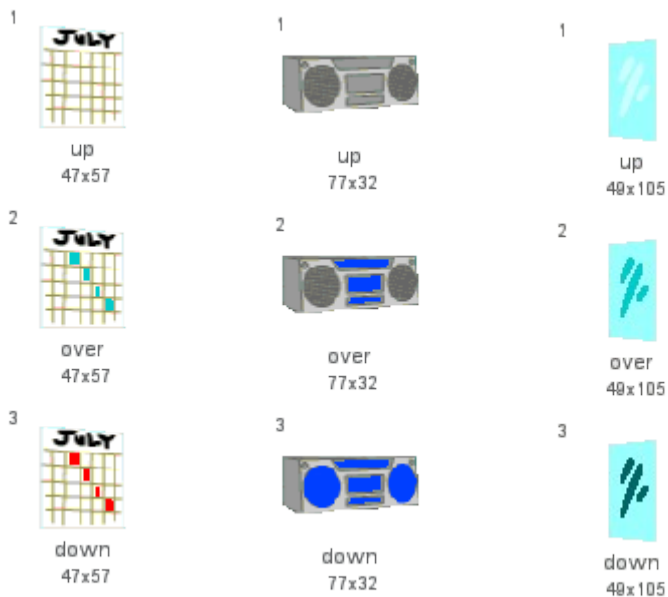
beatbox



mirror



Duplicate each costume twice, add some colour and name as shown.



Scripts calendar

```

when I receive Start
  forever
    go to x: -192 y: 95
    if touching mouse-pointer? then
      if mouse down? then
        switch costume to down
        broadcast calendar
      else
        switch costume to over
    else
      switch costume to up
  
```

The sprite positions have to match the backdrop so the `goto x: y:` values might have to be modified.

mirror

```

when I receive Start
  forever
    go to x: 166 y: 84
    if touching mouse-pointer? then
      if mouse down? then
        switch costume to down
        broadcast mirror
      else
        switch costume to over
    else
      switch costume to up
  
```

beatbox

```

when I receive Start
  forever
    go to x: -189 y: 31
    if touching mouse-pointer? then
      if mouse down? then
        switch costume to down
        broadcast beatbox
      else
        switch costume to over
    else
      switch costume to up
  
```

Record three sound files

This is a calendar

This is a beatbox

This is a mirror

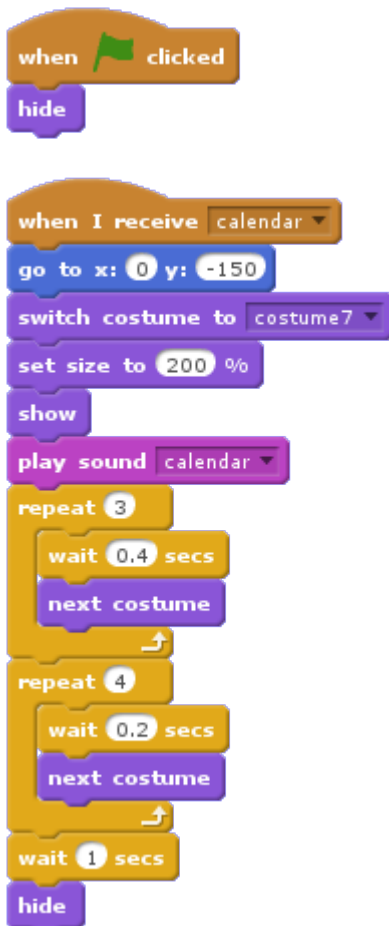
Say and Read

Create three new sprites and upload matching sound files.

Create costumes for each sprite as shown

Calendar (7)

This is a calendar
This is a calendar
This is a calendar
This is a calendar
This is a calendar
This is a calendar
This is a calendar



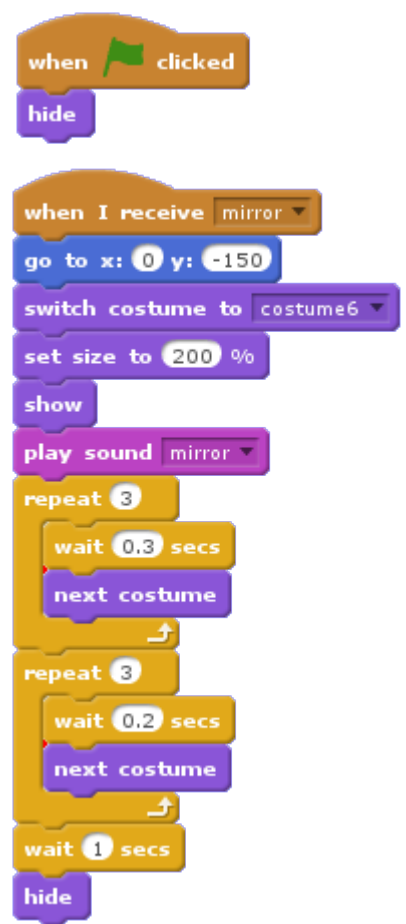
Beatbox (6)

This is a beatbox
This is a beatbox
This is a beatbox
This is a beatbox
This is a beatbox
This is a beatbox



Mirror (6)

This is a mirror
This is a mirror
This is a mirror
This is a mirror
This is a mirror
This is a mirror



Save and Test