

Dialogue Module C PRIMM Investigate

v1

Supported by

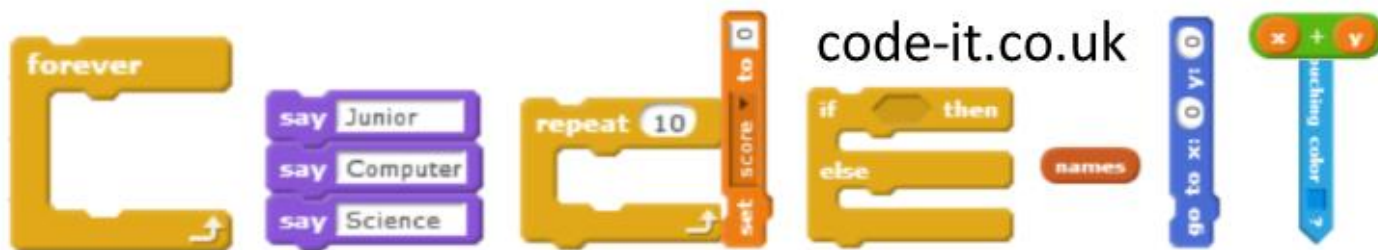


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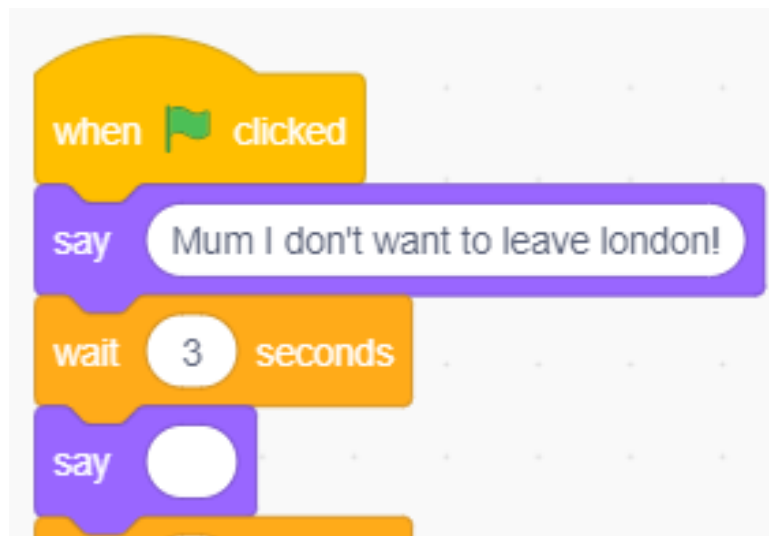
Author of the
[code-it](#) resources



Investigate a dialogue

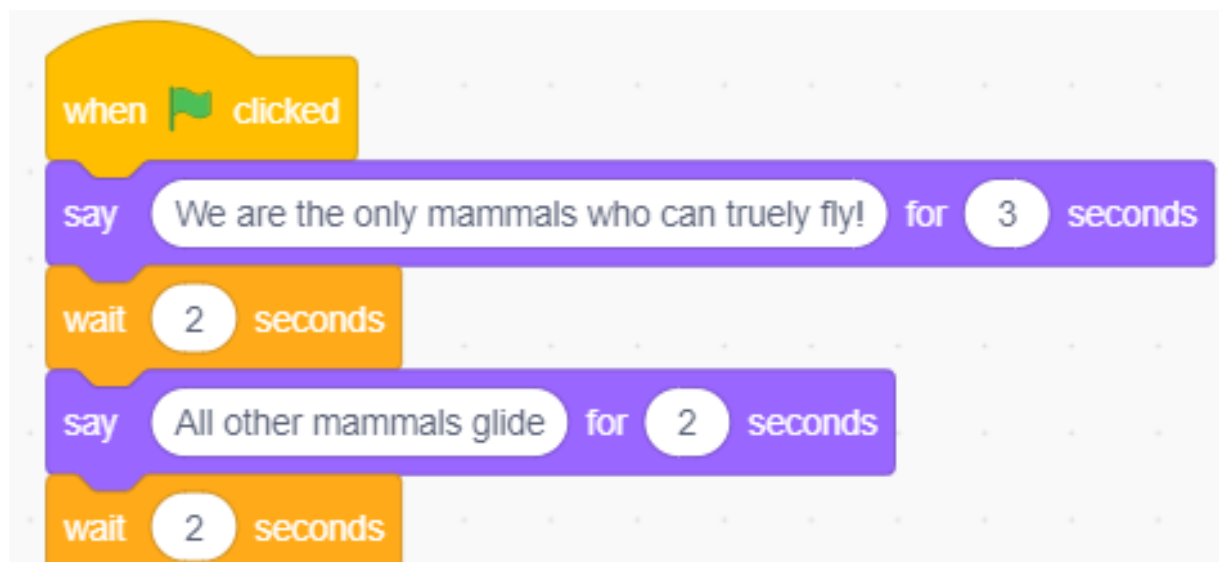
Menu

Say and wait blocks



```
when green flag clicked
say Mum I don't want to leave london! for 3 seconds
wait 3 seconds
say [ ] for 3 seconds
```

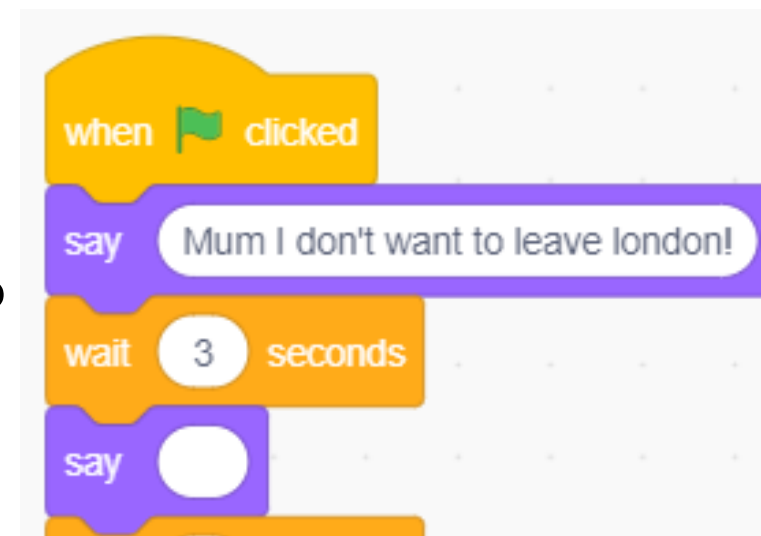
Timed say blocks



```
when green flag clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
wait 2 seconds
```

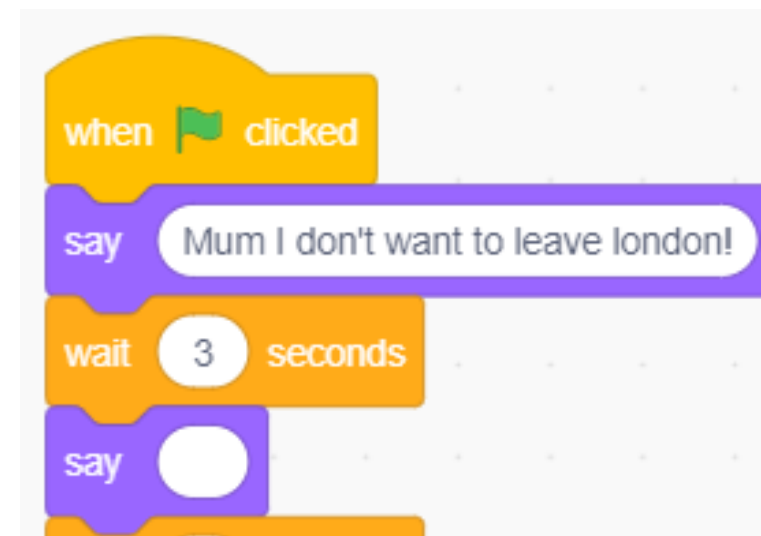
Investigate a dialogue say and wait

- How do you start the sequence?
- How can you change what it says?
- How can you make it say something for longer?
- What do the say blocks do when run on there own? (drag out and click on them)
- Does the order of this sequence matter?
- What does the blank say block do?
- What is the difference between the algorithm and the code?



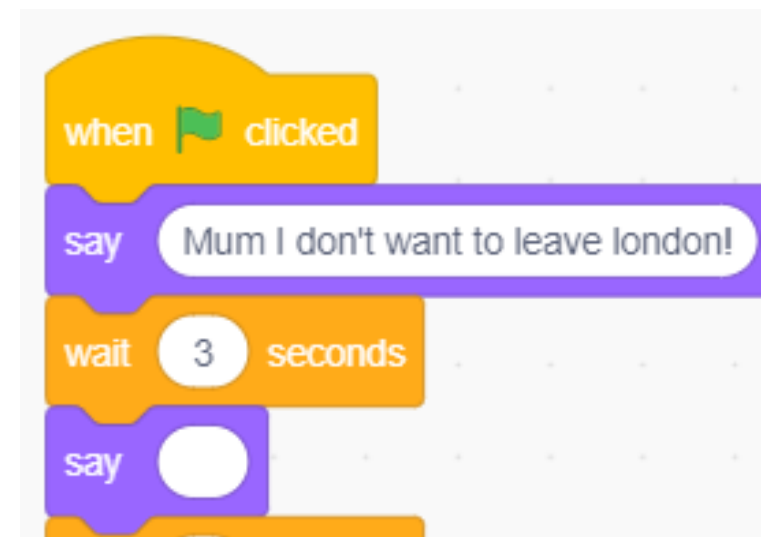
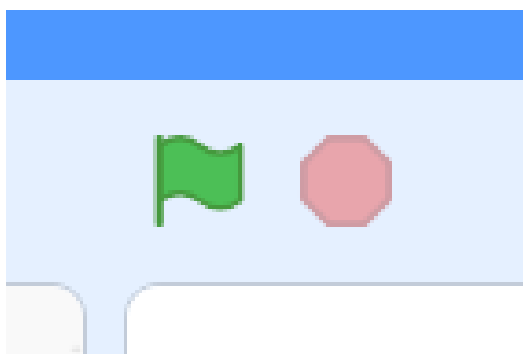
Investigate a dialogue say and wait

- How do you start the sequence?



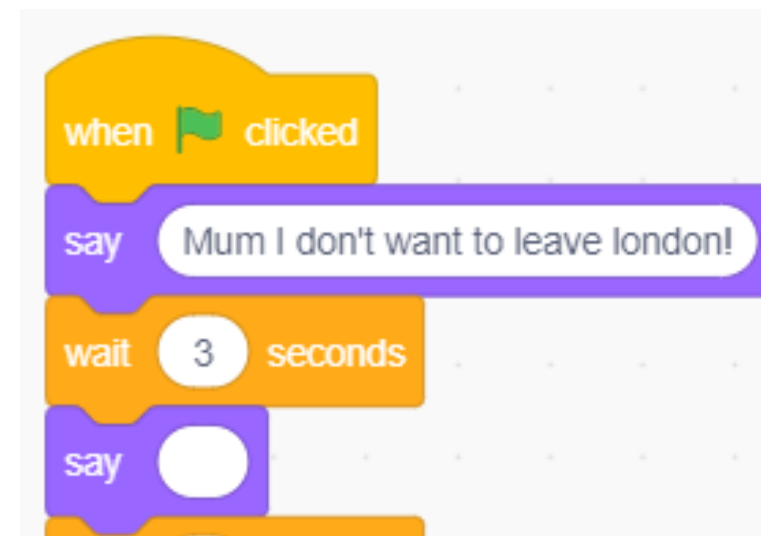
Investigate a dialogue say and wait

- How do you start the sequence?
- Clicking on the green flag



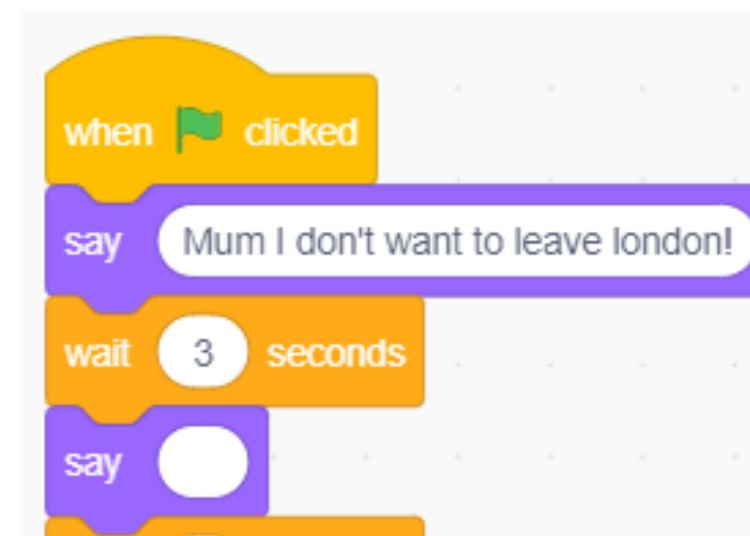
Investigate a dialogue say and wait

- How can you change what it says?



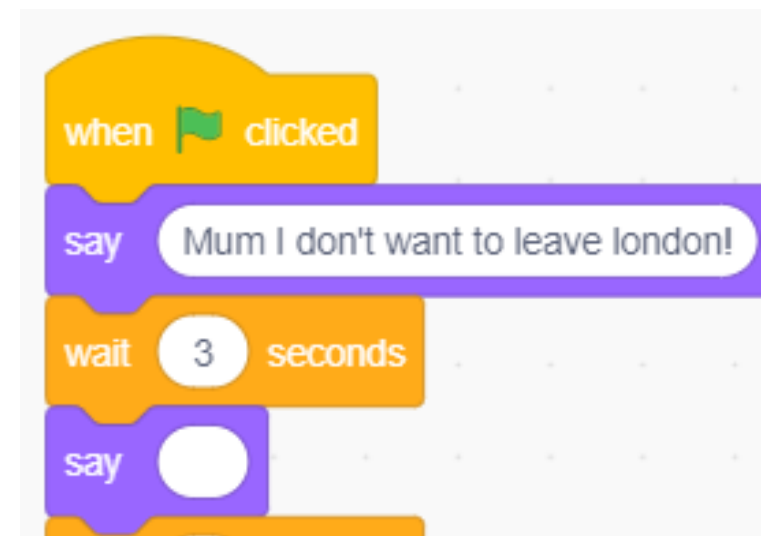
Investigate a dialogue say and wait

- How can you change what it says?
- **Select the left hand space in the say block and type**



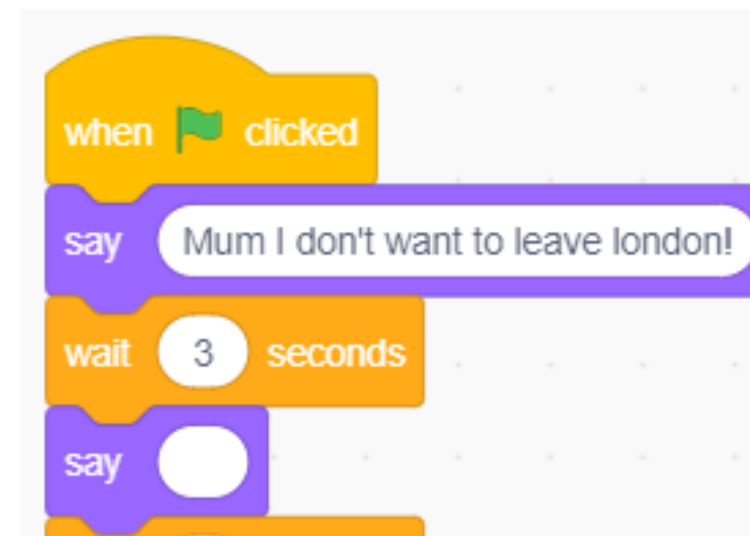
Investigate a dialogue say and wait

- How can you make it say something for longer?



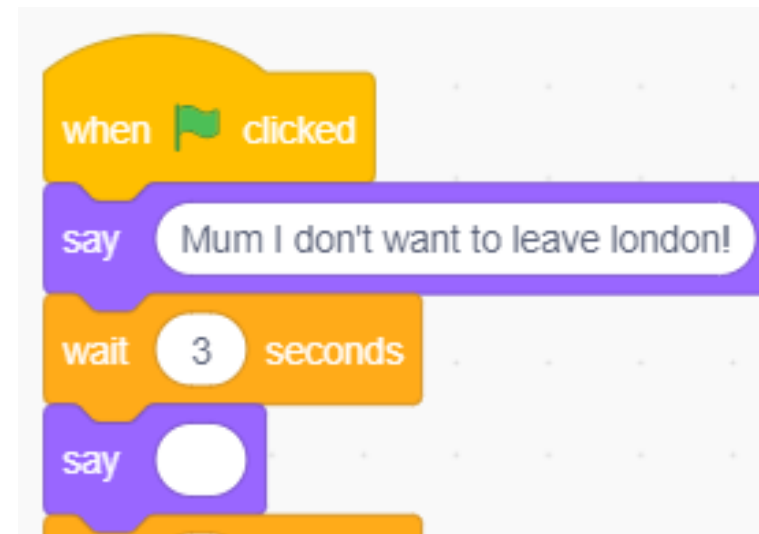
Investigate a dialogue say and wait

- How can you make it say something for longer?
- **Change the length of the wait in seconds**



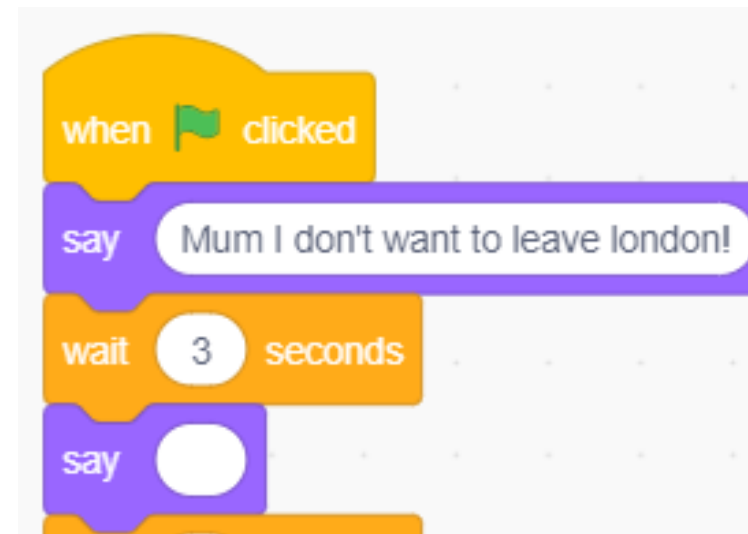
Investigate a dialogue say and wait

- What do the say blocks do when run on there own?



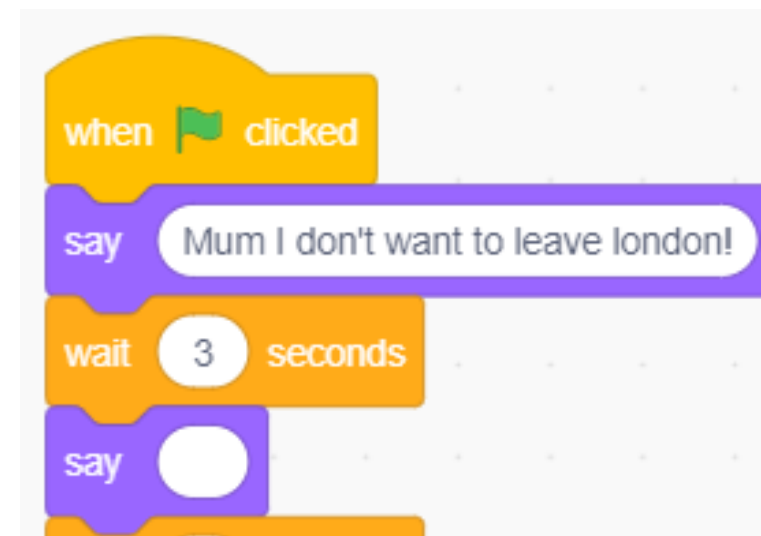
Investigate a dialogue say and wait

- What do the say blocks do when run on there own?
- Say what ever is inside the white space
- Say it until the red button is pressed



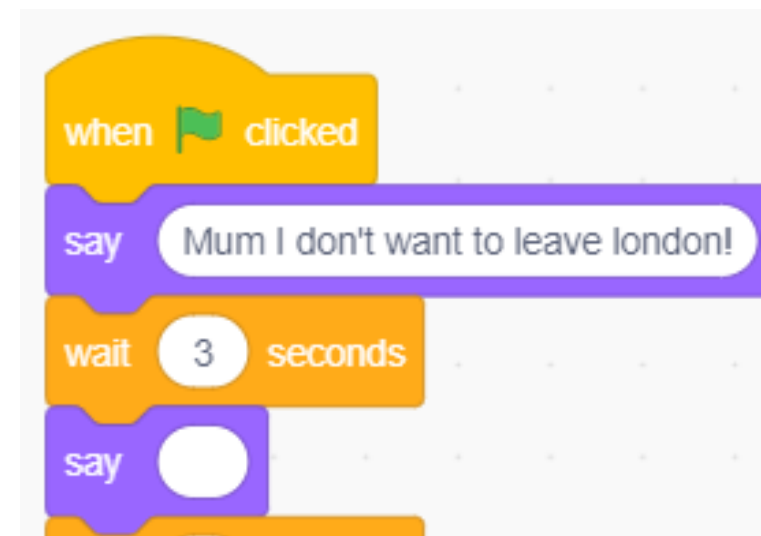
Investigate a dialogue say and wait

- Does the order of this sequence matter?



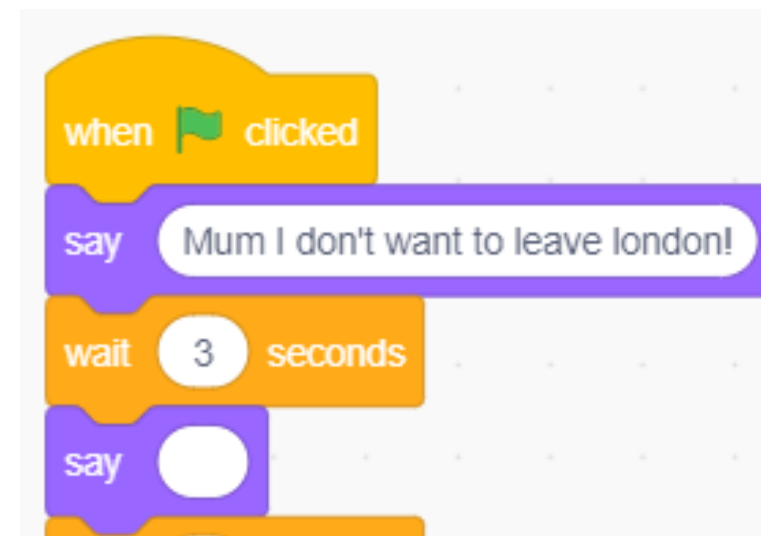
Investigate a dialogue say and wait

- Does the order of this sequence matter?
- Yes in both our examples the dialogue would not function correctly if it was out of order



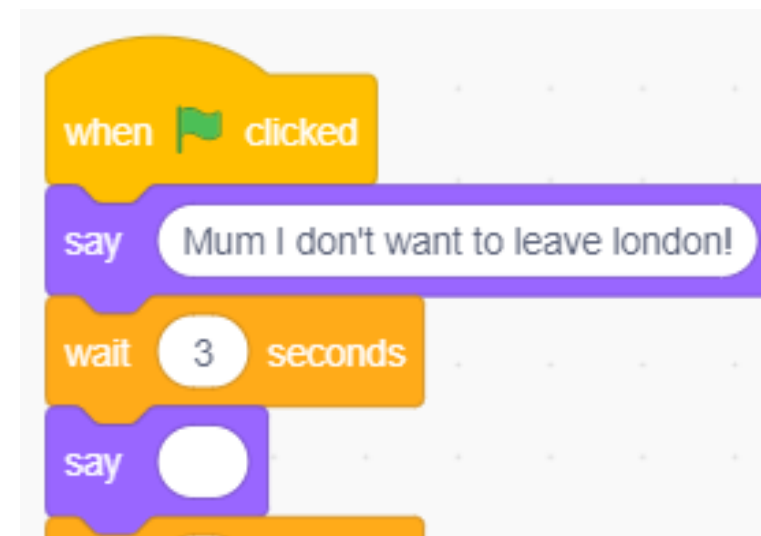
Investigate a dialogue say and wait

- What does the blank say block do?



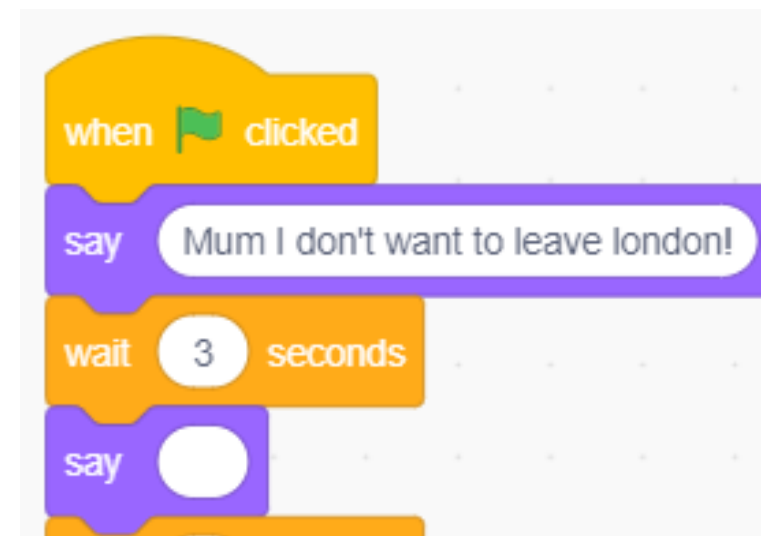
Investigate a dialogue say and wait

- What does the blank say block do?
- Stops the previous say block showing itself on screen



Investigate a dialogue say and wait

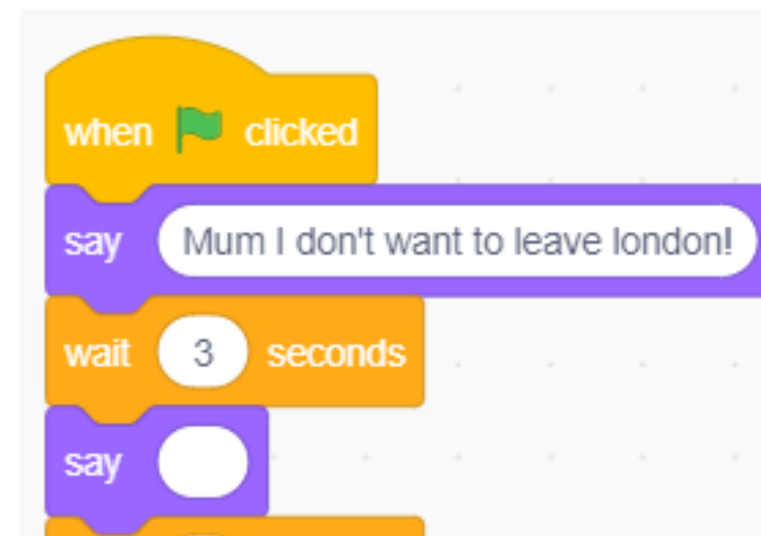
- What is the difference between the algorithm and the code?



Investigate a dialogue say and wait

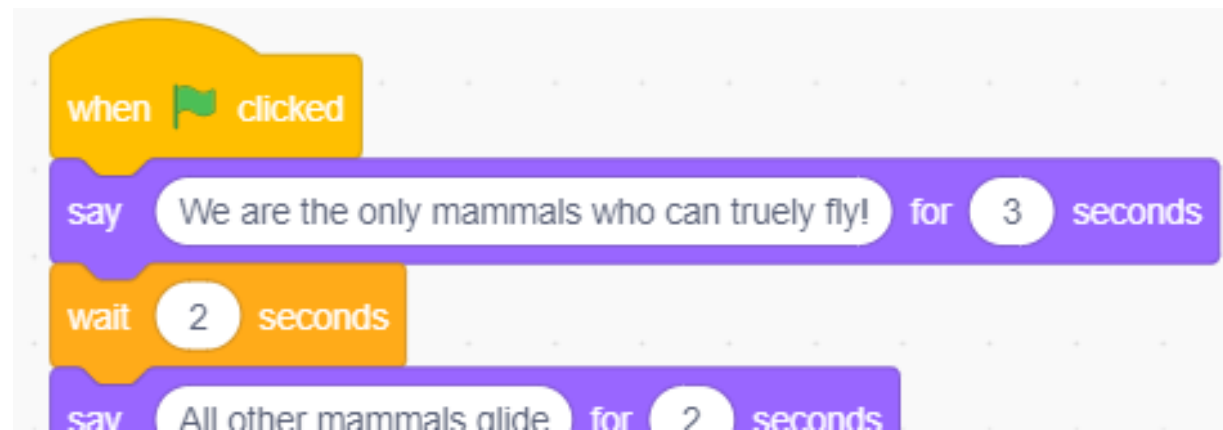
- What is the difference between the algorithm and the code?
- Less detail in the algorithm
 - No wait, secs or say every time
 - No starting block

The digital device needs these code details humans reading the algorithm don't



Investigate a dialogue timed say blocks

- What does secs stand for?
- How can you change what it says?
- How can you make it say something for longer?
- What do the say for so many secs blocks do when run on there own? (drag out and click on them)
- What is the difference between the algorithm and the code?

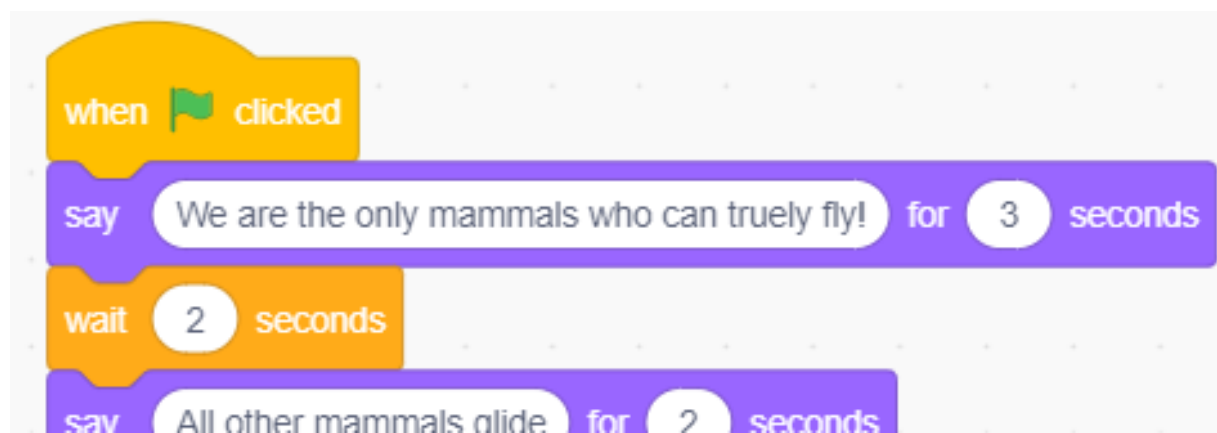


```

when clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
  
```

Investigate a dialogue timed say blocks

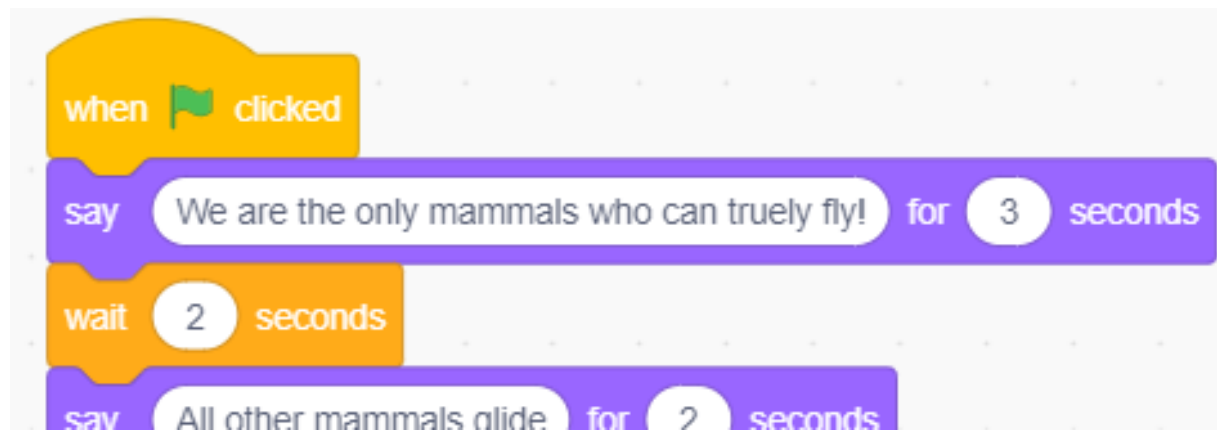
- What does secs stand for?
- **seconds**



```
when clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
```

Investigate a dialogue timed say blocks

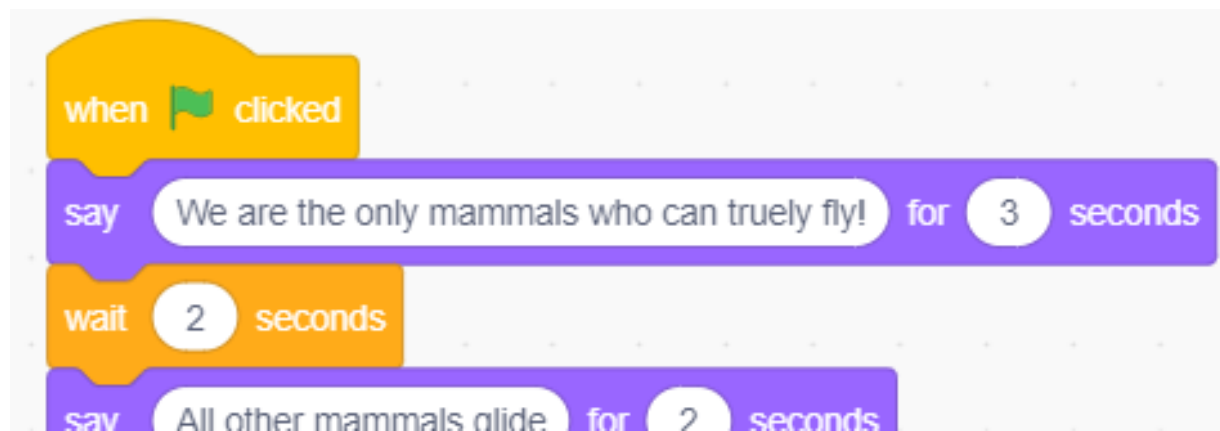
- How can you change what it says?



```
when clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
```

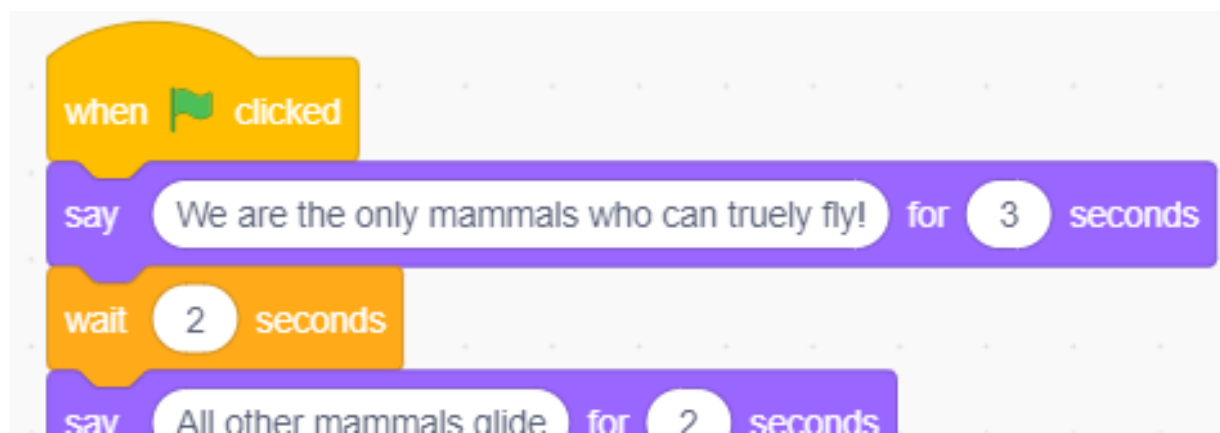
Investigate a dialogue timed say blocks

- How can you change what it says?
- Type into the left most white space



Investigate a dialogue timed say blocks

- How can you make it say something for longer?

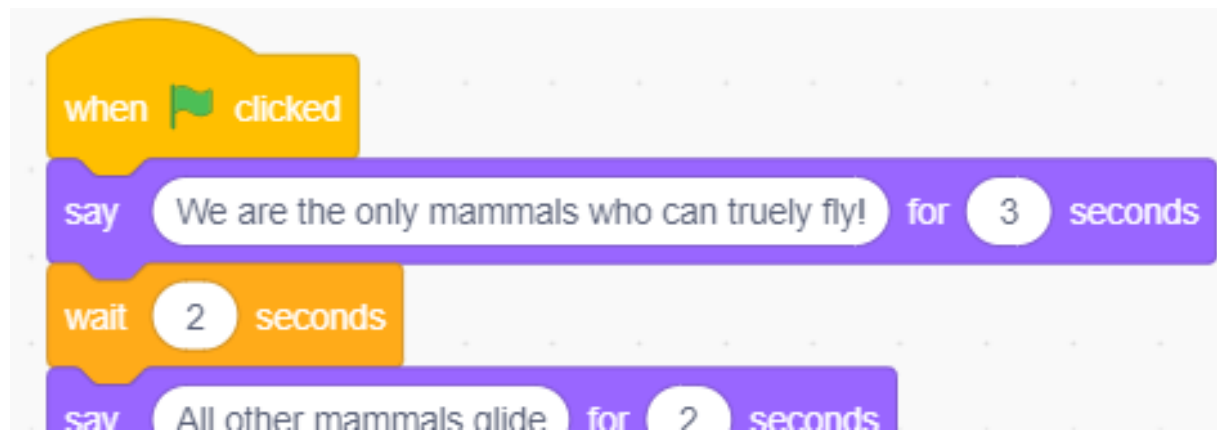


```
when clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
```

The image shows a Scratch script on a light gray grid background. It starts with a yellow 'when clicked' block. This is followed by a purple 'say' block with the text 'We are the only mammals who can truly fly!' and a duration of 3 seconds. Below that is an orange 'wait' block for 2 seconds. The script ends with another purple 'say' block with the text 'All other mammals glide' and a duration of 2 seconds.

Investigate a dialogue timed say blocks

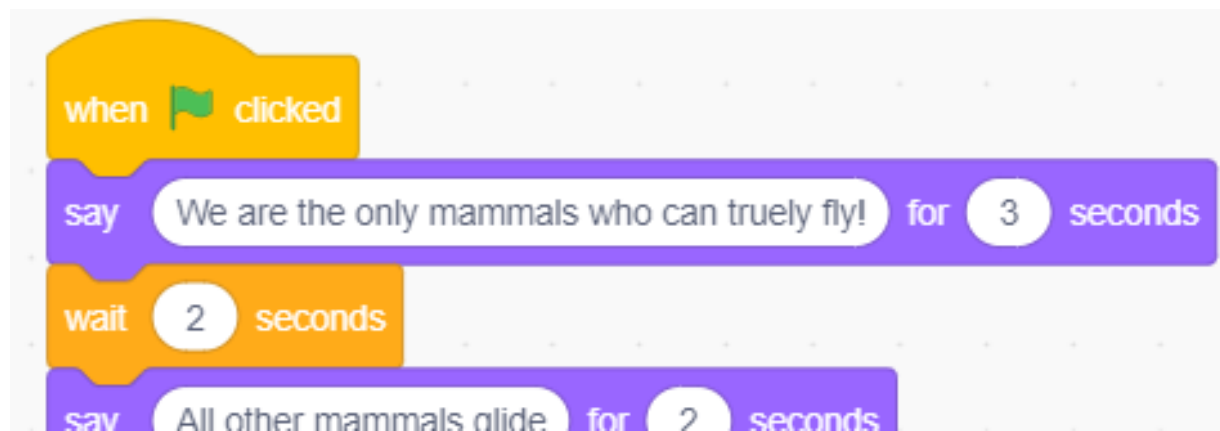
- How can you make it say something for longer?
- **Change the number of seconds**



```
when clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
```

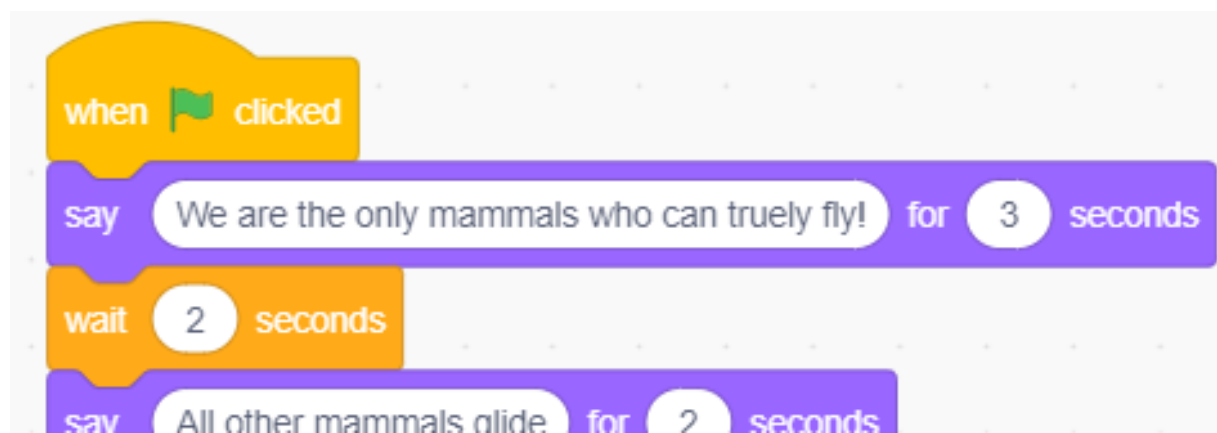
Investigate a dialogue timed say blocks

- What do the say for so many secs blocks do when run on there own? (drag out and click on them)



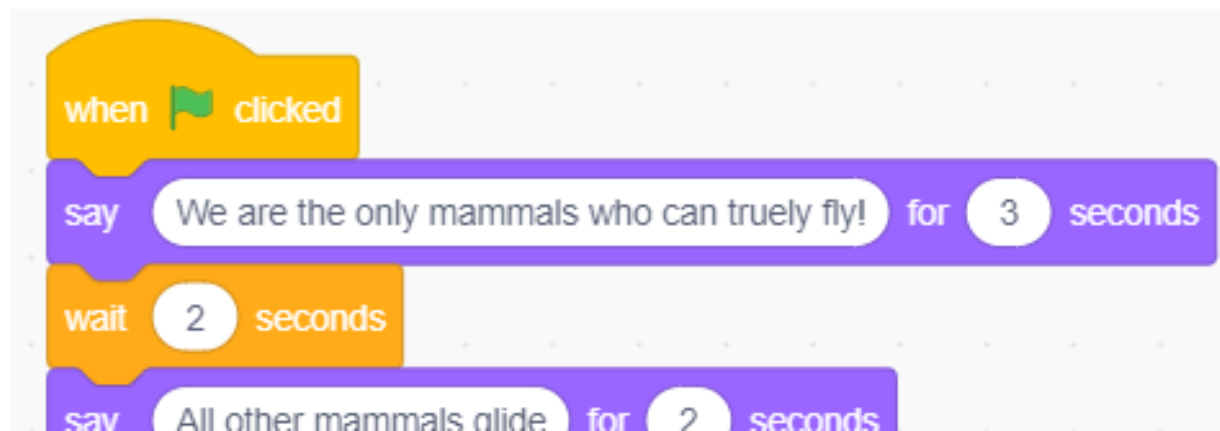
Investigate a dialogue timed say blocks

- What do the say for so many secs blocks do when run on there own?
- Say what is inside the left most white space
- Stop saying anything after the number of seconds has run out



Investigate a dialogue timed say blocks

- What is the difference between the algorithm and the code?



```
when clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
```

Investigate a dialogue timed say blocks

- What is the difference between the algorithm and the code?

- **Less detail in the algorithm**

- No for secs
- No say
- No starting block

The digital device needs these code details humans reading the algorithm don't

```
when clicked
say We are the only mammals who can truly fly! for 3 seconds
wait 2 seconds
say All other mammals glide for 2 seconds
```