

# Monologue Module C PRIMM Investigate

v1

Supported by

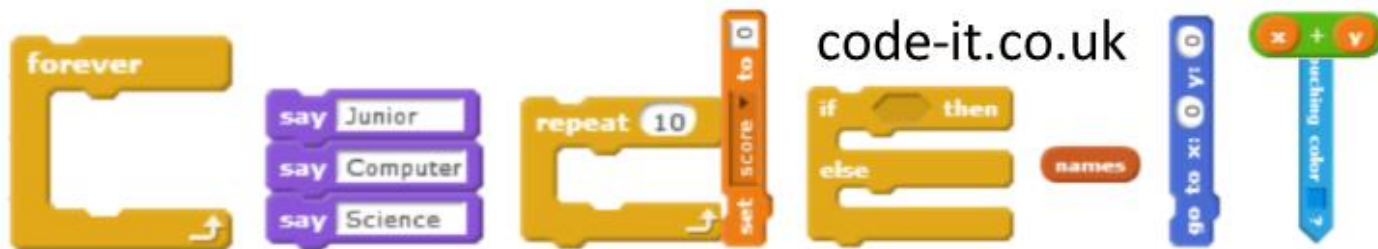


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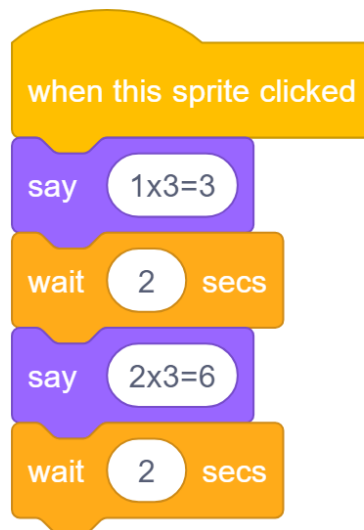
Author of the  
[code-it](#) resources



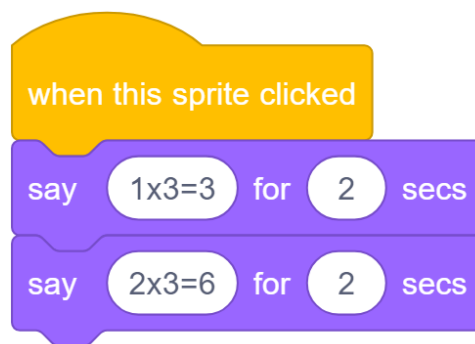
# Investigate a Monologue

Menu

Say and wait blocks

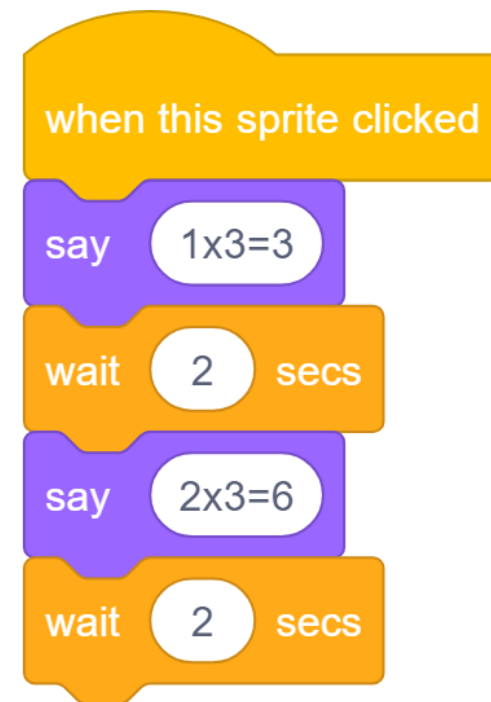


Timed say blocks



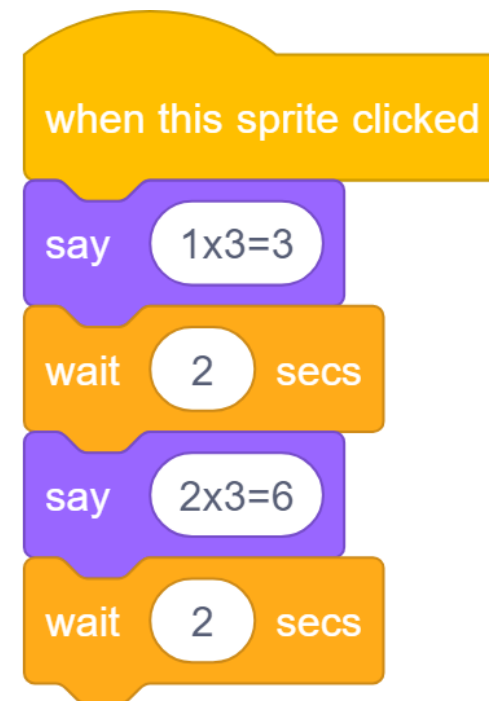
# Investigate a Monologue say and wait

- 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?
- If you used two wait blocks one after each other what would happen?
- What is the difference between the algorithm and the code?



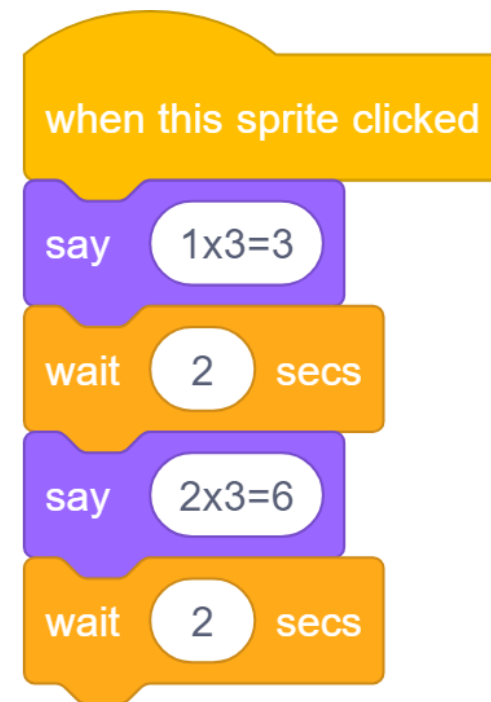
# Investigate a Monologue say and wait

- How do you start the sequence?



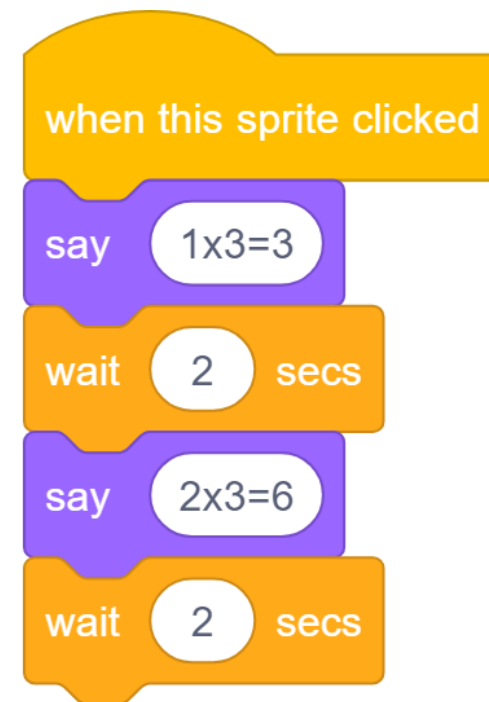
# Investigate a Monologue say and wait

- How do you start the sequence?
- Clicking on the sprite



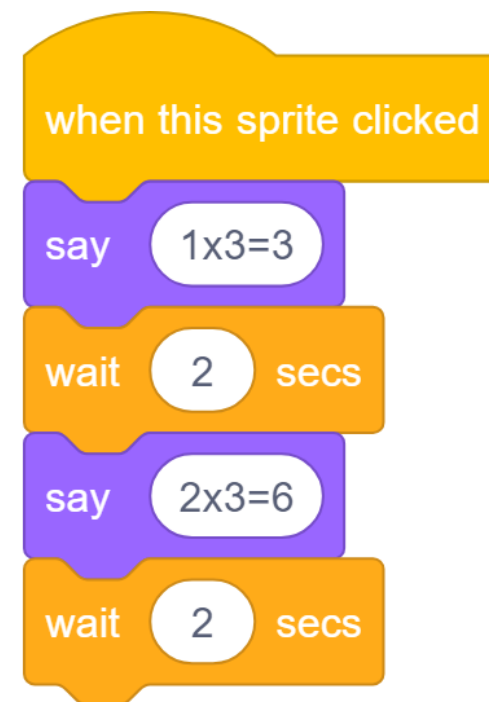
# Investigate a Monologue say and wait

- How can you change what it says?



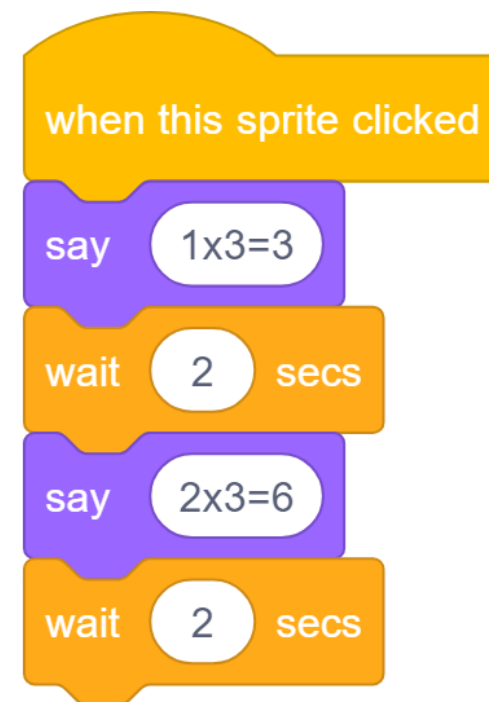
# Investigate a Monologue say and wait

- How can you change what it says?
- **Select the space and type**



# Investigate a Monologue say and wait

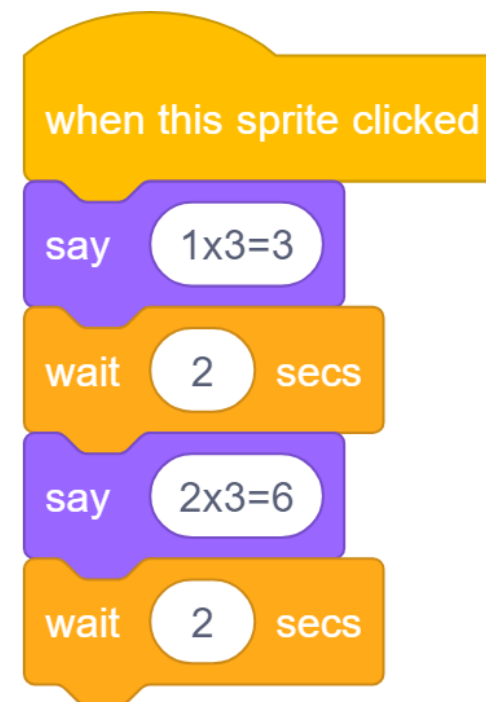
- How can you make it say something for longer?





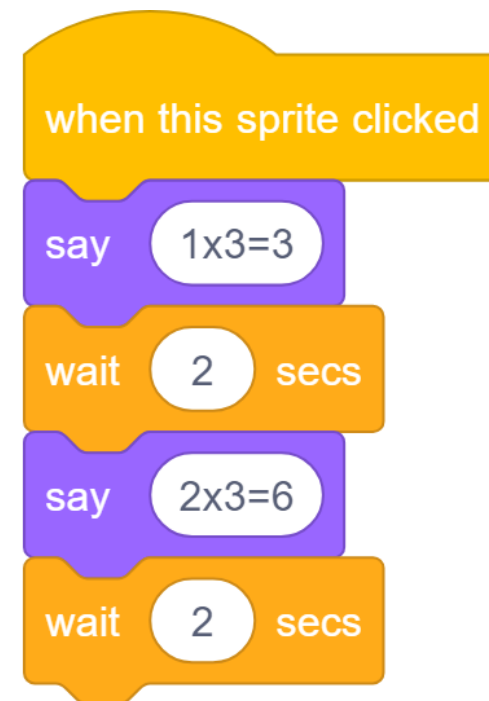
# Investigate a Monologue say and wait

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



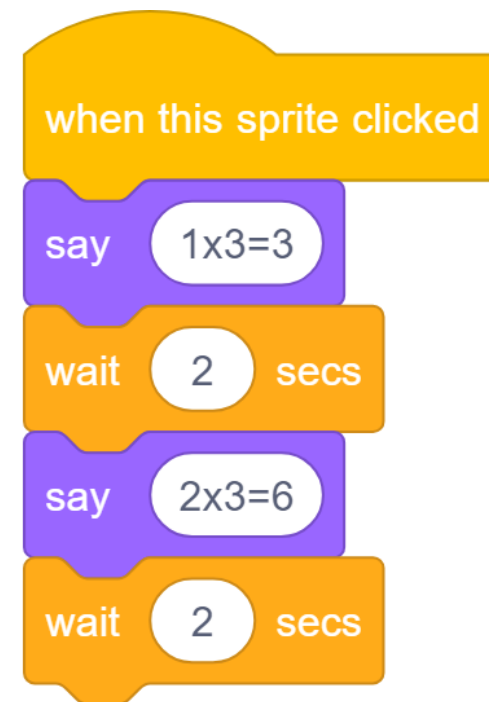
# Investigate a Monologue say and wait

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



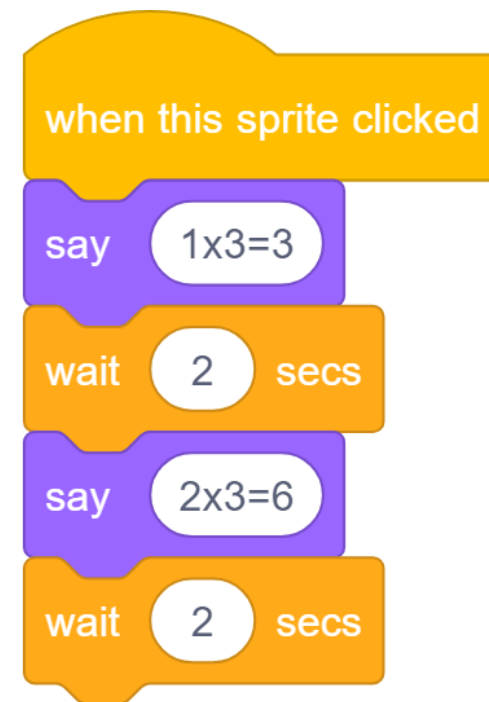
# Investigate a Monologue say and wait

- 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



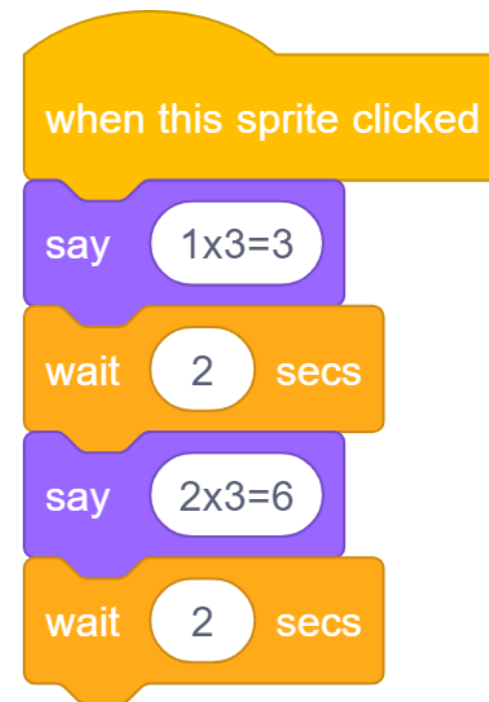
# Investigate a Monologue say and wait

- Does the order of this sequence matter?



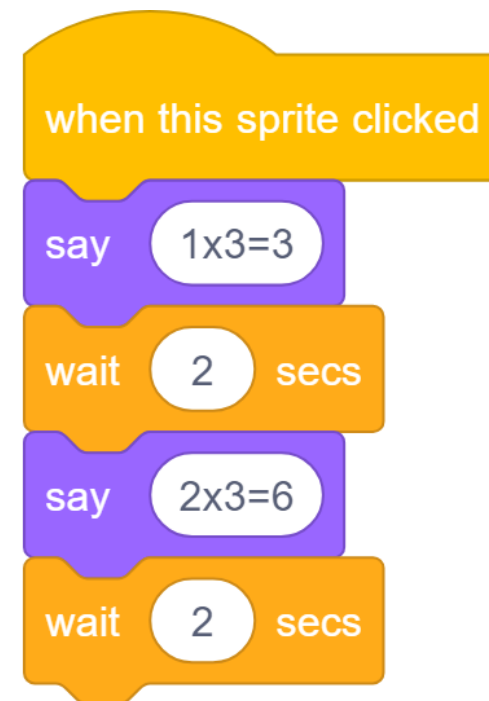
# Investigate a Monologue say and wait

- Does the order of this sequence matter?
- Depends on the example
  - The times tables could still be learnt what ever order they are in
  - The order is very important for the Victorian information



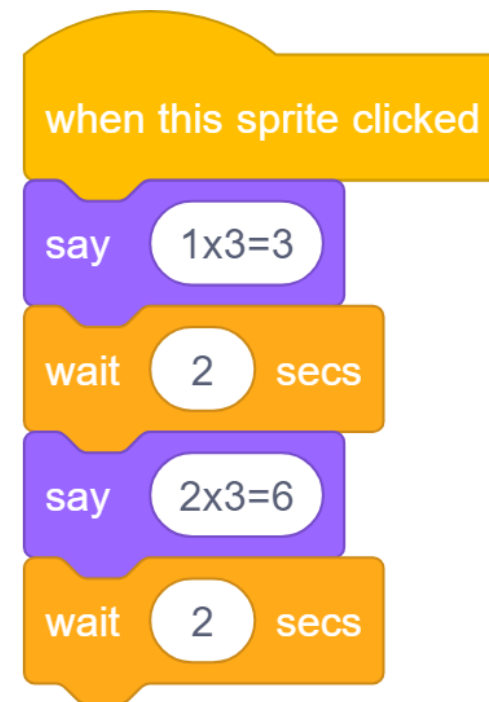
# Investigate a Monologue say and wait

- If you used two wait blocks one after each other what would happen?



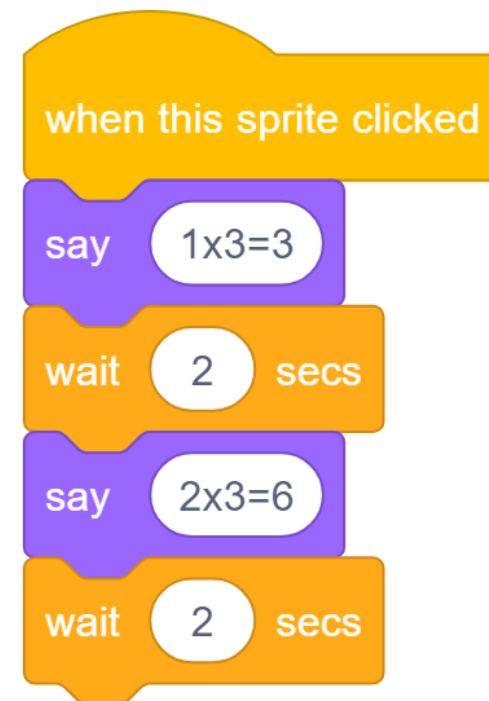
# Investigate a Monologue say and wait

- If you used two wait blocks one after each other what would happen?
- The time in seconds would be combined



# Investigate a Monologue say and wait

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

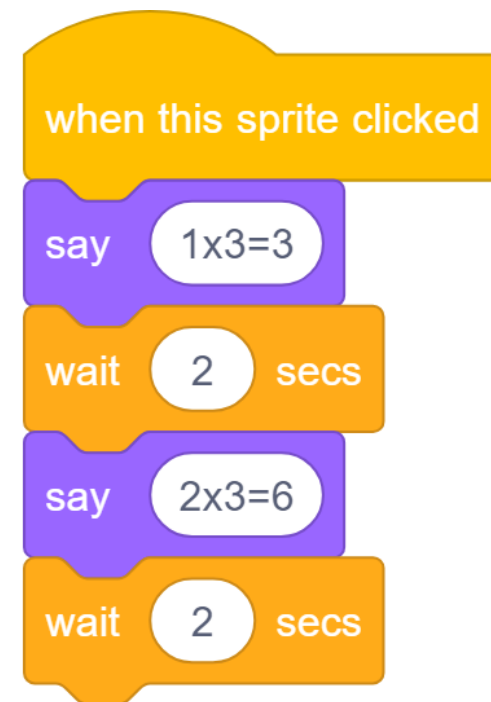




# Investigate a Monologue say and wait

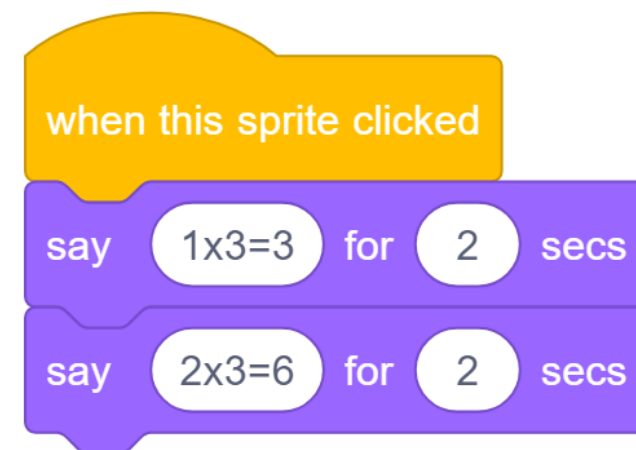
- What is the difference between the algorithm and the code?
- **Less detail in the algorithm**
  - No wait, secs or say every time
  - No starting block

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



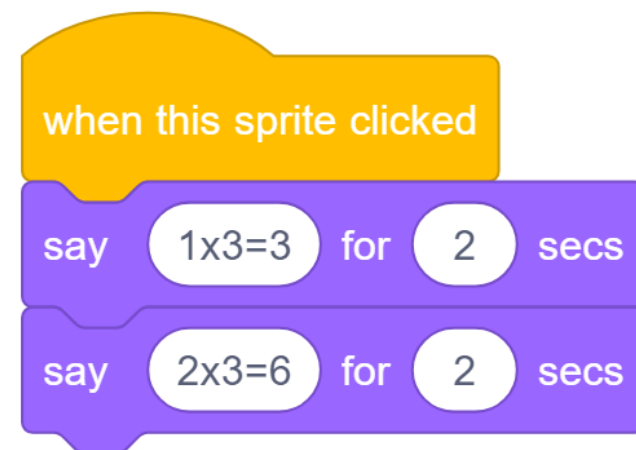
# Investigate a Monologue timed say blocks

- 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?



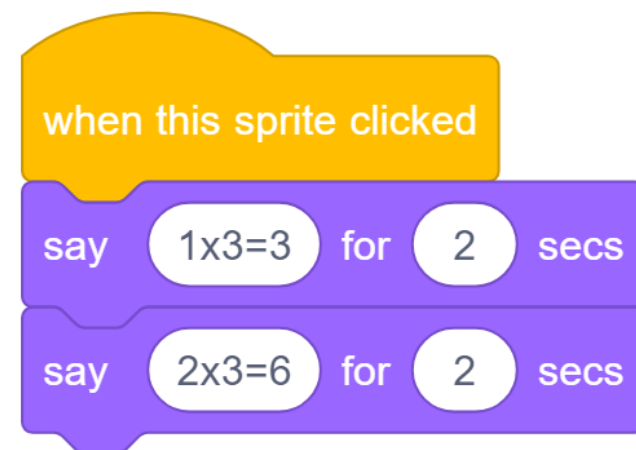
# Investigate a Monologue timed say blocks

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



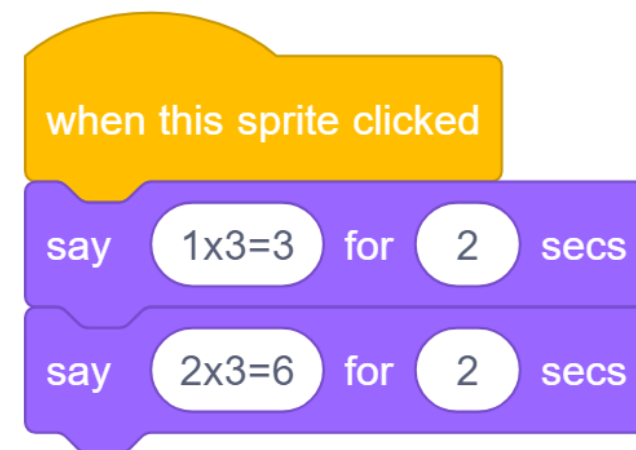
# Investigate a Monologue timed say blocks

- How can you change what it says?



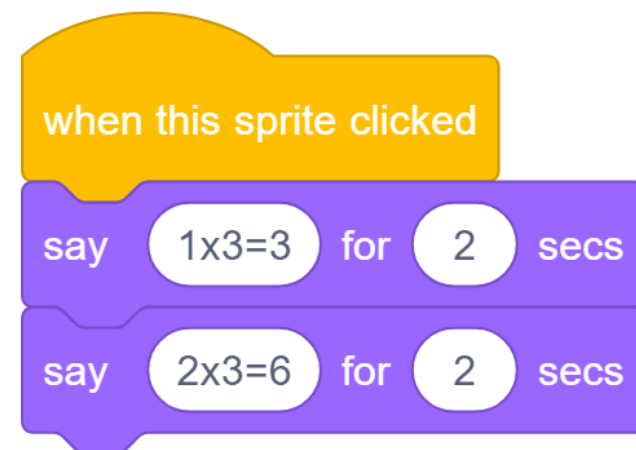
# Investigate a Monologue timed say blocks

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



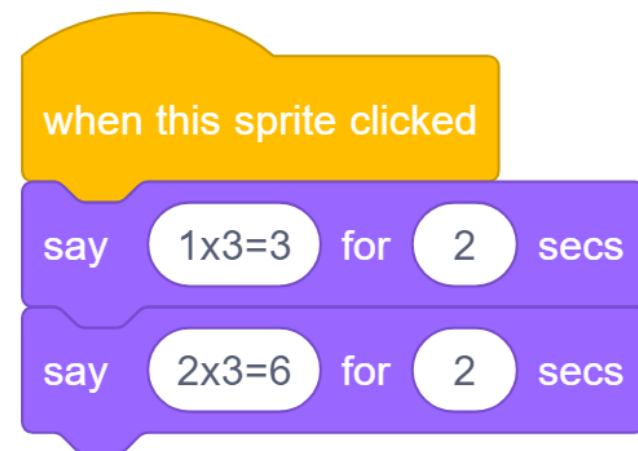
# Investigate a Monologue timed say blocks

- How can you make it say something for longer?



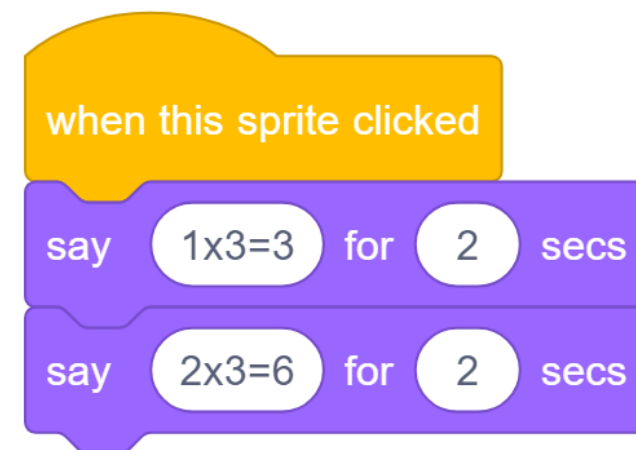
# Investigate a Monologue timed say blocks

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



# Investigate a Monologue timed say blocks

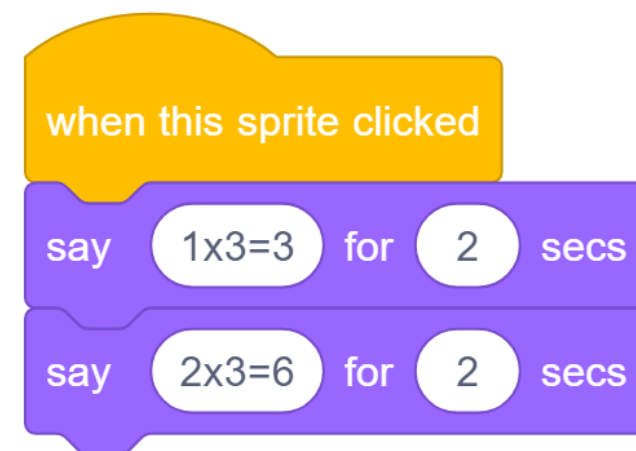
- What do the say for so many secs blocks do when run on there own? (drag out and click on them)





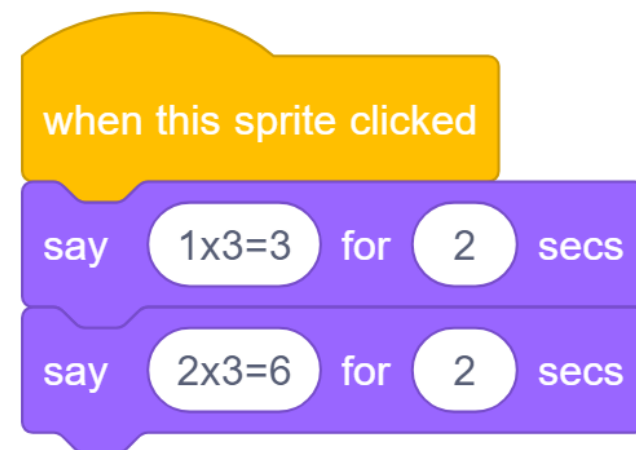
# Investigate a Monologue timed say blocks

- 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



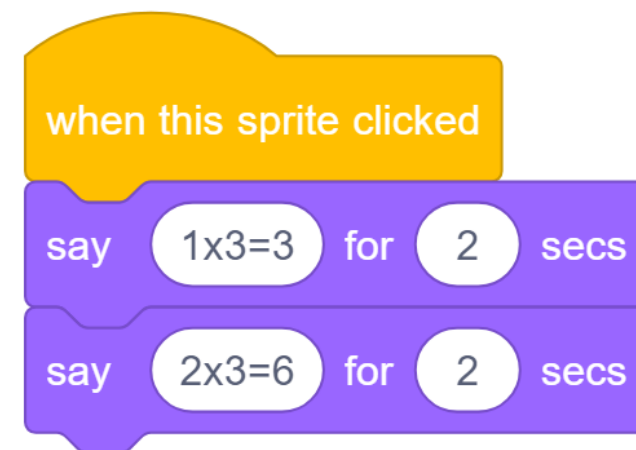
# Investigate a Monologue timed say blocks

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



# Investigate a Monologue 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