

Churchill Idea

Change the Scratch cat to look like Winston Churchill and then make it say one of his speeches.

Churchill Speech Algorithm

Speech	Seconds
We shall fight on the seas and oceans	3
We shall fight with growing confidence and growing strength in the air,	4
We shall defend our Island.	2
Whatever the cost may be.	2
We shall fight on the beaches.	2
We shall fight on the landing grounds.	3
We shall fight in the fields and in the streets.	3
We shall fight in the hills.	2
We shall never surrender.	2

Tables Idea

Choose a character and program it to say the three times tables to help me learn them.

Tables Algorithm

1x3=3
2 seconds
2x3=6
2 seconds
3x3=9
2 seconds
4x3=12
2 seconds
5x3=15
2 seconds
6x3=18
2 seconds
7x3=21
2 seconds
8x3=24
2 seconds
9x3=27
2 seconds
10x3=30
2 seconds
11x3=33
2 seconds
12x3=36
2 seconds
Say nothing

Caesar Idea

Make a Julius Caesar character and program it to say one of his speeches about the people of Britain.

Caesar Speech algorithm

Julius Caesar on Britons written in 53BCE for propaganda purposes (translated from Latin)

Speech	Seconds
All the Britons,	2
dye themselves with woad,	3
which is a bluish colour.	3
This makes them look more terrible appearance in a fight	5
They wear their hair long	3
and have every part of their body shaved.	4
except their head and upper lip.	3

Victorian Child Idea

Choose a Victorian child character and program it to tell the audience about how it was like to work as a child.

Victorian Child Speech algorithm

Victorian working conditions taken from primaryhomeworkhelp.co.uk

Speech
Children worked very long hours
3 seconds
with little breaks and no fresh air.
3 seconds
They often worked in very dangerous conditions
4 seconds
resulting in injuries or even death.
3 seconds
Very young children were expected to work.
4 seconds
There was no education for the poor,
3 seconds
so it was very unlikely they could get better paid jobs,
5 seconds
when they were older.
2 seconds
Children were paid very little
3 seconds
because they were younger
3 seconds
empty say