

## Idea

Change the Scratch cat to look like Winston Churchill and then make it say one of his speeches. Modify the speech with a variable so it can have a different emphasis such as we shall, I shall, Britain shall, I will etc

## Churchill Speech Algorithm

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

## Idea

Choose a character and program it to say the three times tables to help me learn them. Include a variable to add my name or other people's names into the program.

## Tables Algorithm

Assign Millie to <b>name</b> variable
<b>name</b> 1x3=3
2 seconds
<b>name</b> 2x3=6
2 seconds
<b>name</b> 3x3=9
2 seconds
<b>name</b> 4x3=12
2 seconds
<b>name</b> 5x3=15
2 seconds
<b>name</b> 6x3=18
2 seconds
<b>name</b> 7x3=21
2 seconds
<b>name</b> 8x3=24
2 seconds
<b>name</b> 9x3=27
2 seconds
<b>name</b> 10x3=30
2 seconds
<b>name</b> 11x3=33
2 seconds
<b>name</b> 12x3=36
2 seconds
Say nothing

## Idea

Make a Julius Caesar character and program it to say one of his speeches about the people of Britain. Include a variable called noun to change who the speech is about.

## Speech algorithm

Julius Caesar on Britons written in 53BCE for propaganda purposes

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

## Idea

Choose a Victorian child character and program it to tell the audience about how it was like to work as a child. Replace children with a variable so the piece can be about different types of children.

## Speech algorithm

Victorian working conditions taken from [primaryhomeworkhelp.co.uk](http://primaryhomeworkhelp.co.uk)

Speech
Assign children to <b>synonym</b> variable
<b>synonym</b> 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 <b>synonym</b> 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
<b>synonym</b> were paid very little
3 seconds
because they were younger
3 seconds
Say nothing