Creative Coding Steps: Digital Museum

- 1. Click the SAY block to see what happens. 2. Drag the SAY block to the Code Editor to start coding. 3. Type words to make them appear in the speech bubble. Type the words to appear in the speech bubble. 4. Add "WHEN THIS SPRITE CLICKED" block to make it interactive. 5. Click the Moby sprite to see the code in action. 6. Experiment with adding more blocks. 7. Click the ADD button on the right to add more sprites. \Box 8. Switch between sprites to code them (e.g., First I coded Moby, now I coded Nat). Switch between sprites to code them too.
- 10. Add more blocks to code your own museum!

9. Add and edit your code to create more dialogue.