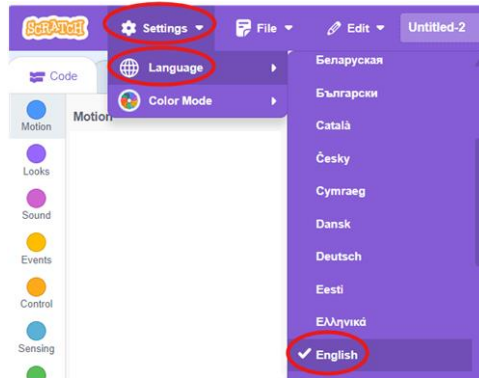




Proyecto: Emisario Inglés



1. Cambia el idioma



2. Elimina el gatito

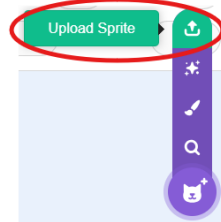


En el área del escenario

3. Elige Objetos



En el área de Objetos



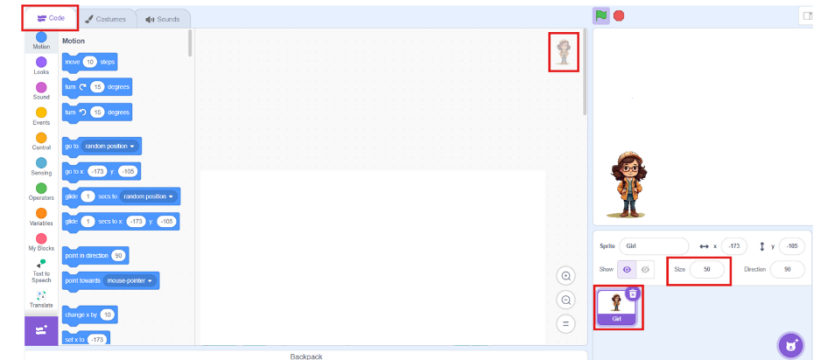
Subir el personaje



Niña

*Ajustamos el tamaño del personaje si lo consideramos necesario

4. Elige Objetos





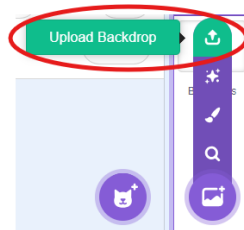
Proyecto: Emisario Inglés



5. Elige un fondo



En el área de Fondos



Upload Backdrop

6. Carga los siguientes fondos



Buckingham Palace



Saint Paul's Cathedral



London Tower



Tower Bridge

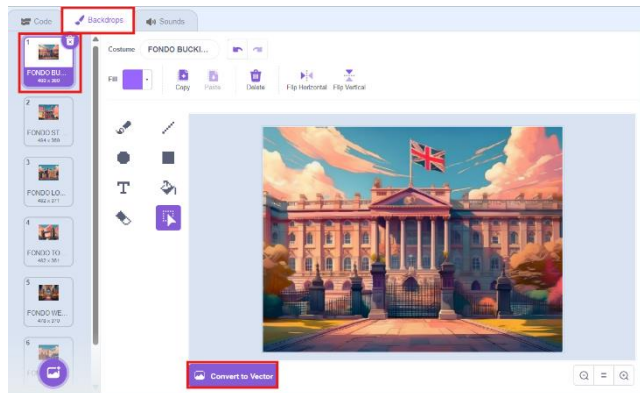


Westminster Abbey



Big Ben

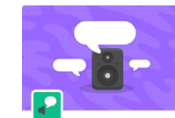
7. Convertir a vector y ajustar las imágenes a la pantalla



8. Añadir Extensiones



Extensiones



Text to Speech
Make your projects talk.

Texto a Voz



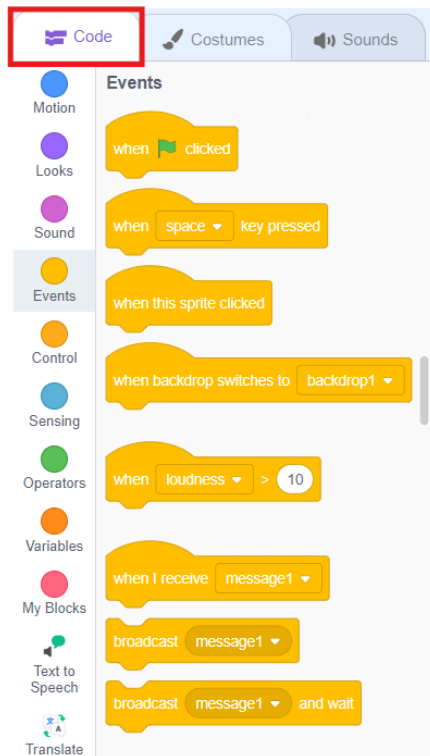
Makey Makey
Make anything into a key.

Makey Makey





9. Selecciona los bloques



Events. Estos bloques **desencadenan** la ejecución de las **instrucciones** que les sigan.



Looks. Bloques que permiten **cambiar el fondo** de la presentación, de esta forma se simula que el personaje vaya mostrando los monumentos de Londres.



Text to Speech. Bloque que **permite ponerle voz a tu proyecto.**



Makey Makey. Bloque que **convierte cualquier cosa en una tecla.**





Primera escena: Descubre los monumentos más emblemáticos de Londres



10. Programa al personaje



En el área de Objetos



Selecciona el objeto "Girl"

En el área de programación crea el programa

```
when space key pressed
switch backdrop to MAPA LONDRES
set language to English
set voice to alto
speak 'Welcome! Let's discover together the most famous landmarks of London.'
speak 'Touch each landmark to uncover its secrets.'
```





10. Programa al personaje

En el área de programación crea el programa

```
when up arrow key pressed
think Buckingham Palace for 3 seconds
stop other scripts in sprite
switch backdrop to BUCKINHAM PALACE
set language to English
set voice to alto
speak Buckingham Palace was built in 1703.
speak It became a royal residence in 1837 with Queen Victoria.
speak It is now the official residence of King Charles III.
speak During the Second World War, was bombed several times.
speak Despite it still stands as a symbol of resistance.
speak If you are curious to see it are open in August and September.
```

***Para evitar que se superpongan unos audios con otros, vamos a hacer que espere 3 segundos antes de hablar.
*Incluimos el Bloque “Detener Todos” y en el desplegable “Otros programas en el objeto” para que no suenen varios audios a la vez.**





Segundo Fondo: Información sobre “Saint Paul’s Cathedral”



10. Programa al personaje

En el área de programación crea el programa

```
when green flag clicked
  when down arrow key pressed
    think St. Paul's Cathedral for 3 seconds
    stop other scripts in sprite
    switch backdrop to ST. PAUL'S CATHEDRAL
    set language to English
    set voice to alto
    speak Saint Paul's Cathedral was dedicated to the Apostle Saint Paul.
    speak It is the seat of the diocese and the bishop of London.
    speak The Great Fire of London destroyed the Cathedral in 1666.
    speak The famous architect Sir Christopher designed the current cathedral.
    speak Its enormous dome is one of the largest in the world.
    speak It has a famous gallery called the "Whispering Gallery".
```

***Para evitar que se superpongan unos audios con otros, vamos a hacer que espere 3 segundos antes de hablar.
*Incluimos el Bloque “Detener Todos” y en el desplegable “Otros programas en el objeto” para que no suenen varios audios a la vez.**





10. Programa al personaje

En el área de programación crea el programa

```
when right arrow key pressed
  think Tower of London for 3 seconds
  stop other scripts in sprite
  switch backdrop to TOWER OF LONDON
  set language to English
  set voice to alto
  speak Tower of London is a historic castle on the north of the River Thames.
  speak It was built by William I, known as the Conqueror, in 1078.
  speak The Tower has been a fortress, a royal palace and a prison.
  speak Special ravens live in the Tower to protect its legend.
  speak Legend says that if the ravens leave the Tower, the United Kingdom will fall.
```

***Para evitar que se superpongan unos audios con otros, vamos a hacer que espere 3 segundos antes de hablar.**

***Incluimos el Bloque "Detener Todos" y en el desplegable "Otros programas en el objeto" para que no suenen varios audios a la vez.**





10. Programa al personaje

En el área de programación crea el programa

```
when left arrow key pressed
  think Tower Bridge for 3 seconds
  stop other scripts in sprite
  switch backdrop to TOWER BRIDGE
  set voice to alto
  set language to English
  speak Tower Bridge is a drawbridge and suspension over the River Thames.
  speak It was built to make it easier access to East London.
  speak Originally, it was brown, but in 1977 it was painted red, white, and blue.
  speak Drivers, cyclists, and pedestrians use Tower Bridge to cross the Thames.
  speak Also, it allows large ships to pass. It is raised more than 1,000 times a year!
```

***Para evitar que se superpongan unos audios con otros, vamos a hacer que espere 3 segundos antes de hablar.**
***Incluimos el Bloque "Detener Todos" y en el desplegable "Otros programas en el objeto" para que no suenen varios audios a la vez.**





10. Programa al personaje

En el área de programación crea el programa

```
when a key pressed
  think Westminster Abbey for 3 seconds
  stop other scripts in sprite
  switch backdrop to WESTMINSTER ABBEY
  set voice to alto
  set language to English
  speak Westminster Abbey is a large Anglican church in London.
  speak It is famous for its coronations and royal ceremonies.
  speak The current Abbey was built in 1245 by order of King Henry III.
  speak All of England's Kings and Queen have been crowned here since 1066.
  speak In addition, many monarchs and important people are buried there.
```

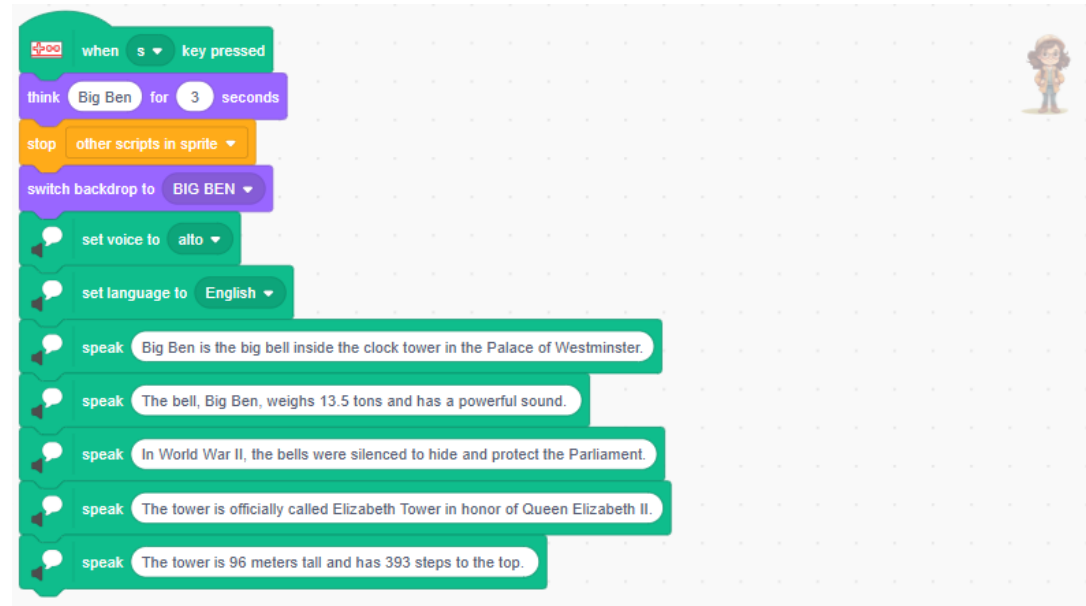
***Para evitar que se superpongan unos audios con otros, vamos a hacer que espere 3 segundos antes de hablar.
*Incluimos el Bloque “Detener Todos” y en el desplegable “Otros programas en el objeto” para que no suenen varios audios a la vez.**





10. Programa al personaje

En el área de programación crea el programa



```
when green flag clicked
  think Big Ben for 3 seconds
  stop other scripts in sprite
  switch backdrop to BIG BEN
  set voice to alto
  set language to English
  speak Big Ben is the big bell inside the clock tower in the Palace of Westminster.
  speak The bell, Big Ben, weighs 13.5 tons and has a powerful sound.
  speak In World War II, the bells were silenced to hide and protect the Parliament.
  speak The tower is officially called Elizabeth Tower in honor of Queen Elizabeth II.
  speak The tower is 96 meters tall and has 393 steps to the top.
```

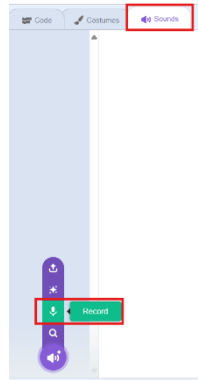
***Para evitar que se superpongan unos audios con otros, vamos a hacer que espere 3 segundos antes de hablar.**

***Incluimos el Bloque "Detener Todos" y en el desplegable "Otros programas en el objeto" para que no suenen varios audios a la vez.**

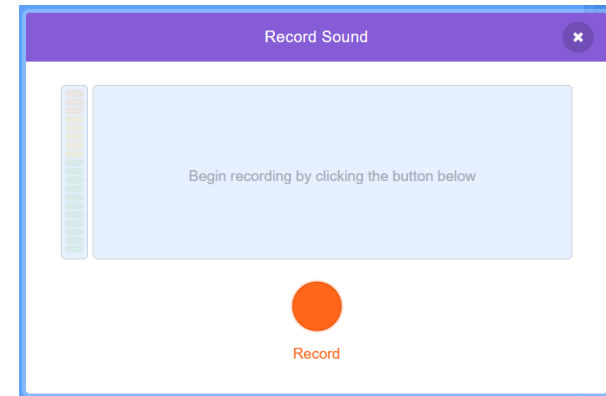




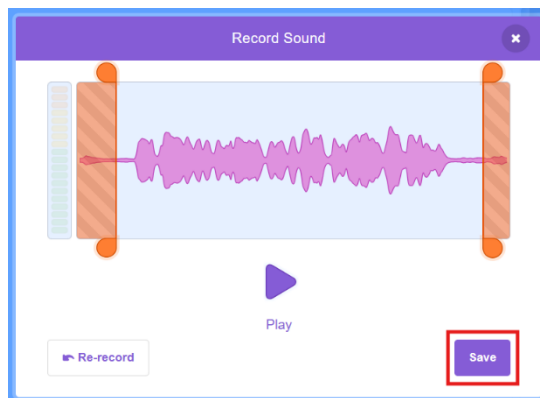
1. En la pestaña SONIDO, pulsar el botón de abajo a la izquierda con el icono del micrófono.



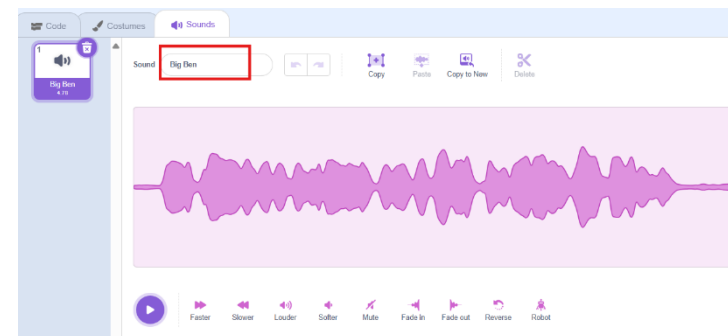
2. Pulsar y comenzar a grabar.



3. Recortar lo que no se necesario del audio y GUARDAR.



4. Nombrar cada audio grabado para





La programación de cada bloque debe quedar así:

The image shows seven Scratch code blocks arranged on a grid background. Each block starts with a 'when key pressed' event trigger. The actions for each key are: space (switch to LONDON MAP, play London Map sound), up arrow (switch to BUCKINGHAM PALACE, stop all sounds, start Buckingham Palace sound), down arrow (switch to ST. PAUL'S CATHEDRAL, stop all sounds, start Buckingham Palace sound), right arrow (switch to TOWER OF LONDON, stop all sounds, start Buckingham Palace sound), left arrow (switch to TOWER BRIDGE, stop all sounds, start Buckingham Palace sound), 'a' (switch to WESTMINSTER ABBEY, stop all sounds, start Buckingham Palace sound), and 's' (switch to BIG BEN, stop all sounds, start Buckingham Palace sound). A small Scratch character icon is visible in the top right corner of the code area.

