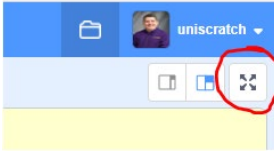# A Guided Exploration of SEE using "Harry Potter and the Yuletide Ball"

Activity One – SPRITES and EVENTS

1. Press the "Full Screen Control" icon in the upper right-hand corner of the stage in Scratch

2. To review, press the Green Flag icon and watch this story based loosely on characters in the Harry Potter series. What is the basic story?

3. Press the "Screen Control" icon again (note that it has changed appearance) to return to regular mode.

4. Click on the "Harry" icon in the sprite list so you can look at its code. How many event blocks do you see (don't forget to scroll)? What are they? [Reminder, Event blocks are ones that START a block of code.] What do they say?

5. These event blocks are sometimes called "hat shaped blocks" or "hat topped blocks." Why do you think they have that name?

6. Click on the "Luna" icon in the sprite list. How many event blocks does it have?

7. Click on the "Stage" icon to the right of the sprite list so you can look at the code associated with the stage. How many event blocks does it have?

8. Click on the "Neville" icon in the sprite list (BTW, Neville is the best character in Harry Potter). How many event blocks does it have? Why do you think Neville has fewer event blocks right now?

9. Notice that most of the code is only under the Stage, Harry and Luna right now. Using this information figure out what code in the program makes the following things happen:
   - The music starts playing with the title
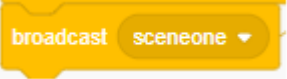
   - Harry appears on the stage

   - Luna changes from her school robes to her dress robes

   - The lights blink at the dance

   - The closing credits know to appear

10. Return to the Stage code (click on the Stage icon). Under the "Green Flag" event block change broadcast

    title sequence `broadcast  title sequence ▾` to say broadcast sceneone `broadcast  sceneone ▾` . Press
    the green flag icon. What change did this have on the story?

11. Now change it to say broadcast scenetwo `broadcast  scenetwo ▾` . Press the green flag icon again.
    What change did this have on the story?

12. Why might this feature be helpful?

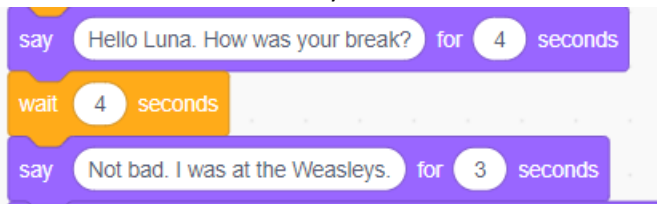13. Return the broadcast to say "title sequence" so the whole story runs

Activity Two – EXPLORE part one, minor changes

If you noticed the first few times you watched this, the timing is off in the first scene. Harry talks over Luna.

- Go the Luna sprite
- Find the "When I receive sceneone" event
  -
- Notice that in the middle of this she speaks for 5 seconds.
- Go to the Harry sprite
- Find the "When I receive sceneone" event
- In the middle there is a block that says "wait 4 seconds"
  -
- We just determined that he should wait for 5 seconds to let Luna finish her lines. Change this wait block to 5 seconds.
- Replay the scene. It should look a lot better now.

Also, the author has a typo. The mythical creature that Luna and her dad went looking for is actually a "Snorkack" not a Snork-sack. Fix this typo.

Activity Three – EXPLORE part two, medium changes

I told you in Activity One that Neville is the best character. He needs to be in this story. Have him appear in scene two (the dance seen). At the very minimum he should show up and dance a little bit while Harry and Luna are talking. But I encourage you to find a way for him to be part of Harry and Luna's conversation.

Activity Four – EXPLORE part three, major changes

Add a third, brand new scene to the story. This should happen after the dance is over but before the final credits play. I have three suggestions but you may choose whatever you like if it meets the spirit of this activity.

- Harry runs in to Ron and they talk about the dance/Harry's date
- Harry runs in to random wizard boy who teases Harry about dating Luna. Harry doesn't take it.
- Harry runs in to Vold… I mean, you know who. They have a battle.

Feel free to use a new backdrop, sounds, or other sprites.

Don't forget that you can use the dropdown menu on the stage to skip to points later in the story. You can have it jump immediately to scene three so you don't have to watch everything first. Just don't forget to change it back to title sequence when you are done.