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CodeWeek
Build your digital future

EU CODE WEEK CHALLENGES
Create your interactive story in Scratch

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Title: Create your interactive story in Scratch

Purpose of the challenge

The purpose of this challenge is to encourage students to use creativity and logic to create interactive digital stories. They will learn how to structure a narrative, introduce user interaction, and use basic programming concepts through a visual environment. By designing their own story, students develop both storytelling and problem-solving skills.

Description of the challenge

Stories have always been a great way to learn, but what if you could be the author of your own interactive story? In this lesson, we use Scratch, a simple visual tool that allows you to create animations, games and stories using blocks — without the need to write code!
Students will create a short interactive story in which the user chooses the course of action — as in books

Target audience

Primary and lower secondary school students, beginners in programming, children aged 7 to 15 years old, teachers and educators introducing coding through storytelling.

Experience

No prior programming experience is required. Basic familiarity with computers is enough. Scratch is beginner-friendly and ideal for first steps in coding.

Duration

45 to 60 minutes for a simple interactive story.
More time can be used if students want to add more choices, animations and advanced elements.

Recommended tool:

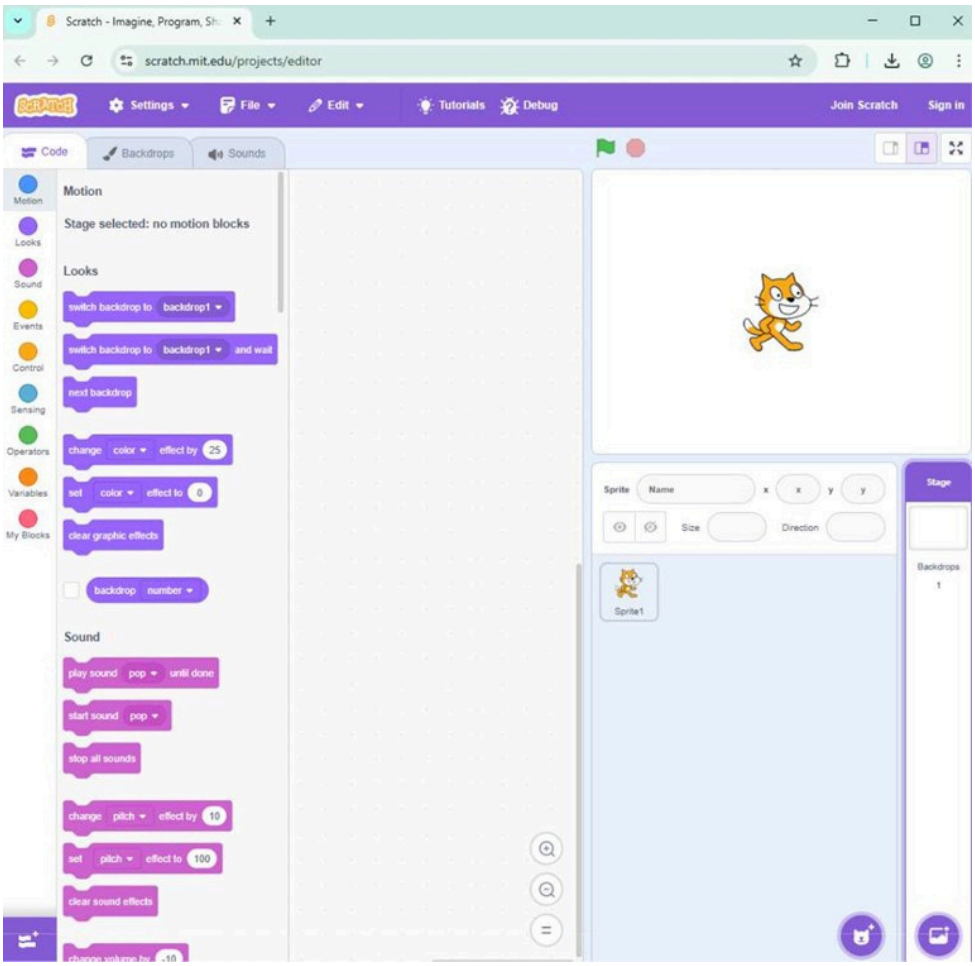
Scratch editor: ~~https://scratch.mit.edu/projects/editor~~
No installation needed, runs in the browser.
Optional: Scratch account to save projects online (not required for the challenge).

Instructions

Step1: Open Scratch Editor

1. Go to https://scratch.mit.edu/projects/editor
2. No user account required.
3. Edit Stage and Sprite.

In the image is the Scratch interface, and on the right you can see the Stage and Sprite interface parts:



Step 2: The basic idea of your story

Choose a topic (examples):

- Detective Story
- Space Adventure
- Day at School
- Lost Dog

Write a shortscenario (beginning → selection of → consequences).

Example:

"You find a strange door. Will you open them?"

- If yes, you're entering a magical world.

- If you don't, you go home and dream about a door...

Step 3: Encode User Interaction

In Scratch, it uses blocks such as:

- When Green Flag Click to Start
- say - for character messages
- ask [Question] and wait - User writes a response (e.g. YES/NO)
- if <answer = "YES"> then – conditional logic
- switch backdrop to [Scene2] - Scene change

Step 4: Add Animations and Sounds

- It uses music, sounds, and character changes.
- Add loops to repeat (e.g. character moving).
- Add a wait time (such as wait 2 seconds) for a surprise effect.

Step 5: Explore and Expand the Story

Add more choices, more ends (good, funny, awesome...), characters that appear depending on the answer.

Examples of advanced elements:

- Use variables to track points or choices.
- Add level 2 if the player passes the first stage.

Discussion and reflection

1. What choice in your story leads to the most fun ending?
2. Could a user "cheat" if they knew the outcome?
3. How would you change your story if there was more humour or action?

Quiz

1. What does block ask [Question] and wait?

a) Asks a question and immediately proceeds
b) Waits for the user's answer
c) Launches the game

2. Which block do we use to make decisions?

a) repeat
b) Move 10 steps
c) if...then

3. What allows interactivity in the story?

a) When user clicks green flag
b) When a programme responds to a user's response
c) When a character speaks sentences

Correct answers: 1.b, 2.c, 3.b

Mini simulation: Test someone else's story

- Start someone else's story.
- Try different answers.
- Discover all possible endings!