



# ACTIVITY I

## Make up a story



1 Imagine a story



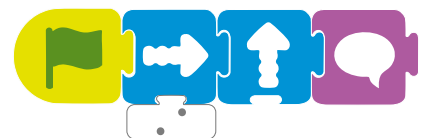
2 Draw the background  
of the scene  
Make it tactile by adding  
textures



3 Place a character



4 Program it  
Give life to your character (make  
it move, talk...) use the blocks  
you want.



5 Add another character  
and program it



6 You can change  
the background  
and continue your story

