**Objective:** To create scratch program while utilizing logical thinking to create efficient and organized Scratch programs with static object.

1. Algorithm

|  |  |
| --- | --- |
| **Prince Character** | **Horse Character** |
|  | When Green flag is clicked |  | When Green flag is clicked |
|  | Say “Where are you going?” for 2 seconds |  | Wait 2 seconds |
|  | Next costume |  | Say “To the forest” for 2 seconds |

1. **Program for algorithm above**

**Prince character Horse character**

 

1. **Program for Backdrop**

