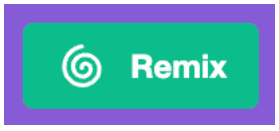
Tell a Halloween Knock Knock Joke

You can find some Knock-Knock jokes on the **last page** of these instructions, or you can just use one you already know or have made up yourself!

Step 1

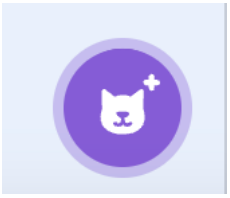
Start by clicking on this link to get our starter project https://scratch.mit.edu/projects/909318427/editor/

Make sure you've **signed in** to your Scratch account, then click the green Remix button to save your own copy.



Step 2

You'll see cat and ghost sprites, but at the moment they don't have any code in them and won't do anything if you click the start flag.



(If you like you can delete them and use different sprites by clicking on the cat face button to add new ones).

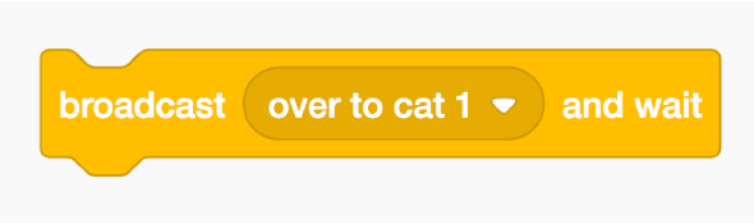
Step 3

We're going to use this joke script (imagining it's a wee film or play and our sprites are the actors):

Ghost: Knock knock
Cat: Who's there?
Ghost: Fangs
Cat: Fangs who?
Ghost: Fangs for letting me in!

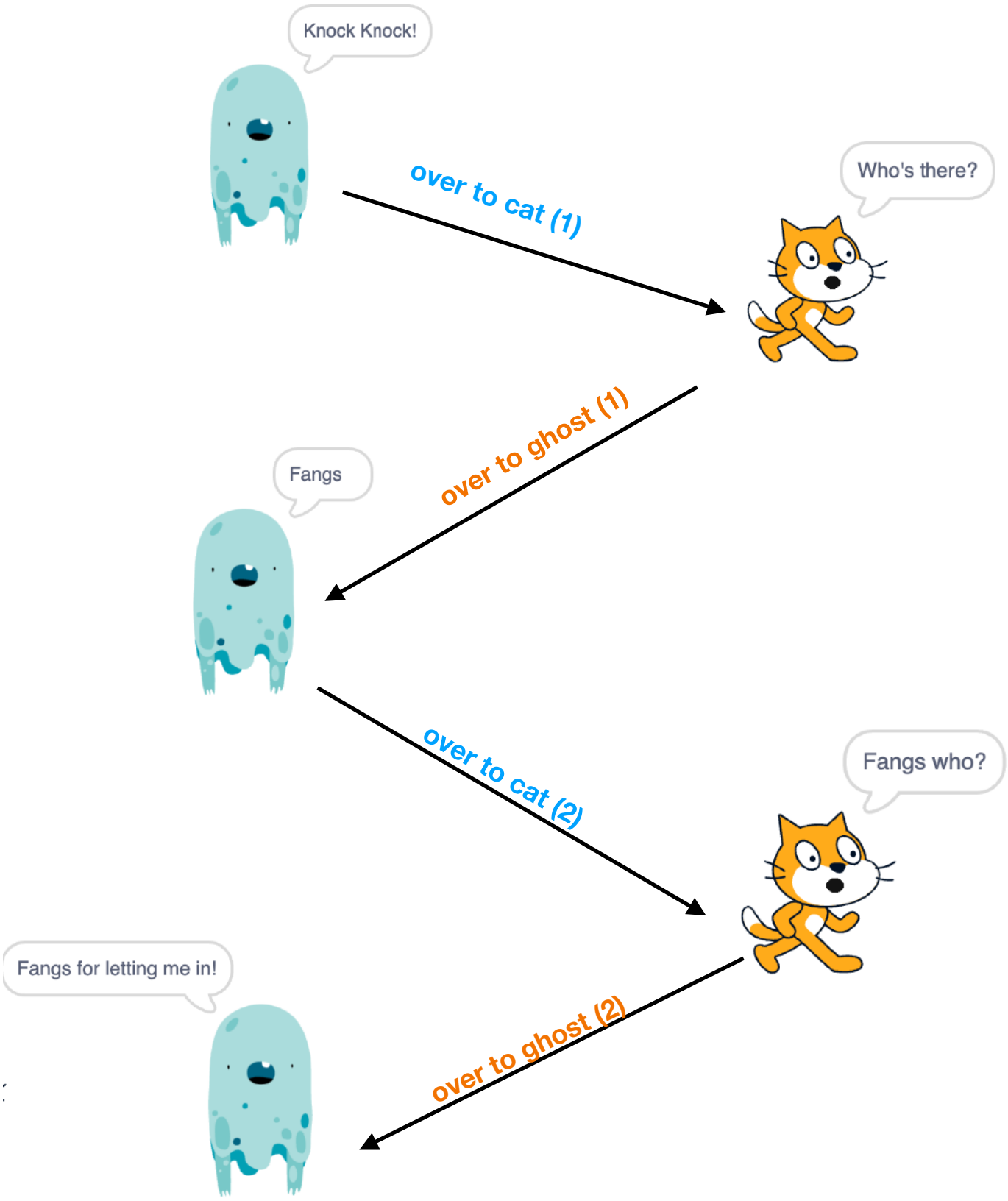
But, unlike two actors standing on a stage or in a film studio, a sprite can't actually tell what another sprite is "saying".

So after the **Ghost** sprite tells the first line of the joke, it has to use a yellow **broadcast** block to tell the **Cat** sprite it's its turn.



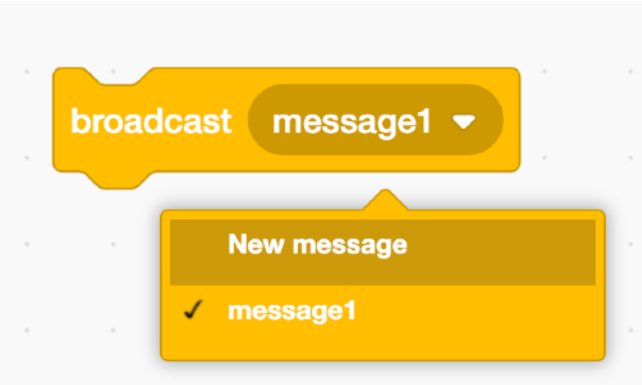
And each time the Cat sprite says a line, it broadcasts a message to the Ghost to say it's time for the Ghost's next line.

This is what the sequence of messages will look like:

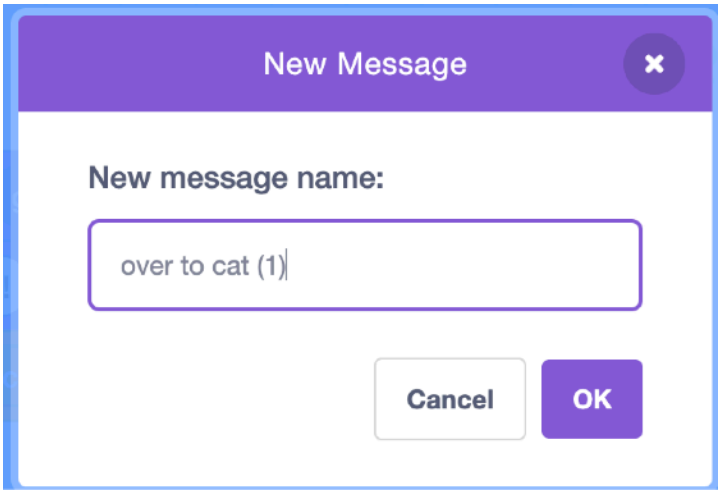

Knock Knock!
over to cat (1)
Who's there?
over to ghost (1)
Fangs
over to cat (2)
Fangs who?
Fangs for letting me in!
over to ghost (2)

First, **click on the ghost sprite**, who's going to start the joke.

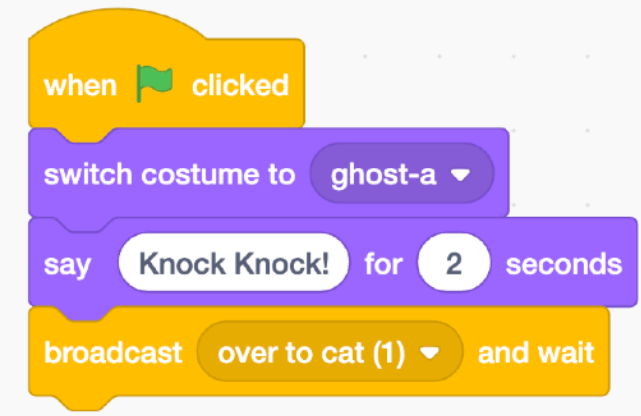
Drag in a **broadcast** block, from the Events blocks and select New message from the drop down menu:



This message is going to be the **first one** we send to tell the **cat** sprite it's its turn. Let's call it **over to cat (1)**



Now add these blocks to start the joke-telling!



Then click the **start flag** to see what happens.

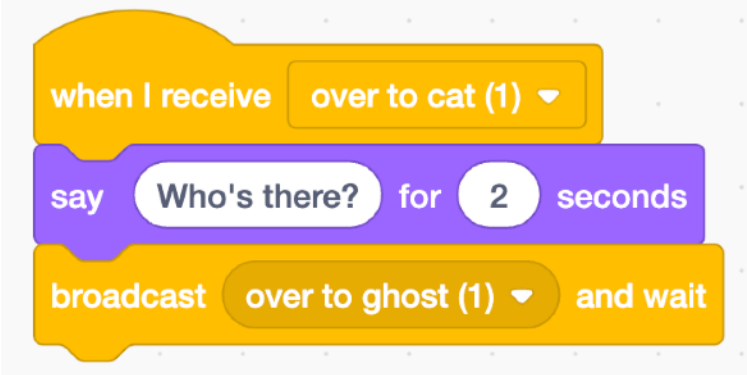
Step 4

The ghost says “Knock Knock!”, but the cat doesn’t reply!

The ghost sprite has **broadcast** a message that the cat sprite receives. But we need to add some code telling it what to do when it gets this message.

Click on the cat sprite:

Now add these blocks that tell the cat sprite to say “Who’s there?” If it receives a **cat1** message.

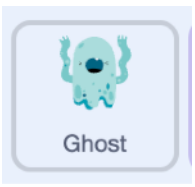


(To get the last block you need to use the **broadcast** block’s New message option again and make a new message called **over to ghost (1)**).

Now click the **start flag** and you should see the Cat reply to the Ghost.

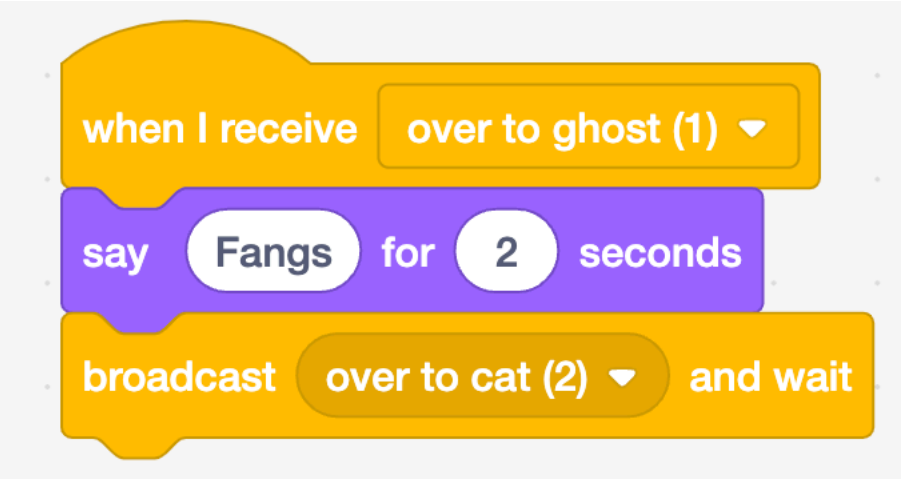
Step 5

Now click on the ghost sprite again.



This time we need to add some code telling it what to do when it receives the **over to ghost (1)** message from the **Cat** sprite.

Add these blocks:

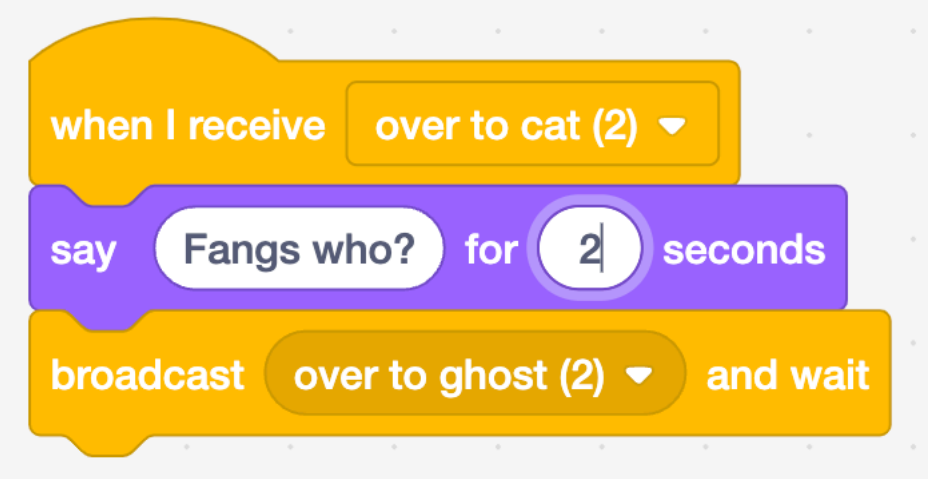


This time you'll need to make a **new broadcast message** called **over to cat (2).** This sends another message to the **Cat** sprite, telling it it's time for it to say its next line.

Step 6

Click on the cat sprite:

Now add these blocks that tell the cat sprite to say "Fangs who?" If it receives an **over to cat (2)** message.

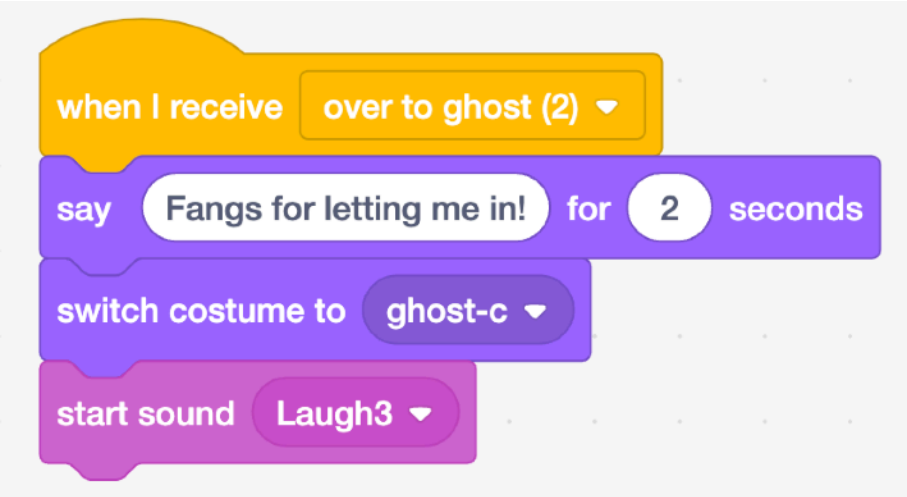


Step 7

Click on the ghost sprite again.

Finally, we need to add some code telling it to say the punchline of the joke when it receives the **over to ghost (2)** message from the Cat sprite. Then wave its arms in the air and give a spooky laugh!

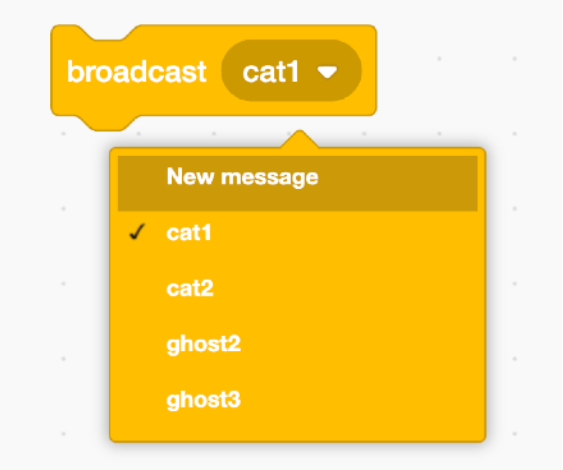
Add these blocks:



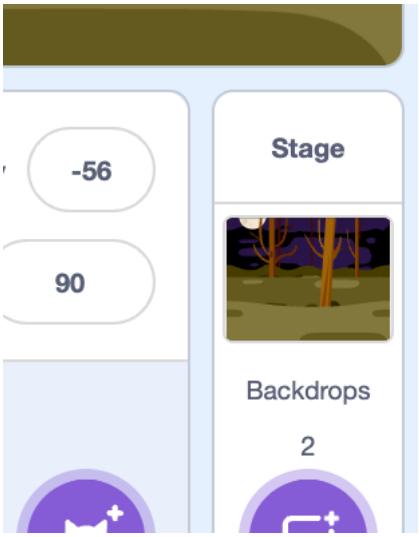
Upgrade your project!

Add these extra features to make your project even scarier…

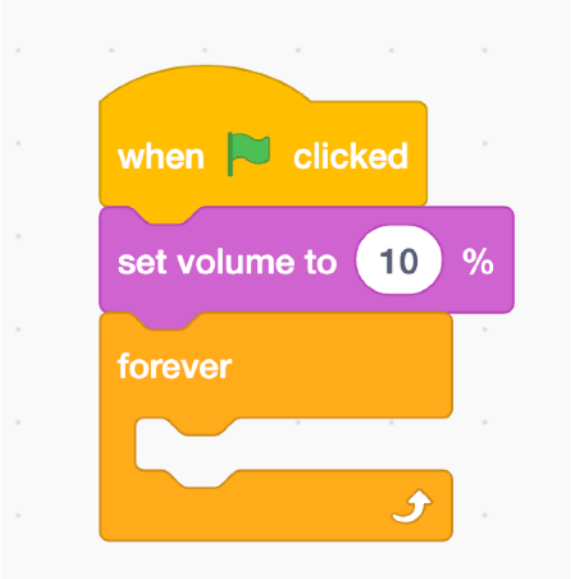
Get the sprites to tell another joke after the first one. You'll need to add more broadcast messages, but you can do that using the **New message** option in the drop-down menu.



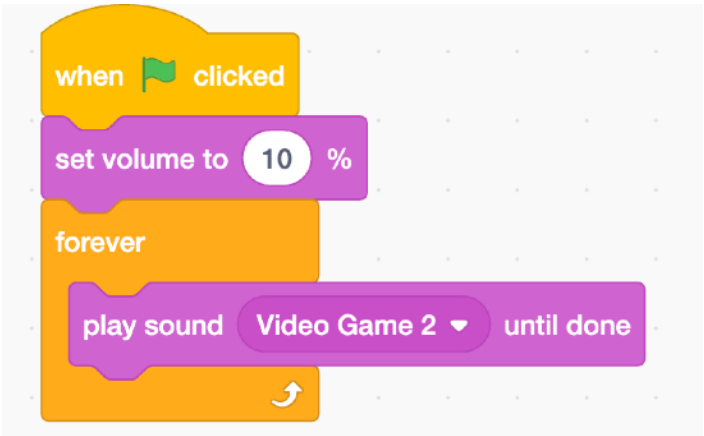
Add some spooky background music by clicking on the Stage icon and adding some code to the Code tab.



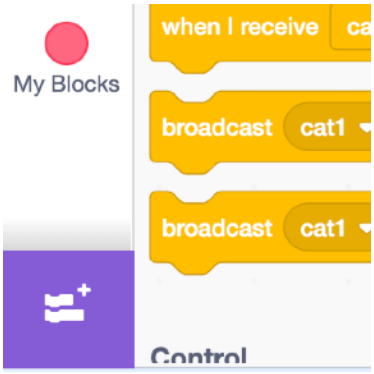
You'll need these blocks to keep the music playing:



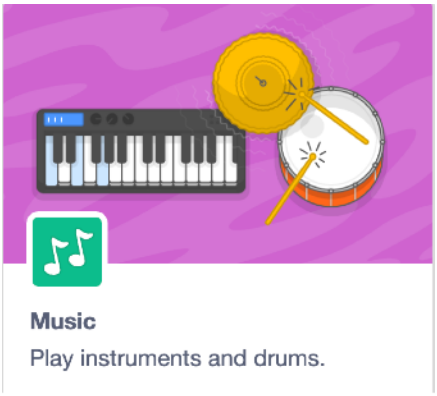
Inside the Forever block you can add some pink sounds blocks:



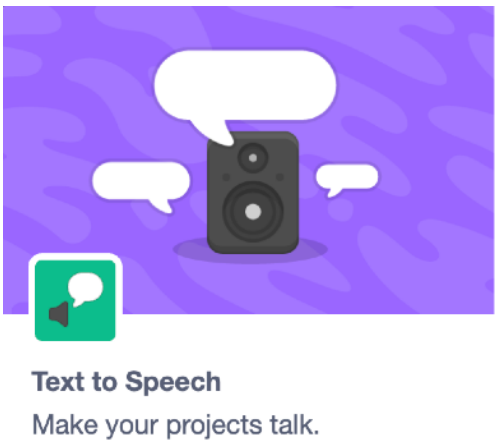
Or click on the purple square with wavy lines in the bottom left of the screen to get to the Extension blocks.



In there you can click on this square to add music blocks, so that you can make up your own scary tune…



Finally, you could also add the **Text to Speech** extension block, which gives you blocks that let you make your sprites read text aloud:



Halloween Knock Knock Jokes

Here are some scary jokes you could use:

Knock Knock!
Who's there?
Ghost.
Ghost who?
Ghost stand over there and I'll bring you some sweets!

Knock Knock!
Who's there?
Boo.
Boo who?
Don't cry, it's just a Halloween costume!

Knock Knock!
Who's there?
Ice Cream.
Ice cream who?
Ice cream every time I see a ghost!

Knock Knock!
Who's there?
Voodoo.
Voodoo who?
Voodoo you think you are, dressed up like that?

Knock Knock!
Who's there?
Witch.
Witch who?
Witch one of you can fix my broomstick?

Knock Knock!
Who's there?
Disguise.
Disguise who?
Disguise dressed up like a monster for Halloween!