

SCRATCH 3.0 - TEXT TO SPEECH

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In Scratch 2.0, we can use a variable to convert user entered text in to a speech bubble.

For example.



Using the code →



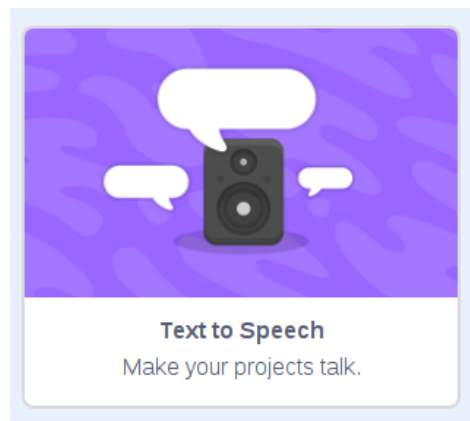
With Scratch 3.0, the Scratch team have added **text to speech**. We can now make characters (sprites) talk with sound.

Firstly we need to import the 'Text2Speech' module.

On the **Bottom left** click on



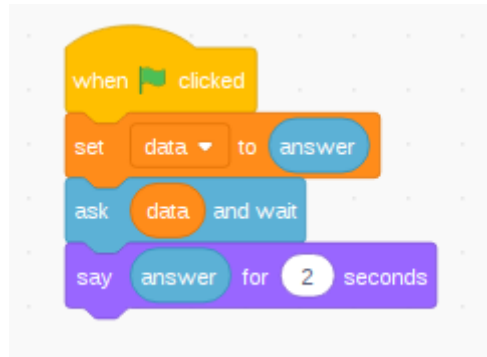
To bring up the modules page and click on:



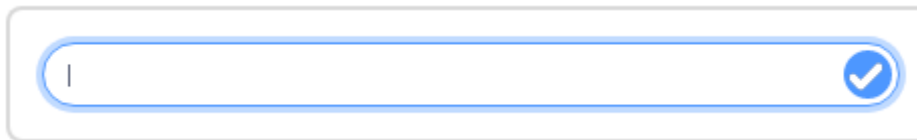
You will be taken back to the main screen.

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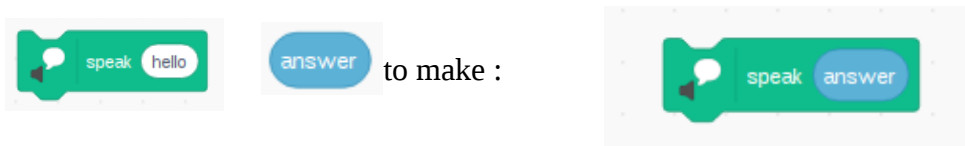
Now create the program we looked at earlier.



When you run this you get a text input box. So enter some text. For example **hello**



Now lets make our sprite say what we typed in to this. Use



The final program should look like:



Have fun. You can change the type of voice and also the language.