

# Scratch en français

## 1.1 Pluriel

The image shows a Scratch script for finding the plural of a word. The script is as follows:

```
quand [drapeau cliqué] pressé  
demander [Écrire un mot] et attendre  
mettre [mot] à [réponse]  
dire [regroupe Le pluriel de] [regroupe mot] [regroupe est] [regroupe mot] s
```

The left sidebar shows the 'Données' category with a variable named 'mot' and its value set to 0. The 'ajouter à' block is set to 1. The 'montrer la variable' and 'cacher la variable' blocks are also visible.

## 1.2 Féminin

The image shows a Scratch script for finding the feminine of an adjective. The script is as follows:

```
quand [drapeau cliqué] pressé  
demander [Écrire un adjectif au masculin] et attendre  
mettre [mot] à [réponse]  
dire [regroupe Le féminin de] [regroupe mot] [regroupe est] [regroupe mot] e
```

The left sidebar shows the 'Données' category with a variable named 'mot' and its value set to 0. The 'ajouter à' block is set to 1. The 'montrer la variable' and 'cacher la variable' blocks are also visible.

## 2.1 Voyelle et consonne

The image shows a Scratch workspace with a script for checking if a letter is a vowel or consonant. On the left, a list named 'voyelles' contains the letters 'a', 'e', 'i', 'o', 'u', and 'y'. The script starts with a 'when green flag is clicked' event, followed by a 'ask "Write a letter from the alphabet" and wait' block. The user's response is stored in a variable named 'lettre'. A 'if-then-else' conditional block checks if 'voyelles' contains 'lettre'. If true, it says 'regroupe lettre est une voyelle'; if false, it says 'regroupe lettre est une consonne'. The 'Données' (Data) monitor shows the 'voyelles' list with its length set to 6.

## 2.2 Longueur d'un mot

The image shows a Scratch workspace with a script for calculating the length of a word. The script starts with a 'when green flag is clicked' event, followed by a 'ask "Write a word" and wait' block. The user's response is stored in a variable named 'mot'. The length of 'mot' is calculated and stored in a variable named 'longueur'. A 'say' block is used to display the word and its length, with the text 'Le mot' followed by 'mot', 'a', 'longueur', and 'lettres' grouped together. The 'Données' (Data) monitor shows the 'longueur' variable set to 1 and the 'mot' variable set to an empty string.

### 3.1 Envers d'un mot

The Scratch script for reversing a word is as follows:

- when green flag clicked
- ask "Écrire un mot" and wait
- set mot to réponse
- set longueur to longueur de mot
- set mot\_envers to ""
- set nombre to longueur
- repeat longueur times
  - set mot\_envers to regroupe mot\_envers lettre nombre de mot
  - ajouter à nombre -1
- think à regroupe Le mot" regroupe mot regroupe "à l'envers donne" regroupe mot\_envers" pendant 10 secondes

### 3.2 Palindrome

The Scratch script for checking a palindrome is as follows:

- when green flag clicked
- ask "Écrire un mot" and wait
- set mot to réponse
- set longueur to longueur de mot
- set mot\_envers to ""
- set nombre to longueur
- repeat longueur fois
  - set mot\_envers to regroupe mot\_envers lettre nombre de mot
  - ajouter à nombre -1
- if mot = mot\_envers then
  - think à regroupe mot est un palindrome" pendant 5 secondes
- otherwise
  - think à regroupe mot n'est pas un palindrome" pendant 5 secondes