

Project Name: Language Translator

In this project, you'll start by choosing either text or voice input. Once you provide your input, it will be translated into the language you choose, with the output available in both text and voice formats. It's like building your very own AI-powered translator!

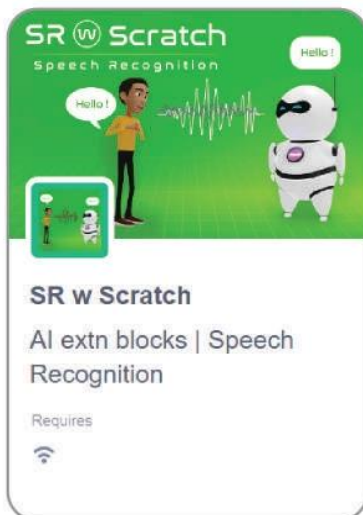
Free LMS Access

Hands-on-activity

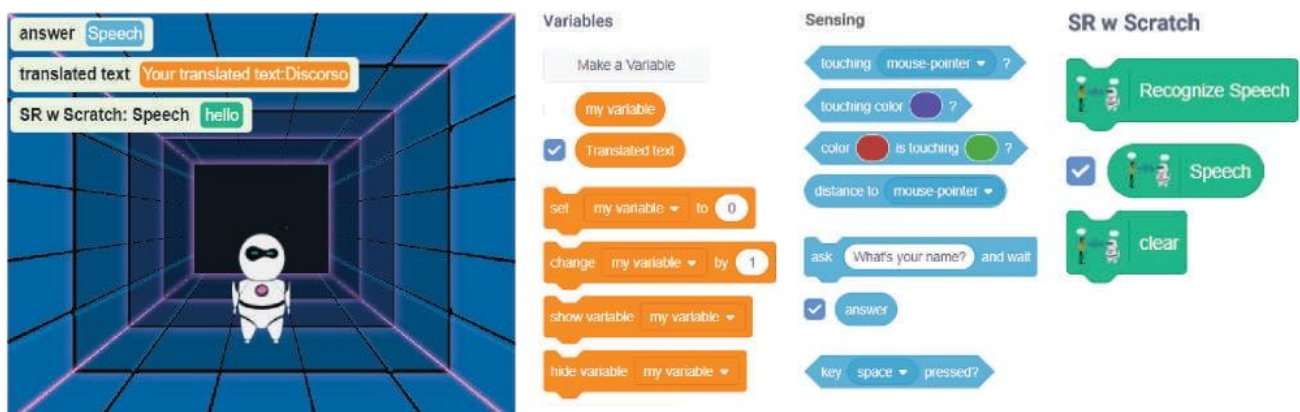
Step 1: Begin by clicking on the "Add Extension" button in your Scratch 3.0 for AI interface.

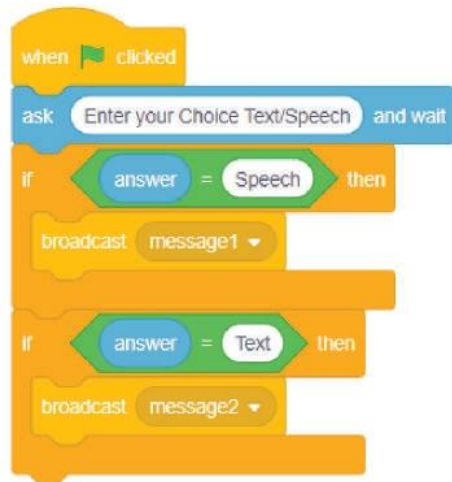


Step 2: From the list of available extensions, select "Translate," "Speech Recognition," and "Text to Speech."



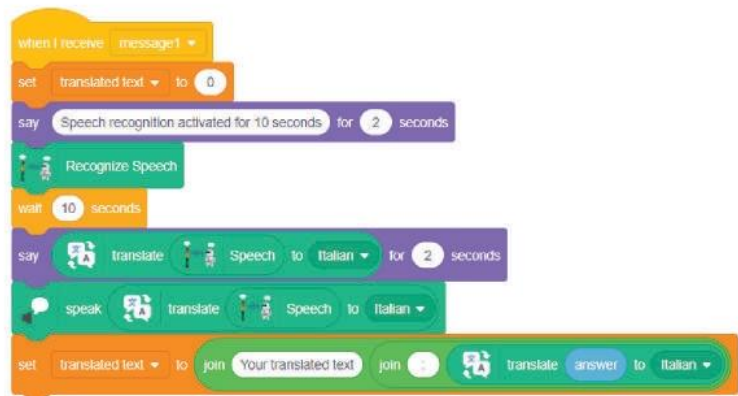
Step 3: Choose the appropriate backdrop for your project. Ensure you tick the checkboxes for "Answer," "Variable," and "Speech" to display the output on the screen.





Step 4: Use the provided blocks to create options for both Speech and Text inputs using the "IF" condition. When a response is given through either Text or Speech, broadcast a message to trigger the corresponding function.

Step 5: When the broadcasted "message1" is received, the function will create a variable, display the message "Speech recognition activated for 10 seconds," activate speech recognition for 10 seconds, and then display and speak the translated text using both a Variable and the "Say" block.



When the broadcasted "message2" is received, the function will prompt the user to type a text in their language for translation. It will then activate speech recognition for 10 seconds, display and speak the translated text using both a Variable and the "Say" block.

Remix: Language Translator

Enhance the project by allowing translations into three languages simultaneously. Display the translations side by side for easy comparison. Add interactive features like animated text highlights, background changes, or sound effects to make the translation process more engaging and fun!