A Play! Two Sprites Talk...

- Open a new file by clicking on the button.
- Create a new sprite by clicking on the button.
- Choose a character to add to your project by double clicking on it.
- Choose a second sprite by clicking on the button again and selecting a new character.
- You should have three characters at the bottom right of your screen. It will be different if you choose different characters, but here is what it might look like.

![Scratch Interface with Three Characters]

- You can delete the cat or any other character by right clicking and selecting delete.
- Click on your first character and go to the “Scripts” tab. In this “Scripts” area put this block. Run it by pressing “Space”. What does it do?

![Scratch Script Block]

**Name**
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- Now click on your second character and go to the Scripts tab. Why is it empty? Can you still run the code from your first character by pressing “space”?

- Try putting this block of code in your second character. Do both work at the same time?

- Try to find all of the first code. Where is it? Why aren’t the blocks together?

- Use broadcast! Before we used broadcast to start one song when another song finished. Try to have your first character say “Hello” and then broadcast a message to your second character to think “Hmm…” How did you do it?

- Challenge! Create a play! Have a character “speak” and then broadcast a message to the other character for it to say something. Have each character say at least two things. How did you do it?