# SCRATCH

A Play! Two Sprites Talk...

- ☐ Open a new file by clicking on the [New] button.

- ☐ Create up 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.
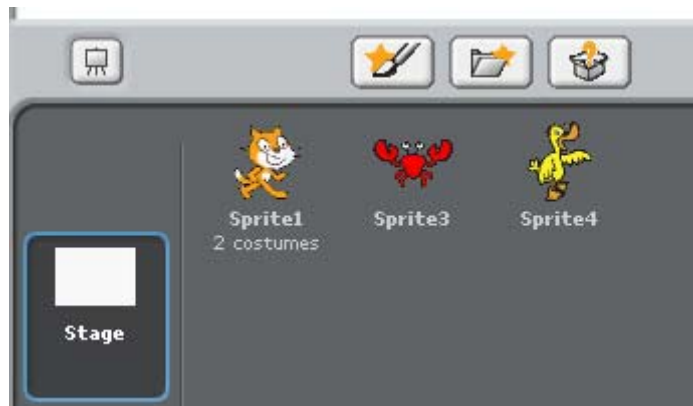
- ☐ You can delete the cat or any other character by right clicking and selecting delete.

- ☐ 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?

Name _____

A Play! Two Sprites Talk... (Continued...)

☐ 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 "Hmmm..." 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?