



Playground Curriculum Lesson 5: Play a Game of Tag

Simple Character Interaction Using Start on Bump

In this lesson, students will see the simplest way that one character can trigger action for another character.



Discussion (5-10 minutes):

Until this lesson, the characters that we have programmed in ScratchJr were independent from each other. That is, one character's actions had no effect on any other character. However, when telling a story, it is usually necessary to have characters interact with each other. Since scripts belong to each character separately, it is not possible to control a second character from one character's script. However, it is possible for one character to trigger another character's script. There are several blocks in the yellow Triggering Blocks palette to use for this. The simplest of them is Start on Bump.

Start on Bump will start a character's script only when another character on the stage runs into it. Any character can trigger the script. With Start on Bump, it is not possible to specify which character will trigger the script.

Note the difference between Start on Bump and Start on Tap. Only a real human person can trigger a script that starts with a Start on Tap block, and only a ScratchJr character can trigger a script that starts with a Start on Bump block.

Mechanics (5 minutes) –

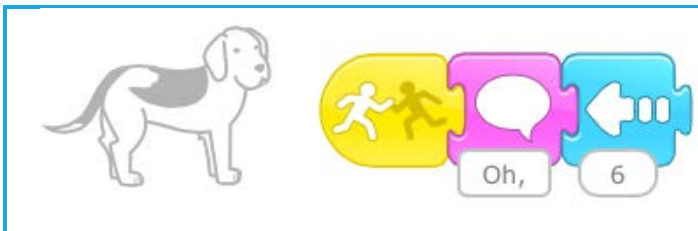
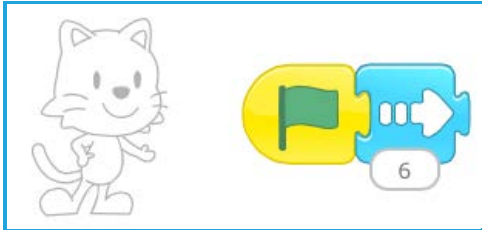
1. Add a new character
2. Have one character start moving with the Flag trigger.
3. Make the second character move or do another action with the Start on Tap trigger. (When the first character reaches the second character, the second character will start moving.)



Self-directed work (20 minutes):

Create a tag game, where a character will say that it's tagged when another character runs into it (you can use the green Sound block for this, or the purple Say block).

Here are scripts that will work for this project:



Wrap-up (5-10 minutes):

Ask a few students show their projects to the class. Try to select students who have projects that look different from each other.

