

Sending Messages

When you are dancing a Scottish country dance different people move at different times.

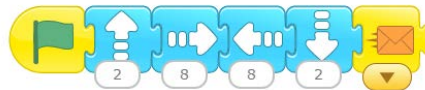
The music helps you to know when to start dancing but you also need to watch the other dancers and see what they are doing.

Expert dancers send each other signals to prompt each other to start dancing.


Scratchjr let the characters send each other signals or “messages” too.

Characters can send each other messages to tell each other when to start moving.

You can make a character send a message using the “Send Message” block.



Other characters can have a sequence of actions they carry out if they receive the message.

They use the “Start on Message” block  to begin the sequence. Instead of starting when the green flag is tapped they wait until they get a message.

Once they get the message, they start moving.



This block of code would make a character move when it receives an orange message

Scratchjr allows six different messages to be sent in a single project. Each message is a different colour.

