

SCRATCH Talk the Talk

Register/login at <https://scratch.mit.edu>
(remember/write down your password)

Make scratch characters 'talk' to each other with speech bubbles.

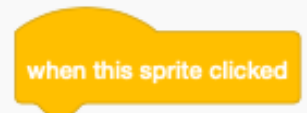


1) **Create** a New Project and give it a name

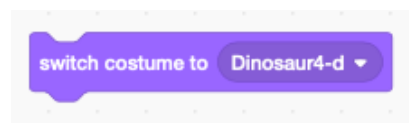
2) In the **Sprite section**, click **Choose a Sprite**.
Select **Animals** and look for one that can open and close its mouth to talk. Mouseover to look, and Click to select.



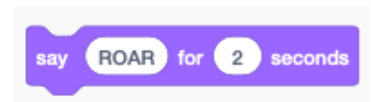
3) Make it talk **when this sprite is clicked**.
Add the code.



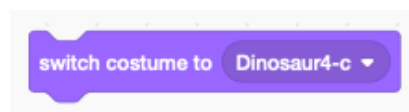
4) Look at the costumes. After the click, **switch costume** to something with the mouth open.



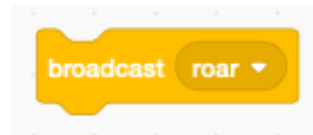
5) Make it **say** something (for 2 seconds).
This draws a speech bubble.



6) After that, **switch costume** back to one with its mouth closed.



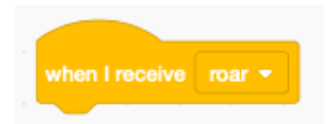
7) So other sprites can hear it, **broadcast** it. Add this as the first thing it does after being clicked. Select a **New message** and give it a short name.



8) Now add another sprite that can react to the first one. **Choose a Sprite**.



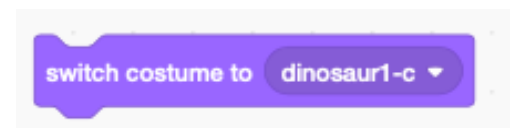
9) This sprite starts working **when it receives** the message (“roar” in my example).



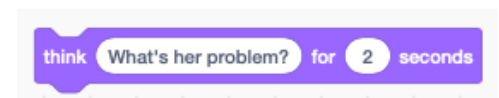
10) **Wait** a second so there’s a pause before the sprite responds.



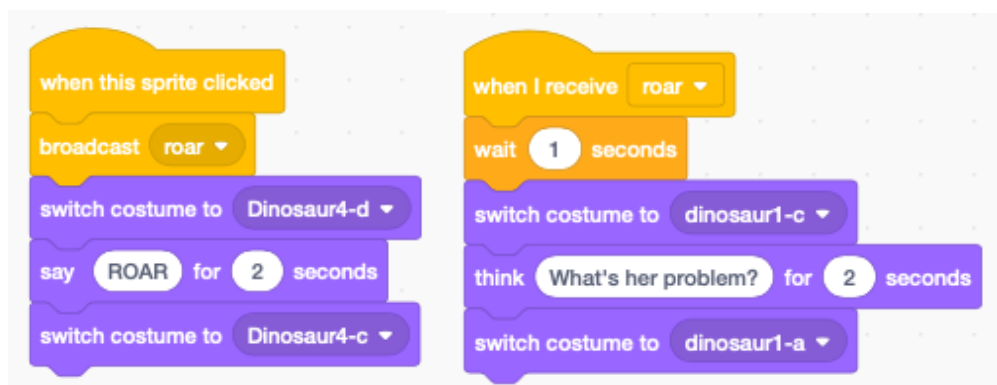
11) Like the first sprite, **switch costume** and **switch** it back at the end. You need two of these.



12) Use a **say** (speech bubble) or **think** (thought bubble) for this sprite.



13) Add a background and maybe other characters.



Save your code with a good name. **File > Save now**