SCRATCH **Talk the Talk**

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

In this project we're going to make scratch characters 'talk' to each other.

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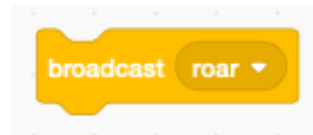
5) Make it **say** something (for 2 seconds). This draws a speech bubble.

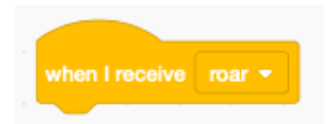6) After that, **switch costume** back to one with its mouth closed.

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**.
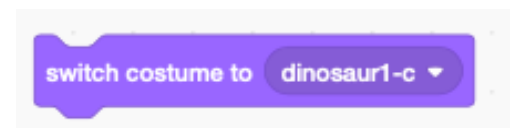
9) This sprite starts working **when** it **receives** the message ("roar" in my example).
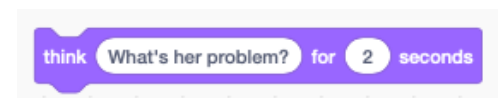
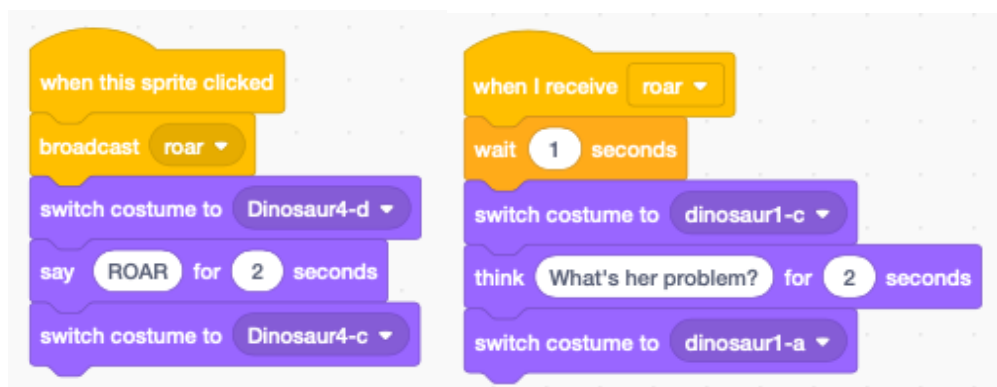10) **Wait** a second so there's a pause before the sprite responds.

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***