# Scratch logo and symbol, meaning, history, PNG

Icon

Description automatically generated**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.*

Icon

Description automatically generated1) **Create** aNew 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.

A picture containing icon

Description automatically generated3) Make it talk **when this sprite is clicked**.   
Add the code.

Graphical user interface, text, application, chat or text message

Description automatically generated4) Look at the costumes. After the click, **switch costume** to something with the mouth open.

Graphical user interface, text, application, chat or text message

Description automatically generated5) Make it **say** something (for 2 seconds). This draws a speech bubble.

Graphical user interface, text, application, chat or text message

Description automatically generated6) After that, **switch costume** back to one with its mouth closed.

Icon

Description automatically generated with medium confidenceGraphical user interface, text, application, chat or text message

Description automatically generated7) 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**.

A picture containing diagram

Description automatically generated9) This sprite starts working **when** it **receives** the message (“roar” in my example).

Graphical user interface, application

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

Graphical user interface, text, application, chat or text message

Description automatically generated11) Like the first sprite, **switch** **costume** and **switch** it back at the end. You need two of these.

Graphical user interface, text, application, chat or text message

Description automatically generated12) Use a **say** (speech bubble) or **think** (thought bubble) for this sprite.

13) Add a background and maybe other characters.

Graphical user interface, application

Description automatically generatedGraphical user interface, text, application, chat or text message

Description automatically generated

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