Intro to Programming with Scratch

Lesson 7

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Broadcast

Broadcasts allow scripts to continue into other sprites, as some values are different to different sprites. They can also be used to branch a single sending script into many receiving scripts, or to close many sending scripts into a single receiving script.
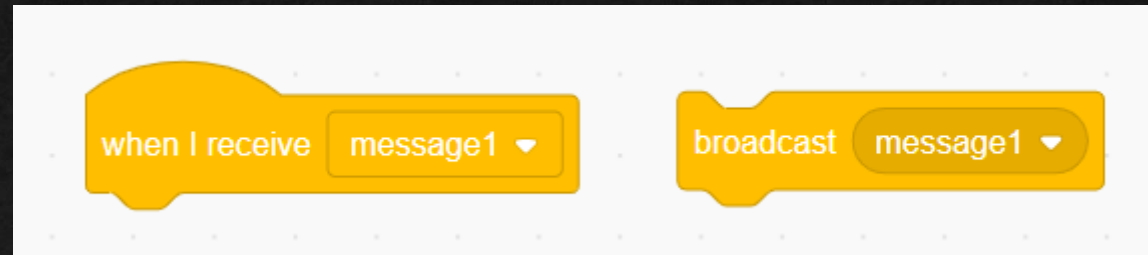
Exercise: Age Guessing

Have your sprite generate a random number between 1 and 10. Then ask the user: Guess my age. Then it compares the input to the number it generated. If the input is correct, say "Lucky you! You are right!" Otherwise, tell the user whether its too large or too small and wait for another round of input. Repeat the process until the user finally gets the correct age.
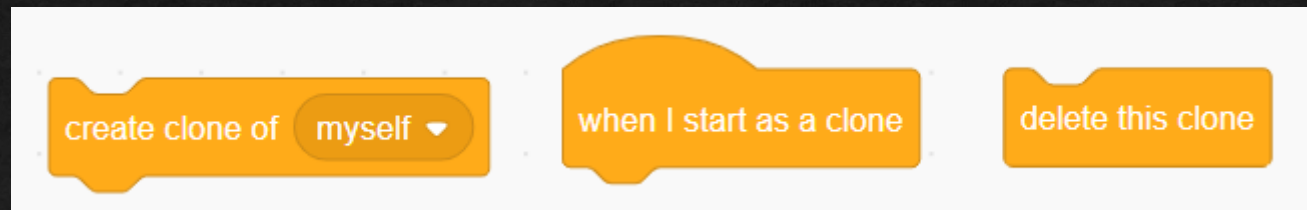
Broadcast

Like a radio station that sends out secret words.

You can control other sprites using these commands.

Clone

- Cloning is a feature that allows a sprite to create a copy of itself while the project is running. Each clone has the same costumes, sounds, and scripts as the original but is otherwise independent.

- Clones are individual sprites that can run scripts and move around

Exercise

Make the cat spit out apples

Logic

- Have the sprites ready

- Create a clone of your apple

- Hide the original apple

- Move the clone

- When it touches the edge, delete it

- Show the original apple

- Create another clone and repeat

Exercise

Game: Snake

- Get longer when it eats an egg

- Die when it hits the edge

- Eggs appear at random positions, once at a time

- Control the snake with arrow keys