






Broadcast a Message





Open your haunted castle project in Scratch and save the file as a new version to continue developing your code.

1. First, make sure you have completed the animations for at least three sprites – such as the examples of the knight  , the bat  and the ghost  .

2. Now, can you use the blocks ‘broadcast...’ and ‘when I receive...’ in order to control the timing of your animations? Instead of all the animations happening at once, these blocks will allow you to structure when you want each to occur.

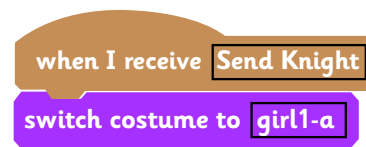
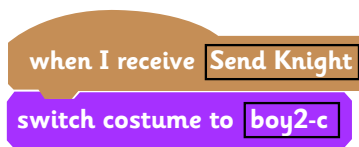
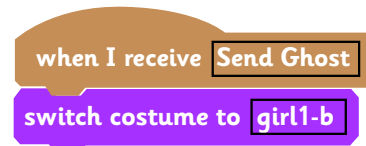
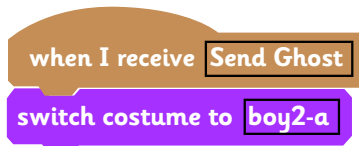
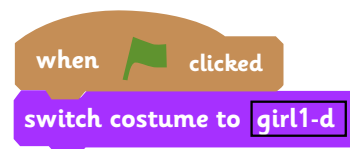
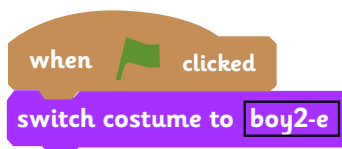
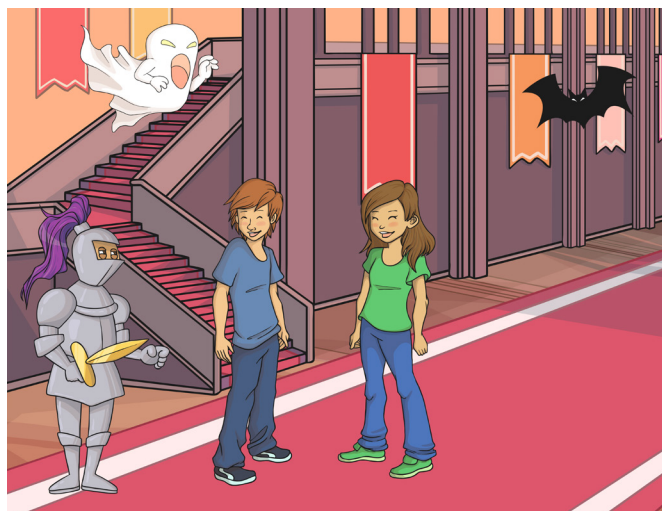
3. At the end of the script for the bat sprite, insert the block  .

4. At the start of the script for the ghost, insert the block  . At the end, insert the block  .

5. Finally, at the start of the script for the knight, insert the block  .

Challenge:

When you are familiar with using ‘broadcast’ and ‘receive’, try using the blocks to change the costume of each main character at the appropriate time to match your other animations.





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Open your haunted castle project in Scratch and save the file as a new version to continue developing your code.

1. First, make sure you have completed the animations for at least three sprites – such as the examples of the knight , the bat and the ghost .



2. Now, use the blocks **broadcast message1** and **when I receive message1** in order to control the timing of your animations. Instead of all the animations happening at once, these blocks will allow you to structure when you want each to occur.

Challenge:

When you are familiar with using 'broadcast' and 'receive', try using the blocks to change the costume of each main character at the appropriate time to match your other animations.



Tip:

If a character should be facing the opposite way to start with, it can be selected in the costume editor and reflected horizontally.

