Intro to Broadcast Notes

Name: _______________________________

The __________________ block has a sprite send a __________________.

You have to give each signal a __________________.

When another sprite ____________ that signal, it can start running a __________________________.

This can be helpful when you don’t want one script to ____________ until another script is __________________________.

To make a sprite listen for a signal, use the “______________” block, and choose which message to have it wait for.

Example

```
when [ ] clicked
say Hello Mr. Duck! for 2 secs
broadcast Duck_Turn1

when I receive Cat_turn2
say I’m fine thank you. How are you? for 2 secs
broadcast Duck_turn2

when I receive Duck_Turn1
say Hello Cat! for 2 secs
say How are you? for 2 secs
broadcast Cat_turn2

when I receive Duck_turn2
say Good - thanks! for 2 secs

Message: ______________________________
```