CONVERSATIONS

ACTIVITY DESCRIPTION

- Optionally, explore the Penguin Joke starter project as a group and have the Conversations handout available to guide students.

- Invite students to see inside the Penguin Joke starter project to observe how the conversation is animated using wait blocks. Have students use the remix function and redesign the Penguin Joke project to coordinate the conversation using the broadcast, broadcast and wait, and when I receive blocks.

- Encourage students to share their joke projects with one another. We suggest the design demo activity: invite a few students to present their work to the class and demonstrate how they implemented broadcast. Optionally, have students add their projects to the Conversations studio or a class studio.

- Ask students to think back on the design process by responding to the reflection prompts in their design journals or in a group discussion.

OBJECTIVES

By completing this activity, students will:

- explore two different strategies for synchronizing interactions between sprites (timing and broadcasting) by remixing a joke project

- develop greater familiarity with the computational concept of events and parallelism and the practice of reusing and remixing

RESOURCES

- Conversations handout
- Penguin Joke starter project
  http://scratch.mit.edu/projects/10015800
- Conversations studio
  http://scratch.mit.edu/studios/475547

REFLECTION PROMPTS

- How would you describe broadcast to someone else?
- When would you use timing in a project? When would you use broadcasting?

REVIEWING STUDENT WORK

- Do projects use the broadcast and when I receive blocks?
- Can students explain how to use the broadcast, broadcast and wait, and when I receive blocks?

NOTES

- If students are having trouble understanding how to use the broadcast and when I receive block pair, invite them to explore the code of example projects in the Broadcast Examples studio:
  http://scratch.mit.edu/studios/202853

NOTES TO SELF

- ________________________
- ________________________
- ________________________
- ________________________
CONVERSATIONS

WHAT ARE DIFFERENT WAYS TO COORDINATE INTERACTIONS BETWEEN SPRITES?

In this activity, you’ll explore different ways to program sprites to have conversations! Experiment with timing and explore using broadcast by remixing a joke project.

START HERE

- Investigate the code to see how the wait and say blocks are used to coordinate the conversation.
- Remix the project to use the broadcast and when I receive blocks instead of wait blocks.

FEELING STUCK?

- Brainstorm ideas with a neighbor! Generate a list of possible solutions and test them out together.
- Try using the broadcast and when I receive blocks in different parts of your project.
- Explore projects in the Conversations studio to get inspiration for different ways to coordinate conversations between sprites.

FINISHED?

- Add your project to the Conversations studio: http://scratch.mit.edu/studios/475547
- Challenge yourself to do more! Add other characters and conversations.
- Share your project with a neighbor and walk them through your process of exploration and design.
- Help a neighbor!
CONVERSATIONS
REFLECTIONS

RESPOND TO THE FOLLOWING REFLECTION PROMPTS USING THE SPACE PROVIDED BELOW OR IN YOUR DESIGN JOURNAL.

+ How would you describe broadcast to someone else?

+ When would you use timing in a project? When would you use broadcasting?