

Broadcasting Signals: Triggering Actions Like a Pro

40 minutes

Creative Coding Challenges

WHAT THIS LESSON DOES

In this lesson, you'll learn to use broadcasts in Scratch to control events in a fairy tale project. Follow steps to create a scene with characters interacting seamlessly, triggering actions for a smooth, engaging story flow.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Master the use of broadcasting to control the timing of events in Scratch projects.
- Develop skills in setting up a scene and characters in a Scratch project.
- Understand how to use broadcasts to trigger character interactions and story progression.
- Learn to add more complexity to the story by using broadcasts to trigger additional details like sound effects or background changes.
- Enhance creativity and storytelling skills by creating a fairy tale scene with interactive characters.

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HOW THE LESSON RUNS	
	Introduction
	Create a new project
	Set the Scene
	Add your Characters
	Hide the Dragon
	Code our First Character
	Code the Second Character to Respond
	Code the Third Character to Appear
	Continue the Story
	Add More Details
	Wrap Up