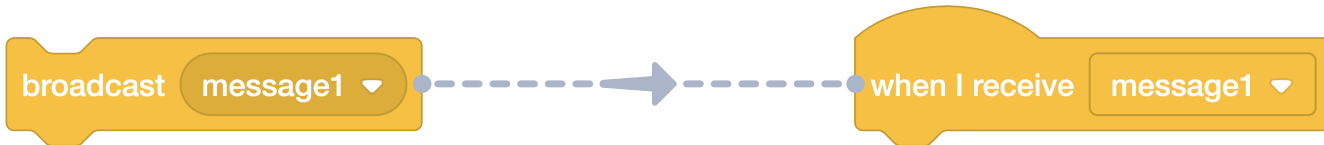# Broadcast Game

The **broadcast** and **when I receive** blocks work together.

The **broadcast** block sends a message from one sprite to another.

The **when I receive** block tells a sprite what to do when it receives that message.

On the following 2 pages, you'll find everything you need to play the broadcast game with a group of Scratchers.

To play, select one person to be the broadcaster. This person can pick a broadcast message at random and broadcast it to the group, by saying it out loud and holding up the block.

Players then act out the code that matches the broadcast message they've received.

Print 1 Broadcaster sheet
You can cut the Scratch blocks apart, if you'd like to have students pick them at random.

Print 1 Receiver sheet for every 2 players
Cut the sheets in half on the dotted line.

To give students more time to find the corresponding **when I receive** block, use the **wait block** below. Experiment with different timing to see what works for your Scratchers.

Tips:
• Act out the **when I receive** block stacks together as a group.
• Encourage participants to guess if they're not sure.
• Create your own Broadcast Game block stacks in Scratch and act them out together!

Broadcaster

broadcast jump

broadcast cheer

broadcast clap

broadcast say hello

broadcast spin

broadcast grow and shrink

Receiver

When you receive a message from your broadcaster,
act out the code attached to the matching **when I receive** block.

SCRATCH

```
when I receive [jump ▼]
change y by (50)
wait (0.2) seconds
change y by (-50)
```

```
when I receive [cheer ▼]
play sound [Cheer ▼] until done
```

```
when I receive [clap ▼]
repeat (3)
    play sound [Hand Clap ▼] until done
```

```
when I receive [spin ▼]
repeat (24)
    turn ↻ (15) degrees
```

```
when I receive [say hello ▼]
turn ↺ (90) degrees
say [Hello!] for (1) seconds
```

```
when I receive [grow and shrink ▼]
change size by (50)
wait (0.5) seconds
change size by (-50)
```

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