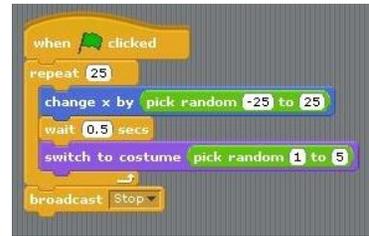


Project 3 Dancing part 2

1. Open the dancing animation we created in project 2. It was difficult to end both the dancing and the music at the same time using loops. Broadcast scripts may be used to stop, start or change animations.

2. Click on Anjuli and the Scripts tab to show the dance scripts. From the orange *Control* scripts, drag the *broadcast* script below the loop. Click on the drop down arrow and choose *new*. In the window type, *stop*.

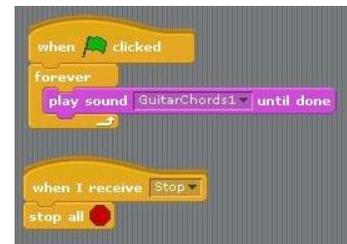


3. Now change to the scripts for the stage. In project 2, you added a *forever loop* to the sound script. To stop the music, you needed to click on the red stop sign. (If your stage script is not like the sample to the right, change your script to match the sample.)



4. Next, add the *receive* script to stop the sound when the dancing stops. Drag the orange *Control* script, *when I receive....* onto the scripts area for the stage. Make sure it shows *when I receive stop*. If *stop* is not selected, use the drop down arrow to select *stop*.

5. Notice that this script will not connect to the *play sound* or the *forever loop* script. In Scratch, it is possible to have multiple scripts that will start or stop based on different Input commands.



6. Drag the *stop all* script under the *when I receive...* script. Click the green flag to test your animation. Be sure to save your animations often.

7. Experiment broadcasting the *stop* from the stage script and receiving the broadcast in the dancing Anjuli script.

Why was the sound script attached to the stage and not included in the scripts for the dancer? Remove the sound script from the stage. With several dancers on your stage, add a different sound script to each one. What were the results?

Test some of the other *Looks* files. For example, see if you can get the dancer to say or think something for a few seconds before the animation stops. Or, try to make your sailboat (from project 1) shrink as it moves back and across the water.