

## Sample Conversation, Saving Answers to Variables...

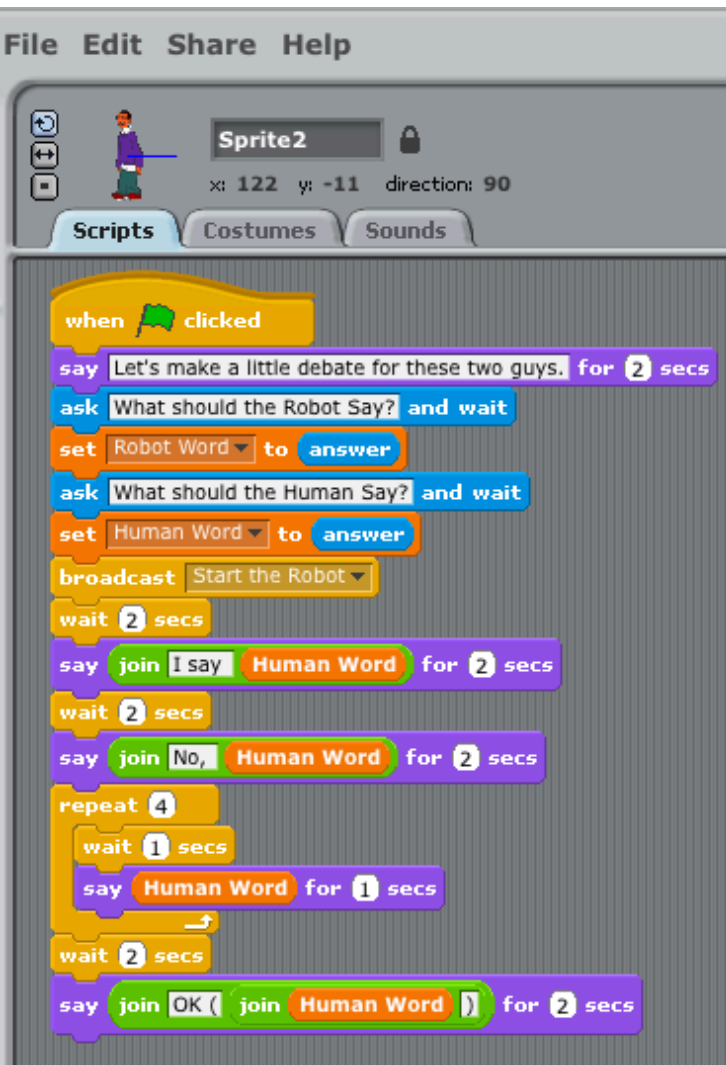
What will this Program do? Who starts it? How are we using those variables? Which Sprite starts their conversation?

### Our Variables



The image shows the Scratch Variables panel. On the left, there are buttons for 'Make a variable' and 'Delete a variable'. Below these, two variables are listed: 'Human Word' and 'Robot Word', both with checkboxes checked. Underneath, there are several 'set' blocks: 'set Human Word to 0', 'change Human Word by 1', 'show variable Human Word', and 'hide variable Human Word'. At the bottom, there is a 'Make a list' button.

### Sprite 2, the Human Script



The image shows the Scratch Scripts panel for Sprite 2. The script starts with a 'when clicked' block. It then has a 'say' block with the text 'Let's make a little debate for these two guys.' for 2 seconds. This is followed by an 'ask' block: 'What should the Robot Say?' and wait. Then a 'set' block: 'Robot Word' to answer. Another 'ask' block: 'What should the Human Say?' and wait. Then a 'set' block: 'Human Word' to answer. A 'broadcast' block: 'Start the Robot'. A 'wait' block: 2 secs. Then a 'say' block: 'join I say Human Word' for 2 secs. A 'wait' block: 2 secs. Then a 'say' block: 'join No, Human Word' for 2 secs. A 'repeat' block with 4 iterations: 'wait 1 secs' and 'say Human Word for 1 secs'. A 'wait' block: 2 secs. Finally, a 'say' block: 'join OK ( join Human Word )' for 2 secs.

### Sprite 1, the Robot's Script



The image shows the Scratch Scripts panel for Sprite 1. The script starts with a 'when I receive' block: 'Start the Robot'. It then has a 'say' block: 'join I say Robot Word' for 2 secs. A 'wait' block: 2 secs. Then a 'say' block: 'join No, Robot Word' for 2 secs. A 'wait' block: 2 secs. Then a 'repeat' block with 4 iterations: 'say Robot Word for 1 secs' and 'wait 1 secs'. Finally, a 'say' block: 'Well Let's just agree to disagree.' for 2 secs.