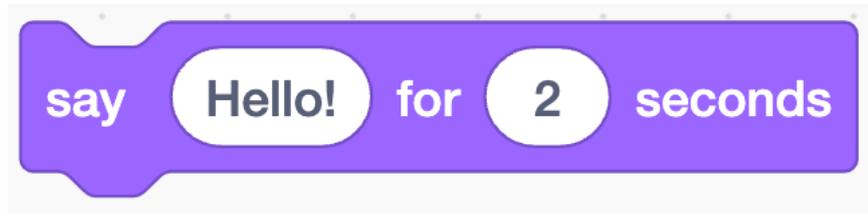# Scratch Sprite Conversations

You can get sprites to "say" things to each other using the purple Look blocks.

But what if you want two sprites to look like they're chatting? How do you get them to take turns saying things rather than "talking" at the same time?

Here are two sprites: Anina on the left and Jouvi on the right.
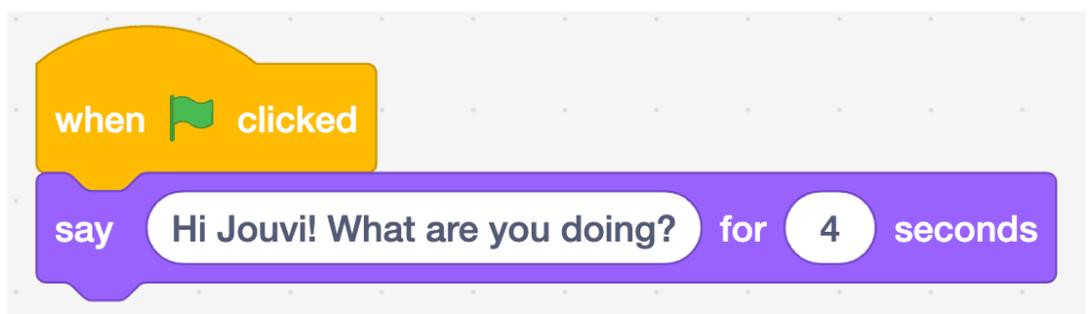

Anina   Jouvi

Lets start with Anina:

Click on the Anina square:

Now add these blocks to her code:

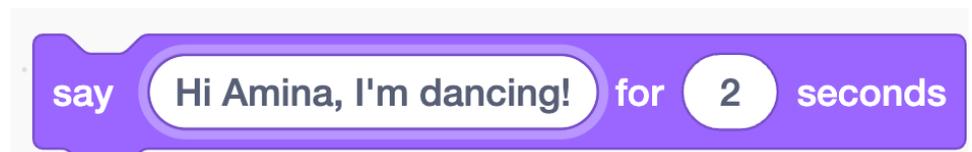Now click on the Green flag to start the program running:

You should see Anina "speaking"

Now click on the Jouvi sprite:

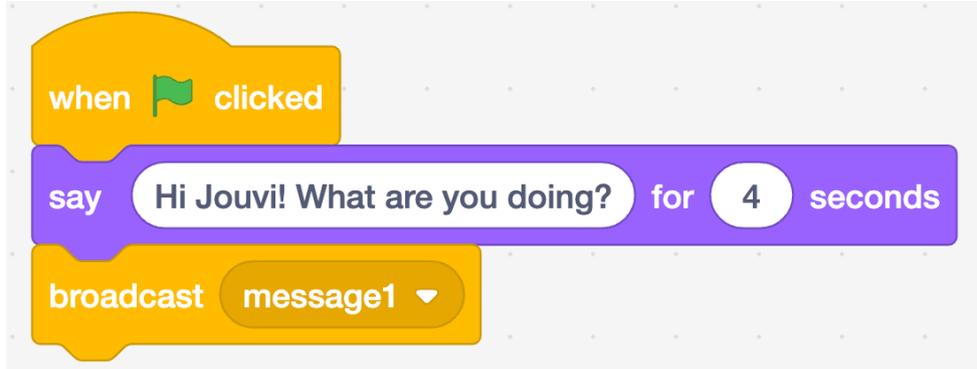Add this block to her code:

Click the start flag again:

Jouvi doesn't reply! This is because sprites can't "see" or "hear" what other sprites are "saying".   To get Jouvi to reply to Anina, we need to add some extra code.
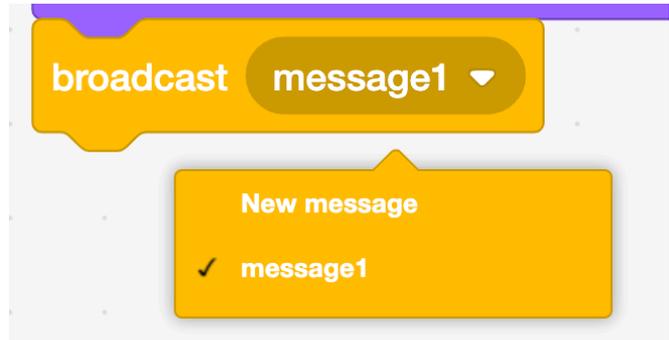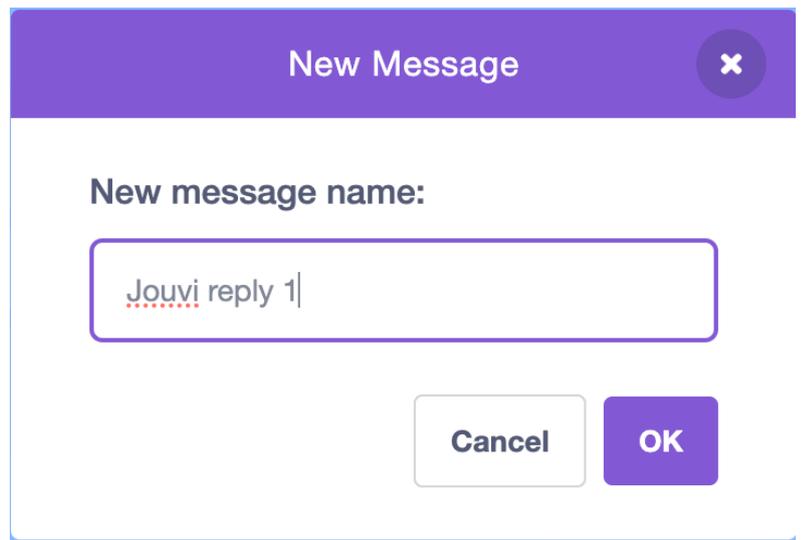
Click on Anina again:

Drag in a broadcast block from the yellow Events blocks:

Next, click on the drop-down box saying "message1" and choose **New message**

This will produce a pop-up box and type in **Jouvi reply 1** as the name for the new message:
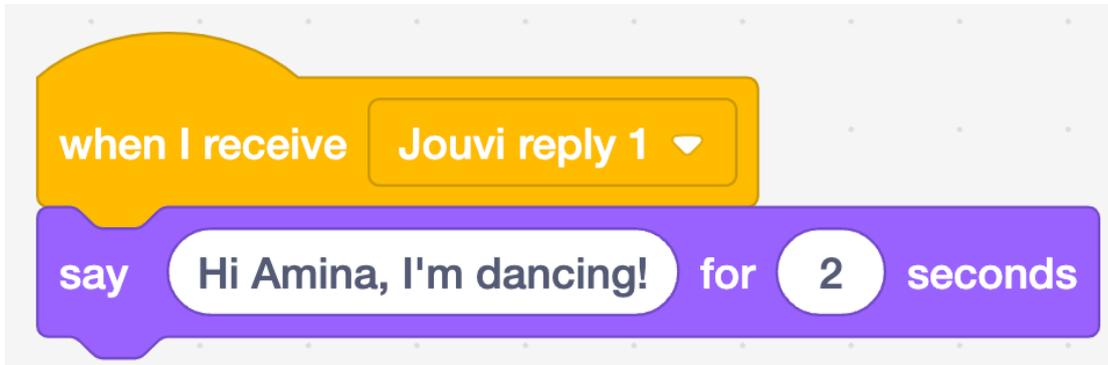
This will send a message to all the sprites in the programme which they **can** "hear".

Now click on Jouvi again:

Drag in a **when I receive** block from the yellow Events blocks with the drop-down set to "Jouvi reply 1". This tells the Jouvi sprite to run the purple say block when it receives a **Jouvi reply 1** message:
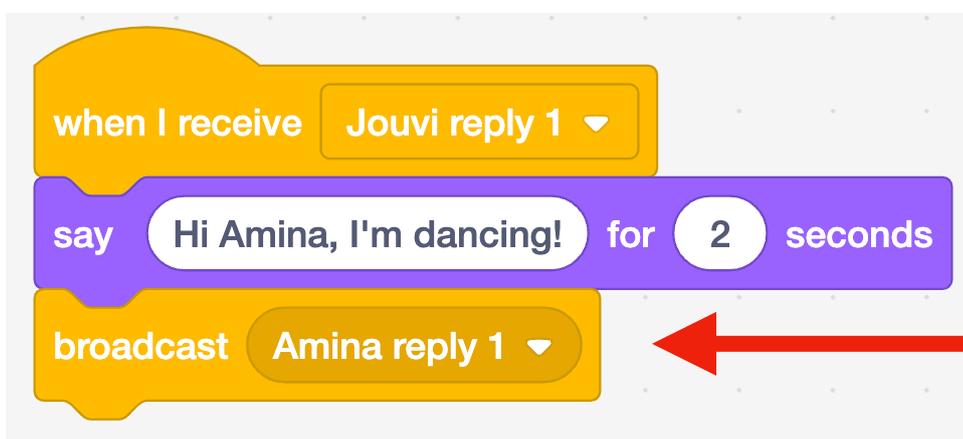

Now click the **start flag** again and you should see Amina ask Jouvi a question and Jouvi reply!

Add more chat

If you want to add to the conversation you just need to create more broadcast messages and use a when I receive block to spot them and do something.

So we could add this block to Jouvi:

And then add this code to Anina:


```
when I receive  Amina reply 1 ▼
say  Looks fun!  Can I join in?  for  4  seconds
broadcast  Jouvi reply 2 ▼
```

Challenge

Can you get Jouvi to reply to Amina's question by reacting to the broadcast message **Jouvi reply 2**?