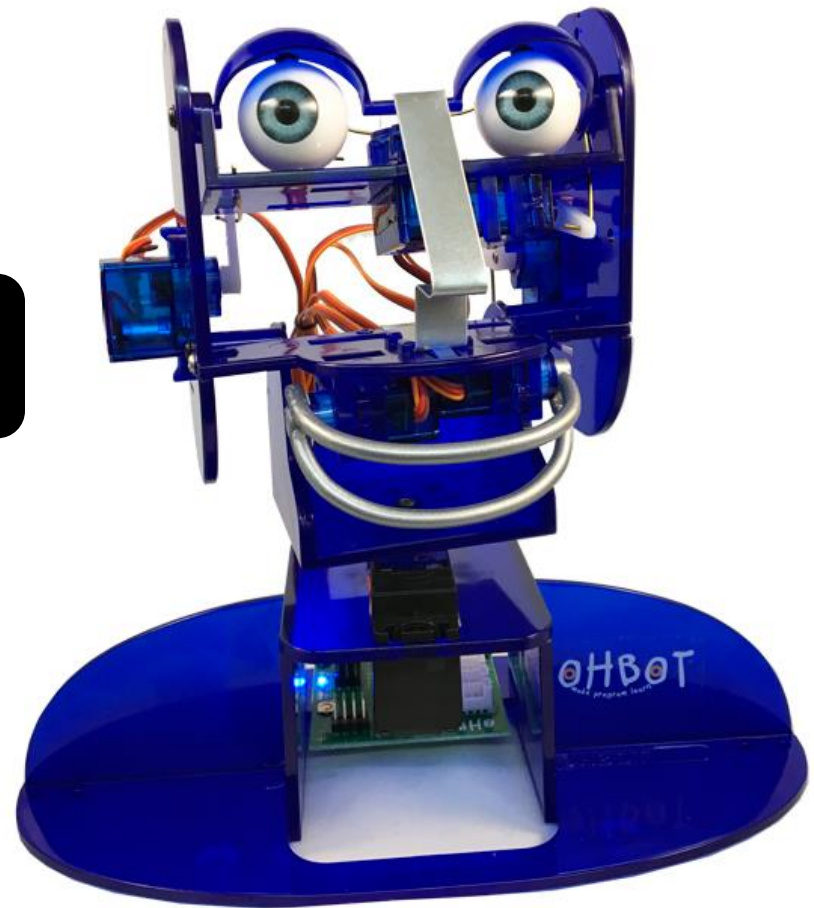


# Lesson 4: Broadcasting

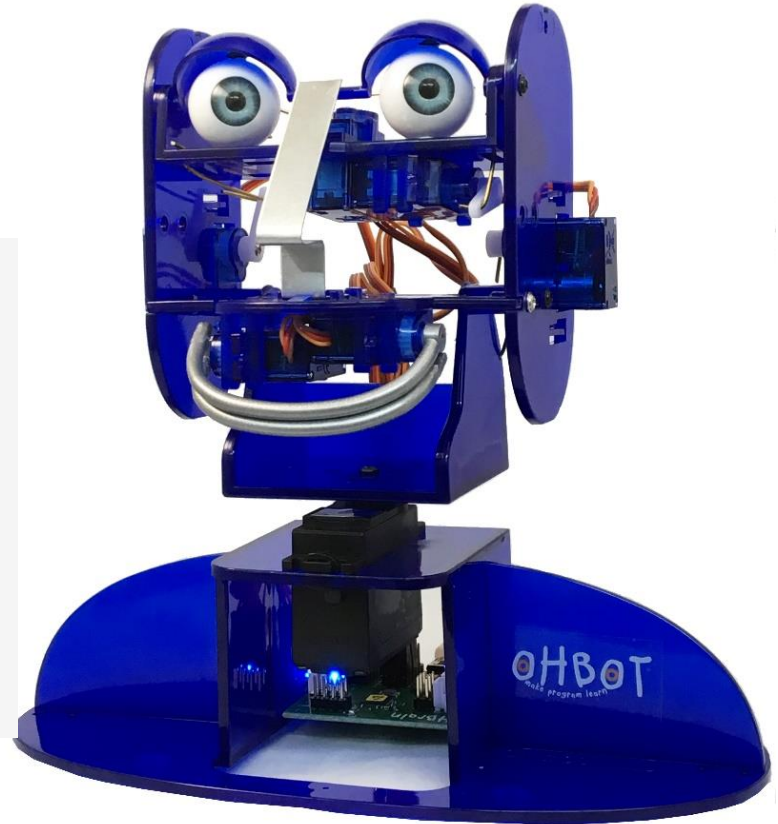
I can send a message from one block of code to another



# Demonstration

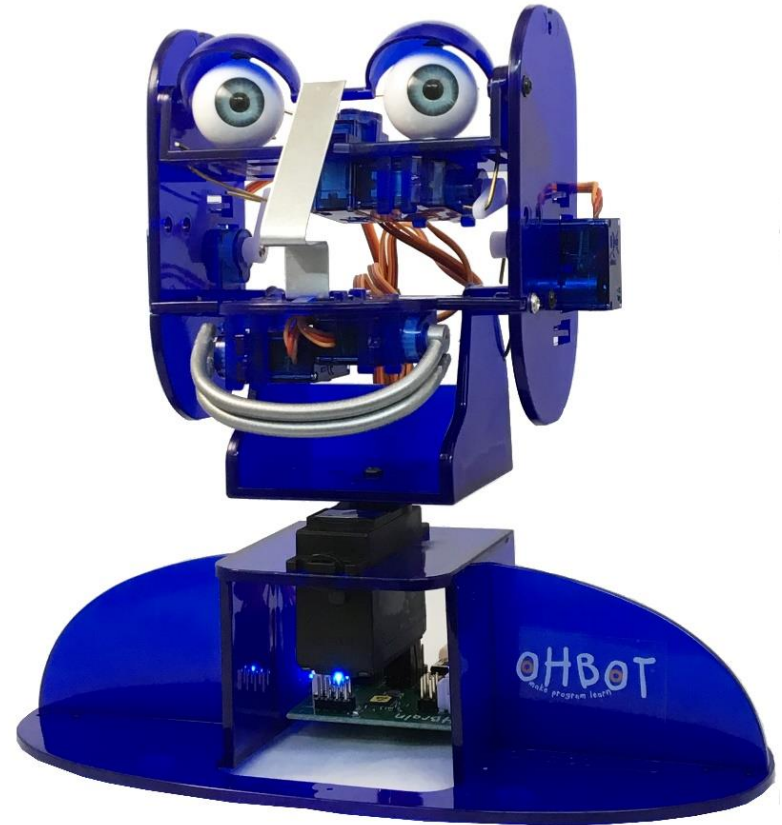
```
when clicked
ask What is 8 times 2? and wait
if answer = 16 then
broadcast well done
else
say Check your answer you are incorrect.
```

```
when I receive well done
say Well done great maths
```



Activity 1

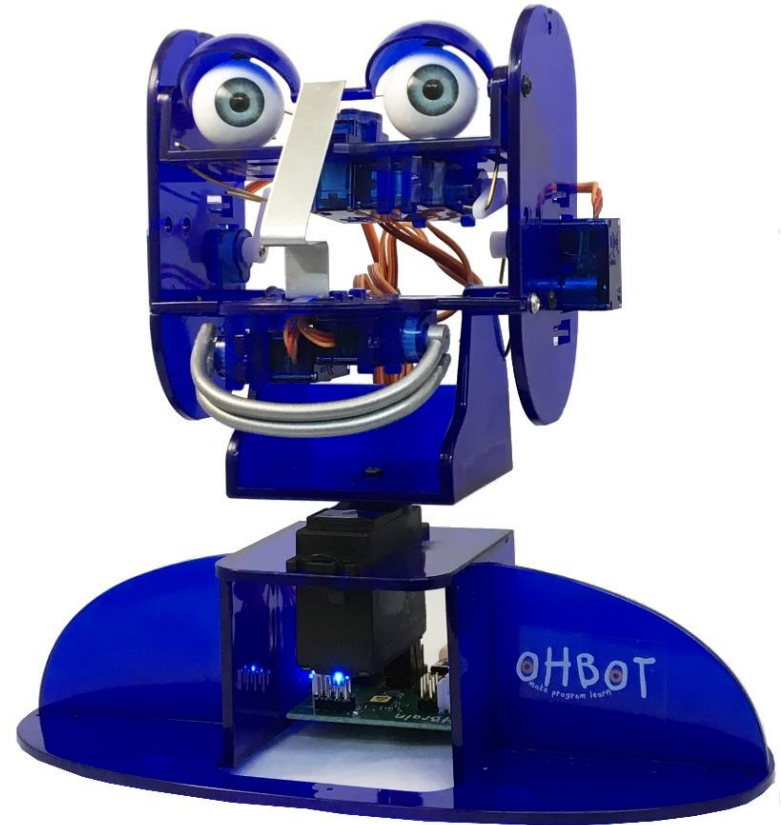
Can you write a program to broadcast your own message?



## Extension

Can you write a program to make Ohbot make a sound and nod its head when it receives the message well done?

How will Ohbot react if the answer is wrong?



Example: broadcast "well done" with sounds and moves

```

when clicked
ask What is 8 times 2? and wait
if answer = 16 then
broadcast well done
else
play sound aoh
repeat 2
set HeadTurn to 0
wait 1 secs
set HeadTurn to 10
wait 1 secs
set HeadTurn to 5
say Check your answer carefully. You are incorrect.

when I receive well done
play sound applause until done
wait 1 secs
say Well done. Great maths. You know your times tables well.
repeat 2
set HeadNod to 0
wait 1 secs
set HeadNod to 10
wait 1 secs
set HeadNod to 5
  
```

