

## Broadcast component mini-game History Year 5

This game helps the pupils identify what broadcasting is and how it could be used. It is useful to describe broadcasting as transmitting a message which will be received by another object to be used in the program.

In this game, the movement of people from rural to urban is shown (as two looks). When you tap the 'move' button a message is transmitted to change the look to show this population shift.

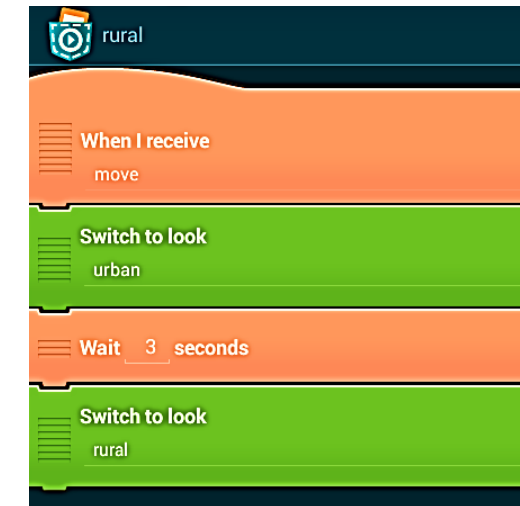
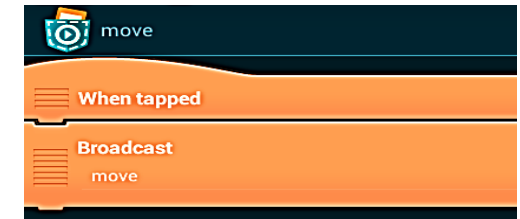


Once you have created all the objects – and look, add the following bricks to the button object:

**Control = When tapped**  
**Control = Broadcast \_\_\_\_**  
 (Name the message)

Add the following bricks to the lung model object:

**Control = When I receive**  
 (Message name)  
**Looks = Switch to look – urban**  
**Control = Wait 2 seconds**  
 (so that it returns to show it again)  
**Looks = Switch to look – rural**



1. Create your first object by drawing an image of the countryside. Add a look, adding a drawing of the town.
2. Draw a button object, saving the whole screen in Pocket Paint.

