

Broadcast component mini-game Science Year 8

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 lung model is captured twice (as two looks). When you tap the 'in' button a message is transmitted to change the look of the lung model image to show how the diaphragm aids the lungs to inflate.

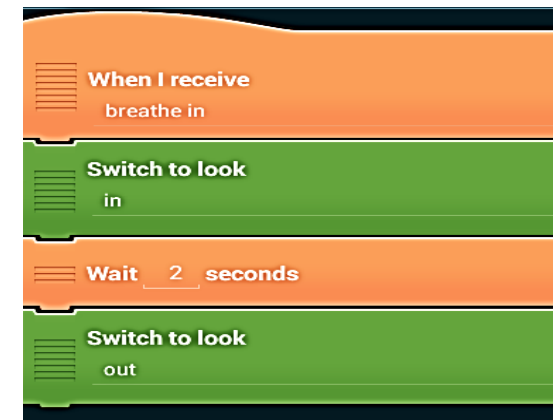
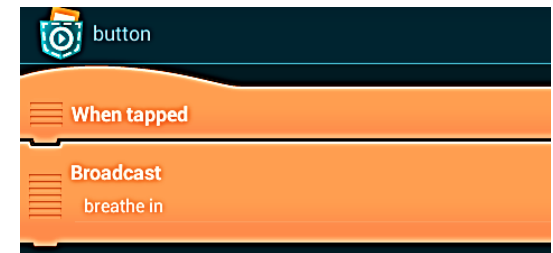


Once you have created all the objects – and look, add the following bricks to the button object:

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 – In
Control = Wait 2 seconds
 (however long you feel to show breathing)
Looks = Switch to look – Out



1. Create your first object by taking a picture of the lung model showing exhalation (breathing 'out'). Add a look, adding a photo pulling out the diaphragm to represent inhalation ('in').
2. Draw a button object, saving the whole screen in Pocket Paint.

