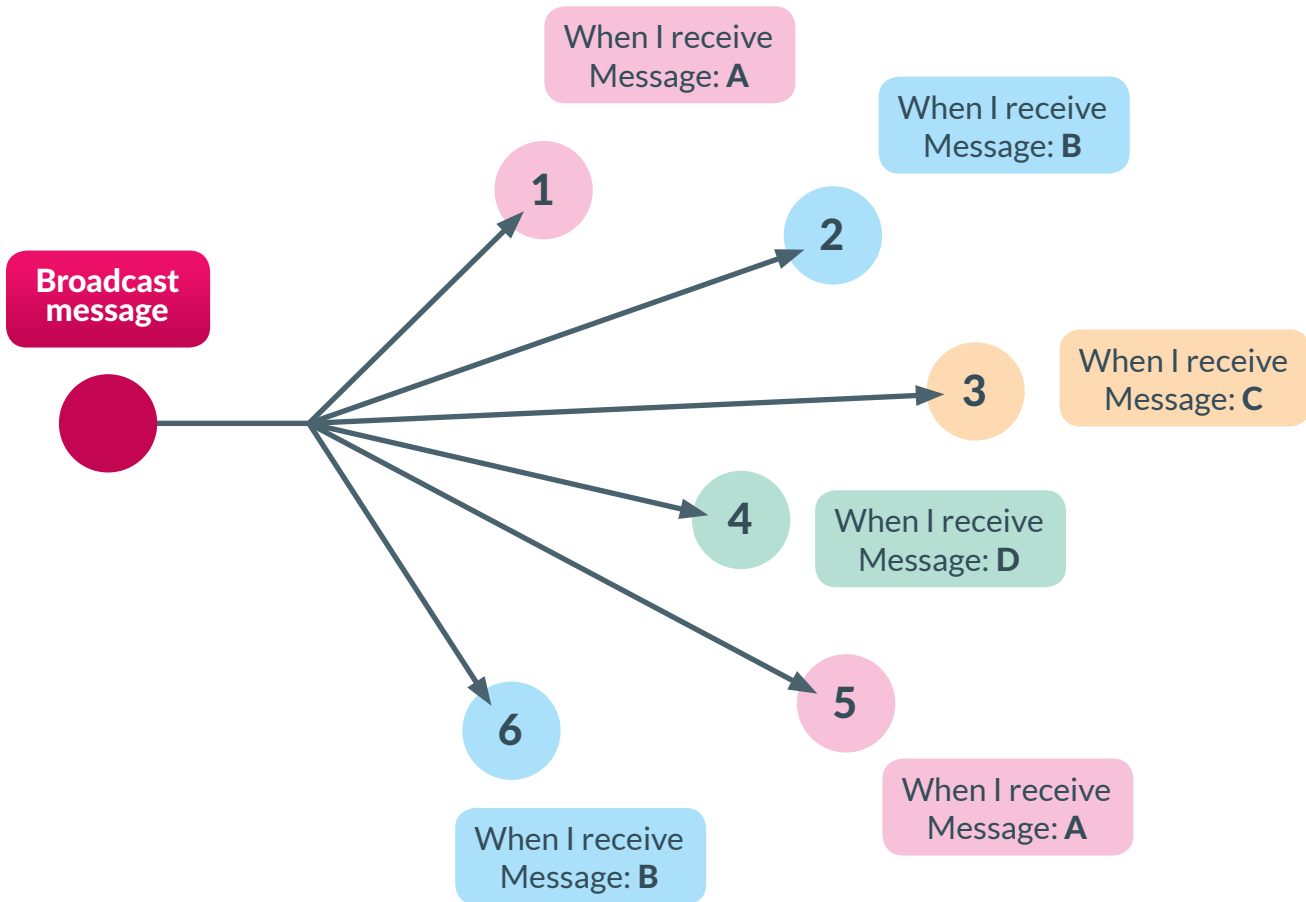


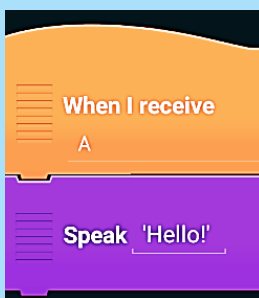
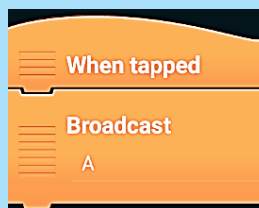
# Broadcasting Activity



It is useful to describe broadcasting as transmitting a message which will be received by one, or more objects.

The accompanying diagram depicts a broadcast message being transmitted (in red) to be received by other objects in the program (in various colours).

If the broadcast message is *message A*, then the objects which will receive the message will only be those which have the correct bricks attached. In the case of the diagram, this will be objects 1 and 5.



Those objects will have an action or behaviour which will be triggered when this message is received.

## Classroom activity

This process can be represented through an action game so that the pupils may understand and apply this function in their coding practice.

1. Pass around the *When I Receive* broadcasting cards to the class – the pupils are now all objects in the program. The pupils will have message receive cards from 'A' through to 'D'.
2. The person with the message (Red in the diagram) will be at the front (teaching staff to begin with), they will describe the action or behaviour which will be triggered when the message is received (e.g. 'stand up and jump on the spot', 'speak "hello"').
3. The person at the front will then pick up a flashcard/say the letter of the broadcast message and those with the correct brick will follow the message command.
4. Try it several times, allowing different people to be the lead.