

Broadcast component mini-game History: Year 5

This game helps the pupils identify what broadcasting is and how it could be used, and it can be found on the PocketCode site by searching for (5403).

(*There is also a Broadcast template to build from: 11863)

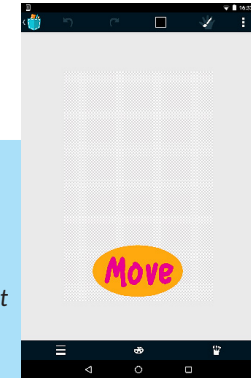
It is useful to describe broadcasting as transmitting a message which will be received by another object to be used in the program.

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.



2. Draw a button object, saving the whole screen in Pocket Paint.

(*Saving by tapping the pocket icon in the top left corner)



1. Create your first object by drawing an image of the countryside. Add a look, adding a drawing of the town.



Object Overview



Looks Overview

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

Event: When tapped

Control: Broadcast _____
(Name the message)

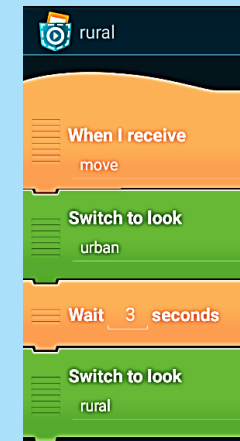
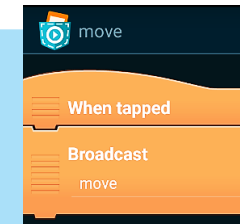
Add the following bricks to the lung model object:

Event: 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



Our Sponsors:



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No 645215

