

# Ngurin Bush Tucker

Learn about the bush tucker of the Ngarluma people. These plants are featured on the bush tucker trail in Roebourne, WA.



## INTRODUCTION

### What you will make

Create an interactive information report about different bush tucker plants found in Roebourne.



### What you will learn

- using broadcast to control interaction
- a way to share information
- creating 'buttons' for interaction

### What you will need

#### HARDWARE

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A computer capable of running Scratch 3

#### SOFTWARE

Scratch 3:  
either online  
<http://rpf.io/scratchon>  
or offline  
<http://rpf.io/scratchoff>

#### ADDITIONAL NOTES FOR STARTER PROJECT LINK

<https://scratch.mit.edu/projects/1238091476>

#### COMPLETED PROJECT LINK

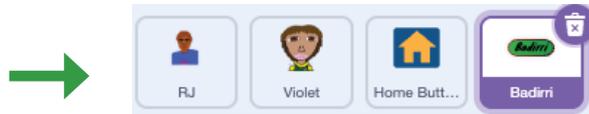
<https://scratch.mit.edu/projects/1237617266/>



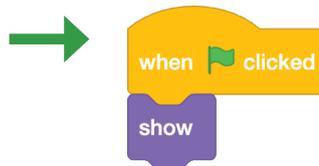
# 1. BADIRRI - THE FIRST BUTTON

Open the starter project - <https://scratch.mit.edu/projects/1238091476>. The finished project will have 9 buttons on the screen. Each button, when clicked, will change to a new background and have a sprite share information about the plant. Clicking the home button will return the user to the main screen.

Select the Badirri sprite.



Start with the event **when flag is clicked**. Add a **show** block. This will ensure the sprite is on the screen when it begins.



Add the event **when this sprite clicked**. Add a **broadcast** block and create a new message called 'bush tucker' that other sprites will use.



Add a **switch backdrop block** and choose the Badirri backdrop. Add a **new broadcast** and call it 'Badirri'. The broadcast will control how other sprites respond.



Start another new algorithm with the event **when I receive** and choose the bush tucker message. Add a **hide** block.

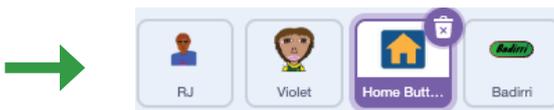


Click the green flag and then click on the Badirri button on your screen. Does it change to a plant backdrop? The user needs to get back to the home screen. Let's add code to make this happen.

When someone clicks the home button, they will go back to the home screen. Start a new algorithm with **when I receive** and choose home. Add a **show** button.



Select the home sprite.



Start with the event **when this sprite clicked**. Add a **broadcast** button of home. Then add a **stop all** block from the control menu. This will stop other sprites from completing their algorithms if the home button is clicked.

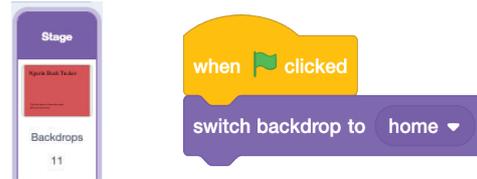




Test your program. Click the green flag. Click the button to go to the plant screen then the home button to return to the beginning. Did you notice a problem with the backdrop? Let's add code to control the backdrop.



Click on the stage menu. Add the event **when green flag** is clicked. Add a **switch backdrop** to home block.



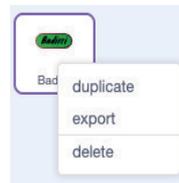
Add a new algorithm with the event **when I receive home**. Then **switch the backdrop to home**.



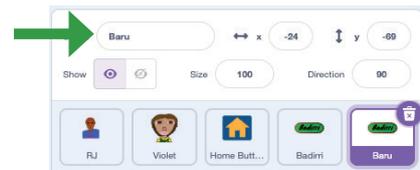
Test your program again. Now it should return to the home screen when you click the home button and the green flag.



Right click on the Badirri sprite and choose to duplicate the sprite. This duplicates the button as well as all of the algorithms with it.



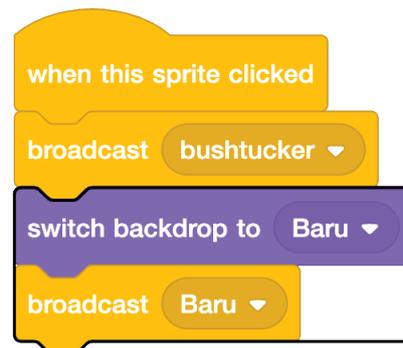
Select the Baddirri2 sprite. This is going to become the Baru sprite. Rename the sprite Baru in the information panel.



Click the costumes tab. Double click the writing to change the name Badirri to Baru.



Click on the code tab. When we duplicated the sprite it also duplicated all of the code. This makes it easy for us! But we need to change some information.



The **broadcast Badirri** block needs to become a broadcast Baru block. Add the new message.

Also change the **backdrop button** to Baru. The rest stays the same.



Click the green flag. Do both of your buttons work? Do they both return to the home screen when the home button is clicked?



Make 7 more duplicates of this sprite! Here are the 7 new names for each of these sprites. Remember to rename the sprite and change the broadcast and backdrop blocks. Bithangarra, Gurrara, Ganyi, Buruway, Thugarda, Wiranggura, Yirringan. Do you need to change their position? Disconnect the blocks from 'when this sprite is clicked' to move your button into place.



Your sprite panel should now look like this! (It doesn't matter about the order). Now that all the sprites are in place, let's program RJ and Violet to share information about each of the plants when they appear on screen.



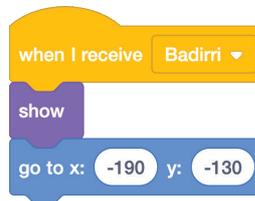
Select the RJ sprite. You will notice lots of notes on this page. They are here to help you.



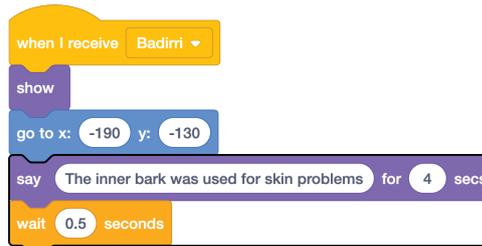
Create two algorithms that will have RJ **hide** when the green flag is clicked and when the **broadcast home is received**. RJ should only be on screen when describing a plant.



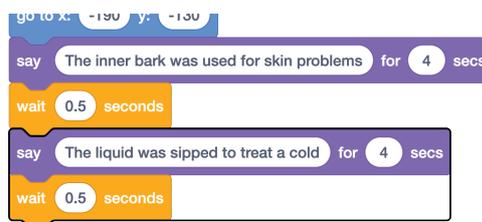
Start a new algorithm with the event **when I receive Badirri**. Add a **show** block and a **motion block** to set RJ's location.



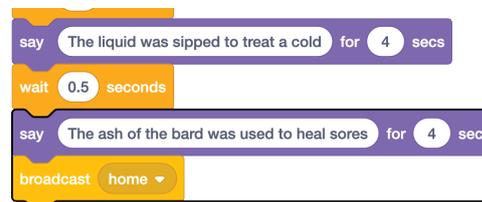
Add a **say** block and copy the text from the Badirri note. Then add a **wait** block. If you want this could be a text to speech block or you could record your own voice.



Add another **say** block and **wait** block for the second lot of text.



Add another **say** block and finish with a **broadcast** block of home.



Test out your code. When you click on the Badirri button RJ should show on screen with the plant and share the 3 pieces of information, and then everything should return to the home screen.



Complete the project by repeating the above instructions for all of the other plants. There are 4 plants on RJ's page and 5 plants on Violet's page.