

Year 4 - BBC Microbit LOGIC

Introduction:

Complete the tasks in Lesson 1 before starting this lesson. We will move on from the basic commands to add LOGIC using the micro:bit code editor.

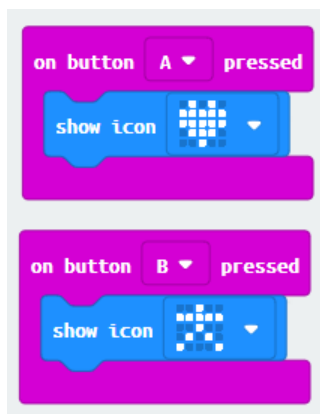
Go to the following website:

<https://makecode.microbit.org/>

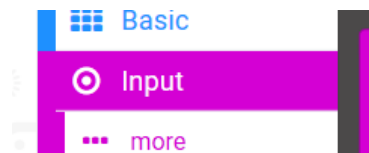
Because we are all working from home at the current time, unfortunately you will not have a Micro:bit to program yourself, however, when you use the online coder, there is an emulator that will show what will happen when you copy the program you have written to the Micro:bit. Hopefully when we are all back in school you will be able to actually write a program and copy it to a Micro:bit so that you can see it working properly.

Task 1:

Try to build the following code:



You will need to look in the INPUT section to find the new purple blocks.



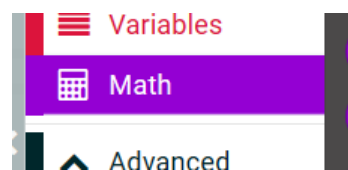
Try pressing buttons A & B on the micro:bit simulator to see if the code works. If you press A you should see a heart, if you press B you should see a stick man.

Task 2:

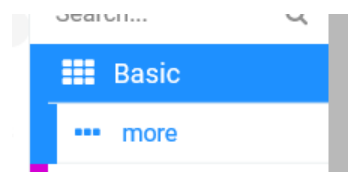
Try to build the following code:



You will find the PICK RANDOM block in the MATH section



You will find the CLEAR SCREEN block by clicking on MORE in BASIC



Did the code work?

You should see a random TICK or CROSS when you press the A button

Task 3:

In lesson 1 we built code to show smiley faces, try to build your own code to show a smiley face if you press the A button and a sad face if you press the B button.

Draw the blocks of code you have used in the space below

Task 4:

Try to build the following code:



Did the code work?

The code could be used to simulate something useful when playing a game, what could that be?

If you finish all 4 tasks, spend some time trying to create your own code.