

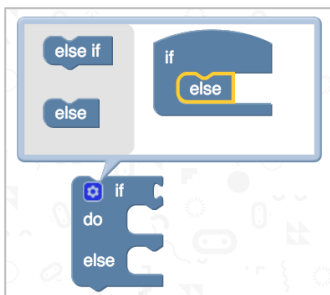
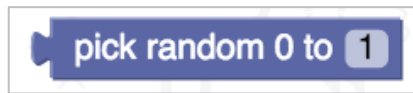
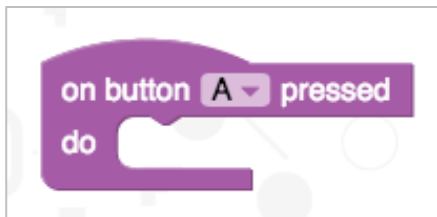
Micro:bit Challenge – Fortune Teller

Brief:

- Display a random Y or N when button A pressed

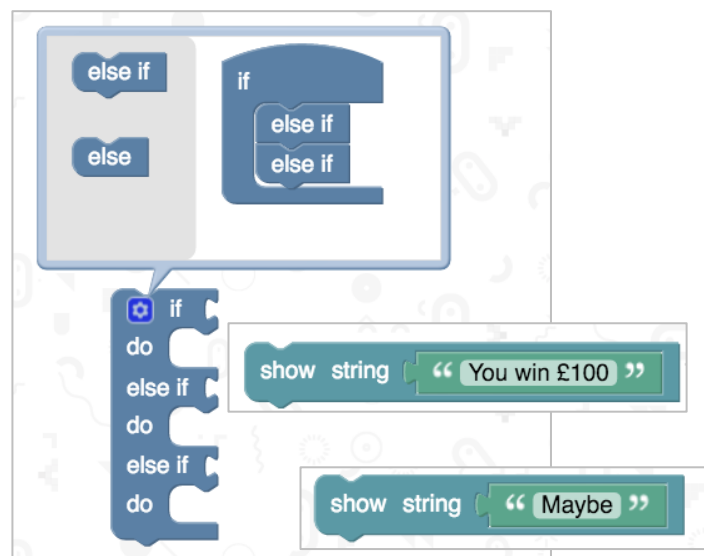
Difficulty level: 2

Blocks that may help you:



Additional challenges:

- Change the Y and N to more interesting responses
- Change the random statement to pick numbers from 0 to 3 and have 4 possible messages



Micro:bit Challenge – Rate Your Mates

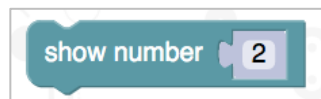
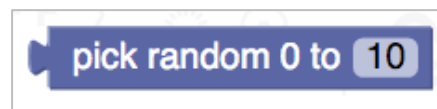
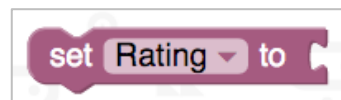
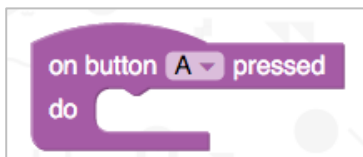
Brief:

- Press button A to display a 'neutral' icon
- Press button A&B to display a 'thinking' icon
- Pause for a second
- Display a random number between 0 and 100
- Pause again then display your 'neutral' icon

Difficulty level: 1

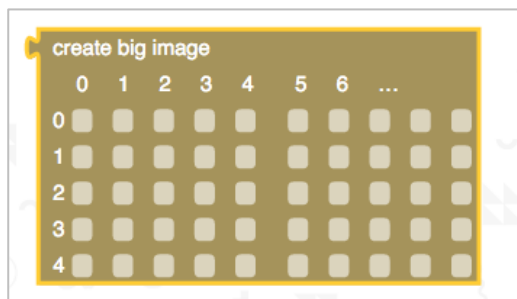
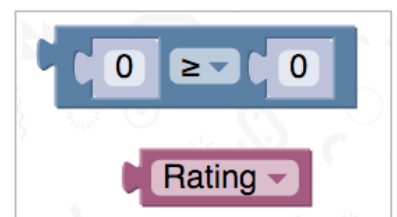


Blocks that may help you:



Additional challenges:

- If the rating is 75 or more display a 'heart' icon
- If the rating is under 25 display a sad face
- Create a bigger scrolling image or an animation for scores 75 and above or below 25



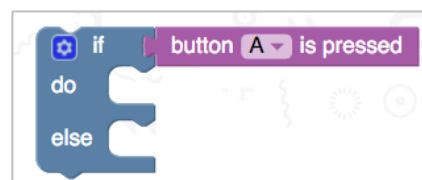
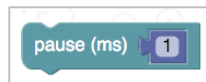
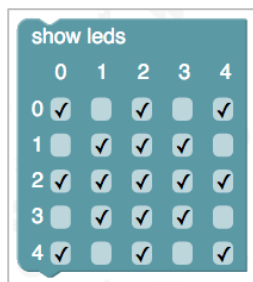
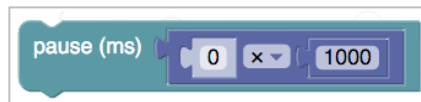
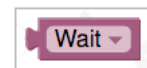
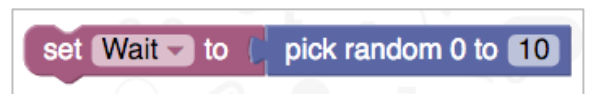
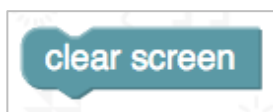
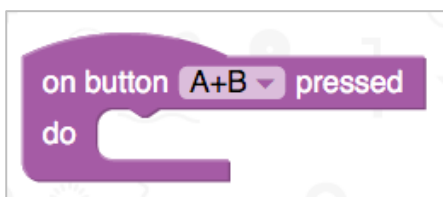
Micro:bit Challenge – Reaction Timer

- Brief – who can press their button fastest?
- Press button A&B to clear the screen
 - Wait a random time up to 20 seconds
 - Display a star icon
 - When the first person presses their button, show an arrow pointing to their button

Difficulty level: 3

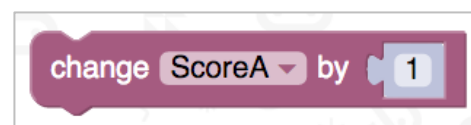
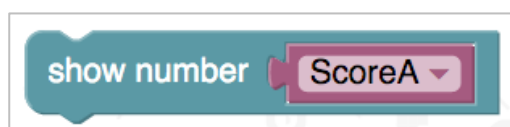


Blocks that may help you:



Additional challenges:

- Display a blinking dot or flashing animation while waiting for a button to be pressed
- Repeat the challenge 10 times
- Keep a score to display after 10 goes



Micro:bit Challenge – Target Number

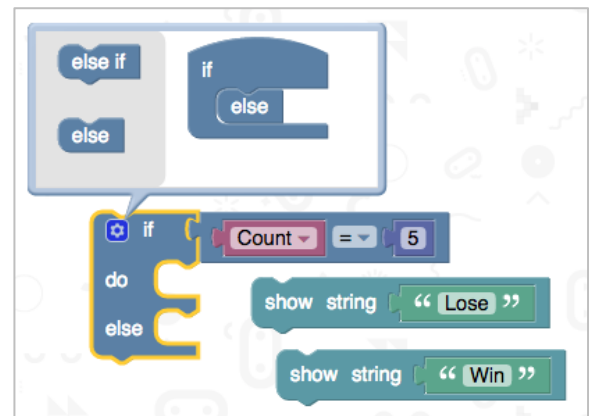
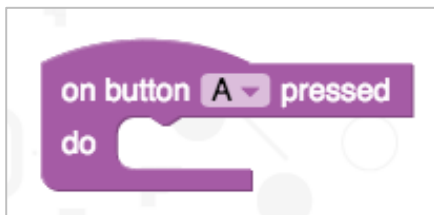
Brief:

- Press button A to start
- Display a message stating 5 as the target number
- Make the micro:bit count from 0 to 10
- User presses button B when target displays
- Display a message to say “win” or “lose”

Difficulty level: 2

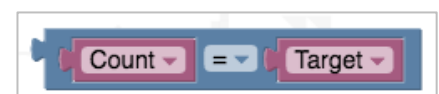
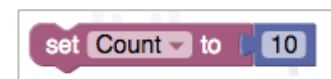
Remember:
save your work!

Blocks that may help you:



Additional challenges:

- Stop the count after button B pressed
- Changed to a different fixed target number
- Pick and display a random target number before you start
- Change the counting speed to make it harder
(You will need to convert to Touch Develop script)



Micro:bit Challenge – Timed Target

Brief:

- Press button A to display a target number between 1 and 10
- Make the micro:bit count from 0 to 10
- Time how long it takes to press button B after the target number is displayed
- Display a message to say how long it took to press B

Difficulty level: 4

Remember:
save your work!

may help you:

Additional challenges:

- Stop the count after button B pressed
- Make sure it says “lose” if B pressed too soon or if the count has passed the target
- Change the counting speed to make it harder
(You will need to convert to Touch Develop script)



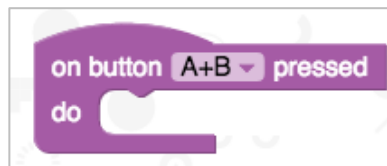
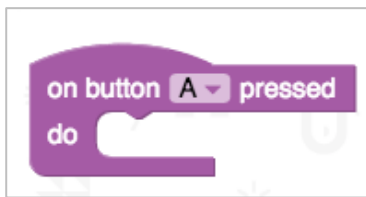
Micro:bit Challenge – What's The Score

Brief:

- Display a score
- Increase the score by 1 each time button A pressed
- Reset the score to 0 when button A&B pressed
- Decrease the score by 1 when button B pressed

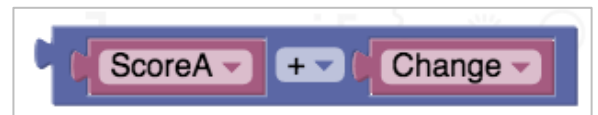
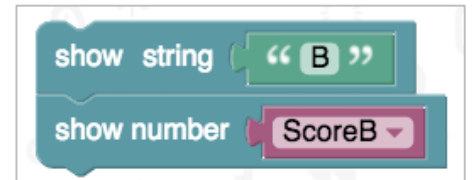
Difficulty level: 2

Blocks that may help you:



Additional challenges:

- Change the programming for button B and add a second variable to keep score for a second team
- Display the score continuously. Eg. repeating "A 1 B 3"
- Now button B is used for the second team, see if you can find a way to change from adding 1 each time to subtracting 1, so you can correct a score



*Remember:
save your work!*