

micro:bit Scavenger Hunt

Teacher Version

Corresponding Material

1.1- Welcome to micro:bit

Discussion

In this course, we'll be running programs on a micro:bit device. Before we start programming ourselves, let's explore this device to see what it can do!

Teacher Notes

Before students begin this exercise, you'll need to download the following program to each device. (If you need help doing this, follow the steps laid out in the *micro:bit Quick Start* connection in this lesson.)

```
input.onButtonPressed(Button.A, function () {
  basic.showIcon(IconNames.No)
})

input.onButtonPressed(Button.B, function () {
  basic.showIcon(IconNames.Yes)
})

input.onButtonPressed(Button.AB, function () {
  basic.clearScreen()
  basic.showString("Awesome!")
})

input.onShake(function () {
  basic.showIcon(IconNames.Happy)
})
```

Once the program has been downloaded on each device, the USB can be unplugged. As soon as a battery pack is connected to the device, the program will run. This will allow students to explore the program without seeing any of the code.

Class Exercise

A program has been downloaded to your device by your teacher. Once you plug the battery pack into the device, the program will run automatically. Test out the different components of the device. Can you determine what actions must be taken in order to make the following things occur?

1. What action needs to be taken in order to show an 'X' on the micro:bit screen?

Button A needs to be pressed.



2. What action needs to be taken in order to show a checkmark on the micro:bit screen?

Button B needs to be pressed.

3. What action needs to be taken in order to show a smiley face on the micro:bit screen?

The micro:bit needs to be shaken.

4. What action needs to be taken in order to scroll the word 'Awesome!' on the micro:bit screen?

Button A and B need to be pressed together.