

Learning to code with micro:bit

Lesson One Home Activity

Fill in the gaps quiz

Use the words in the box below to fill in the gaps.

languages	sequence	loops	LEDs	buttons
inputs	loops	micro:bit	debug	

Coding is the way we give a computer program a _____ (list) of instructions. We can code using lots of different coding _____. The language we used today was called MakeCode. We used this to give lots of sequences of instructions to a _____, which is a microcontroller. The micro:bit has 25 _____ that allow it to display different pieces of information when we code. Sometimes, we can use the two _____ (A,B) on the micro:bit to get it display things. If I write down a sequence (list) of instructions and I want to repeat those instructions, I could write them out again. However, the best and quickest thing for me to do is use a 'repeat' block. I can find that block in my _____ category. This is really useful. The buttons and the sensors that the micro:bit has means that it takes lots of information IN from its environment. So, we call those things _____. Sometimes when we code, we make mistakes. We call these mistakes a bug. Bugs happen all the time. What we need to do when that happens, is have patience, put on our problem-solving hats and _____.

Great job everyone!



So, now that you learned sequences, bugs, inputs and loops, can you complete the home challenge before next weeks video. The DreamSpace team want you to:

- Create a new project at <https://makecode.microbit.org>
- Pick 3 different inputs (e.g. on button A pressed, on shake).
- For each input you pick, design an animation.
- When you and your family see that animation, perform an exercise at home that gets you all moving while the animation appears on your micro:bit screen.

Before you code, why don't you write down your 3 inputs, and draw your 3 animations below:

Input:	Input:	Input:
Image One:	Image One:	Image One:
Image Two:	Image Two:	Image Two:
Image Three:	Image Three:	Image Three:
Image Four:	Image Four:	Image Four:

