

3RD AND 4TH CLASS: USING A MICRO:BIT TO CREATE A SCORE COUNTER

BACKGROUND

The class have been using Micro:bits for a number of weeks, they are given time to tinker and create simple illustrations on the Micro:bit LED screen.

They created their own Micro:bit animal where they used the Micro:bit to be the face of the animal. The class is also familiar with coding from using apps like Scratch Junior, Lego WeDo 2.0, Sphero and Tynker.

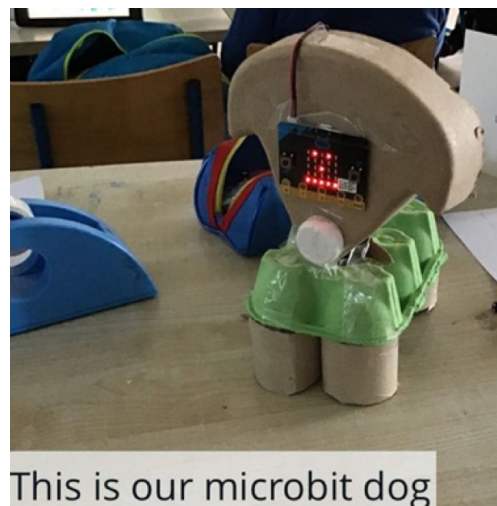
They are also experienced at working in pairs, particularly while using the iPad.

TASK

The children are asked to create a score counter for a game of Rock-Paper-Scissors. They could also use the score counter for any game played during a Physical Education (P.E) lesson.

For the Rock-Paper-Scissors game the children are asked to create a code using the Micro:bit app on the iPad where they will have three different outcomes, Player A wins, Player B wins and Draw.

The children can use any parts of the Micro:bit to input the information for wins and a draw, for example button A or B or the shake option.



CHILDREN'S WORK

The children coded in pairs initially creating three variables – Player A, Player B and Player draw. They then created the code 'On Start' – 'Set player A to zero', 'Set player B to zero' and 'Set player tie to zero', allowing the scoreboard to be set to zero each time.

The children then decided on the three different inputs to record the score for each player and to reset the game. For example, button A, button B, A & B together. Some used the tilt or shake functions to record the score instead.

