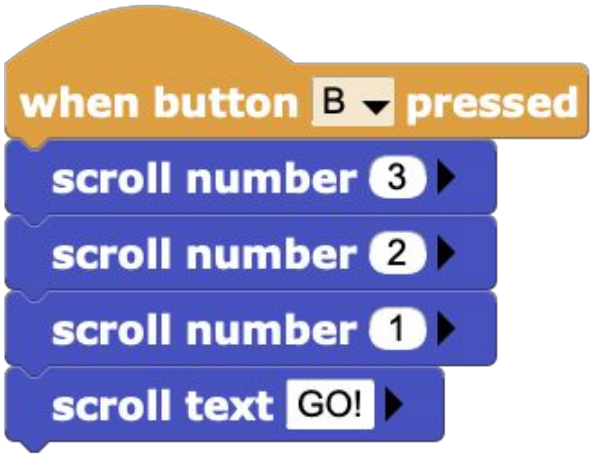
Easy ● ○ ○ Hard

1 - Scrolling Text

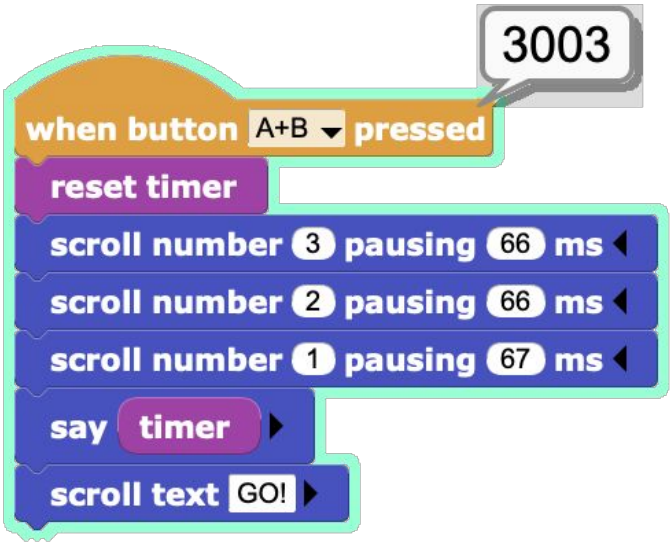
Added libraries: Libraries + | Scrolling

To scroll text across the LED Display, you'll need to add a library. Click on the + next to "Libraries" and select *Scrolling*. (Note that the "LED Display" and "Basic Sensors" libraries should load automatically.)

Drag scroll blocks into the scripting area. Click the text to customize it. You can also scroll numbers to create a countdown.



Challenge: Try adding a timer to make the count take almost exactly 3 seconds by adjusting the "pausing" option. The "say" block shows the timer result in the bubble. Is this count down faster or slower than before the change?



 v1.0

http://microblocks.fun

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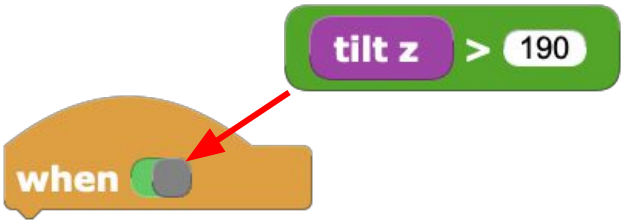
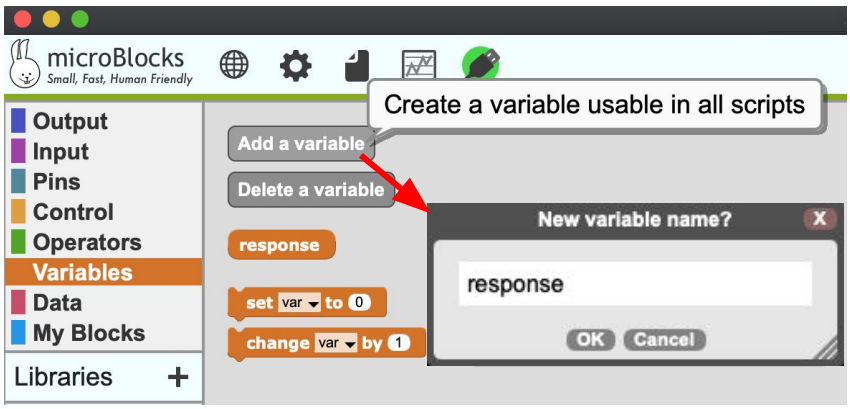
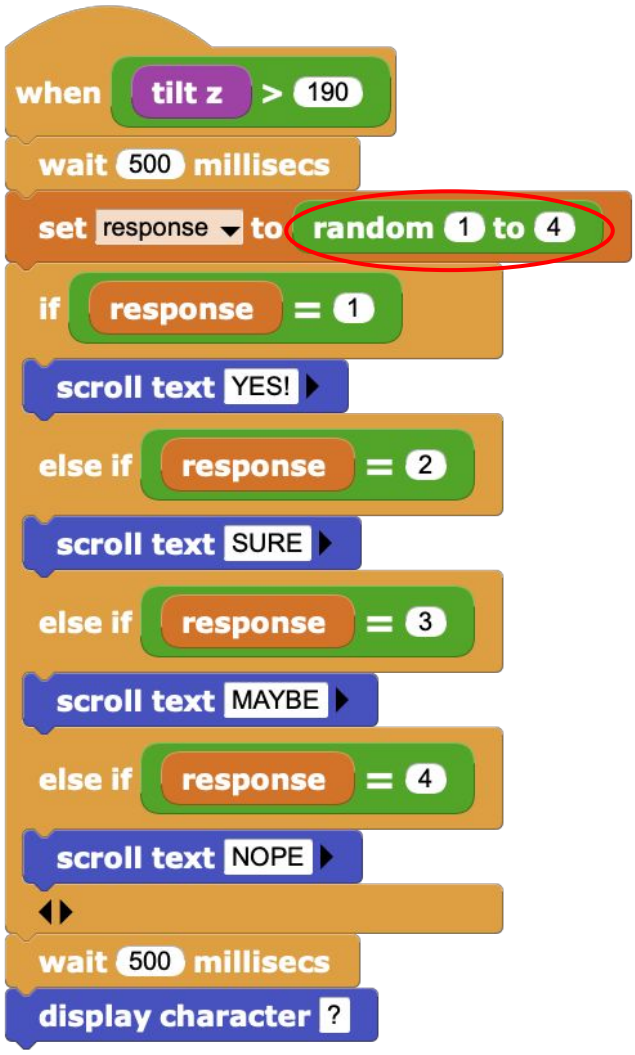
2 - Magic 8-Ball

A Magic 8-Ball* responds to a question when you shake it. Make one using a “when ( )” hat block that monitors “tilt z”(Basic Sensors palette).



Click “Add a variable”, then name it response. This variable will be assigned a random value each shake.





Create an answer for each possible Magic 8-Ball response. Each time you shake, the scrolled text will be a surprise. Go ahead, ask and shake!

Challenge: Use the File menu to open the “Rock-paper-scissors - shake” example in the Games folder. You can play against your friends, or play the micro:bit in one hand against your other hand!

* Find original Magic 8-Ball answers here: https://en.wikipedia.org/wiki/Magic_8-Ball