



Coding - Microbits

Key Images

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USB transfer

Test code using simulator

An event triggered by a gesture which adds 1 to the variable 'steps' and outputs this number

Logic – If/Else. This enables the micro:bit to make decisions based on inputs

A variable called dice which is set to random number. It has a range of 1 to 6

Key Resources



Free Code
micro:bit



micro:bit



Key Vocabulary

Accelerometer - A sensor that detects movement.

If/Else Statement - A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else' block are run.

Data - A set of facts or information that help us learn something or make decisions.

Logic - How computers make decisions based on whether things are true or false.

Gestures - A type of input where the micro:bit is moved in different ways such as tilting, dropping and shaking.

If Statement - A computer uses an 'if' statement to decide which bit of code to run. If a condition is true, then the commands inside the block will be run.

Light Sensor - An input that senses the level of light in the real world.

Selection - A decision command. When selection is used, a program will choose which bit of code to run depending on a condition.

Sensor - An input that senses things in the real world, such as movement, temperature, and light levels.

Simulation - A computer model of something in the real world.

Variable - A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

Infinite Loop - A loop that runs forever.