

Exactly 11

60 minutes

Microbit Innovators

WHAT THIS LESSON DOES

Follow this guide to build a fun timing game on your Microbit. Start by creating a new project, set up variables for timing, and program buttons to track and display how close you get to exactly 11 seconds.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop skills in creating and utilising variables in Microbit projects.
- Understand and apply the concept of running time in programming.
- Gain proficiency in using mathematical operations to calculate time differences.
- Learn to use conditional statements to display different outcomes based on user input.
- Enhance problem-solving skills through the creation of a time-guessing game.

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HOW THE LESSON RUNS

Create a new Microbit project

Create a 'starttime' variable

Set the start time

Create a 'taken' variable

Set the taken time

Create a 'difference' variable

Calculate the difference

Show the result