

Microbit Dice

30 minutes

Microbit Basics

WHAT THIS LESSON DOES

In this step-by-step lesson, you'll create a new Microbit project and programme it to display a random number between 1 and 6 when shaken, emulating a dice. You'll learn how to detect a shake, show a number, and finally, show a random number.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and utilise the Microbit project creation process.
- Programme the Microbit to detect a shake gesture.
- Display a specific number on the Microbit in response to a shake.
- Implement a random number generator to simulate a dice roll.
- Apply the learnt skills to complete a Microbit project and use it as a dice.

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HOW THE LESSON RUNS

Create a new Microbit project

Detect a shake

Show a number

Show a random number

Microbit