

LESSON 20

Microbit Bop It Game

60 minutes

Microbit Innovators

WHAT THIS LESSON DOES

In this step-by-step lesson, you'll create a 'Bop It' game on your Microbit. You'll learn to create a new project, define variables, set a countdown, generate random numbers, display images, and program buttons. You'll also learn how to handle game over scenarios and add extra actions for an added challenge.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the concept of variables in coding.
- Develop skills in creating and manipulating countdowns in a game context.
- Implement conditional statements to control game actions.
- Programme Microbit buttons to interact with the game.
- Enhance problem-solving skills by adding new features to the game.

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HOW THE LESSON RUNS

- Create a new Microbit project
- Create a variable called 'action'
- Add a start countdown block
- Set 'action' to a random number
- Display the image
- Program the buttons
- Check Game Over
- Challenge!