

Microbit Zombies

60 minutes

Microbit Innovators

WHAT THIS LESSON DOES

In this step-by-step lesson, you'll create a thrilling multiplayer game using microbits. You'll start by setting up a new project, creating variables for health and infection status, and setting up radio groups for communication. You'll then code your microbit to display health status and infection, lose health when near an infected microbit, and eventually become infected. The game begins with a random infection and continues until all players are infected. Enjoy the game!

WHAT STUDENTS SHOULD BE ABLE TO DO

- Develop a basic understanding of microbit project creation and the use of variables.
- Understand and implement the use of radio groups in multiplayer games.
- Learn to display different icons and messages based on variable conditions.
- Understand and apply the concept of signal strength in determining proximity in the game.
- Develop skills in creating interactive multiplayer games using randomisation and conditional statements.

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HOW THE LESSON RUNS

- Create a new microbit project
- Create two variables
- Set the radio group
- Display if you're infected or not
- Lose health
- Get infected
- Randomly infect a microbit
- Play the game!