

Animation

60 minutes

Microbit Basics

WHAT THIS LESSON DOES

Embark on a journey to create your own animation using a Microbit. Start by setting up a new project, then add an event handler. You'll then create the first and second frames of your animation using 'show leds' blocks. Finally, test your animation by pressing the A button.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand and apply the process of creating a new project for animation.
- Learn to add and utilise an event handler in an animation project.
- Develop skills to create the first frame of an animation using code.
- Gain proficiency in creating subsequent frames for a complex animation.
- Test and evaluate the created animation for functionality and effectiveness.

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HOW THE LESSON RUNS

Create a New Project

Add an Event Handler

Create the First Frame of Your Animation

Create the Second Frame of Your Animation

Test Your Animation