

Dice

Introduction

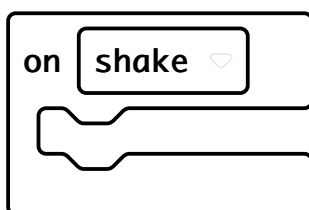
Let's turn the micro:bit into a dice! (Want to learn how the accelerometer works? **Watch this video** (<https://youtu.be/byngcwjO51U>)).



Step 1

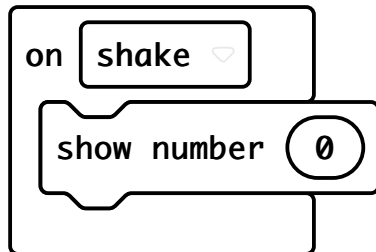
We need 3 pieces of code: one to detect a throw (shake), another to pick a random number, and then one to show the number.

Place the `on shake` block onto the editor workspace. It runs code when you shake the micro:bit.



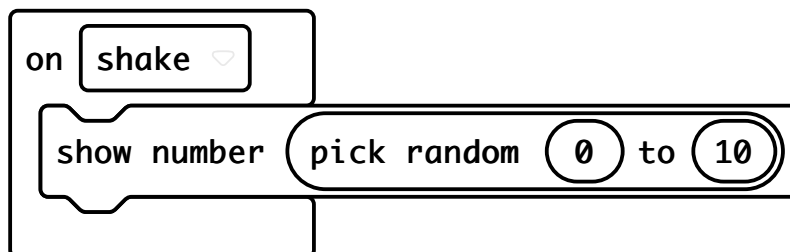
Step 2

Get a `show number` block and place it inside the `on shake` block to display a number.



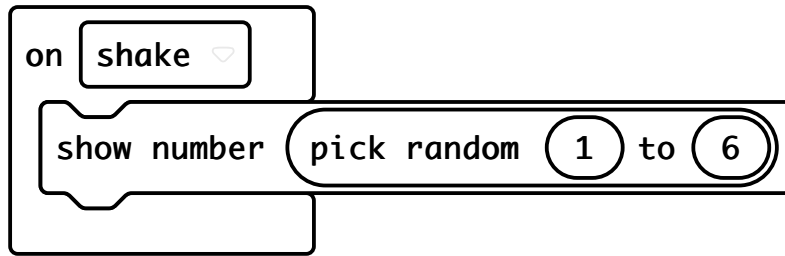
Step 3

Put a `pick random` block in the `show number` block to pick a random number.



Step 4

A typical dice shows values from 1 to 6 . So, in `pick random`, don't forget to choose the right minimum and maximum values!



Step 5

Use the simulator to try out your code. Does it show the number you expected?

Step 6

If you have a micro:bit connected, click [Download](#) and transfer your code to the micro:bit!