

# Places and spaces

## Lesson 1

Remixed from a  
Unit from



**Raspberry Pi**  
Foundation

<https://experience-cs.org/units/smart-communities>

# Lesson 1 objectives

I can **create a program** to make a **smart pedestrian traffic signal** follow certain rules.

I can **explain** why I sequenced my code the way I did.

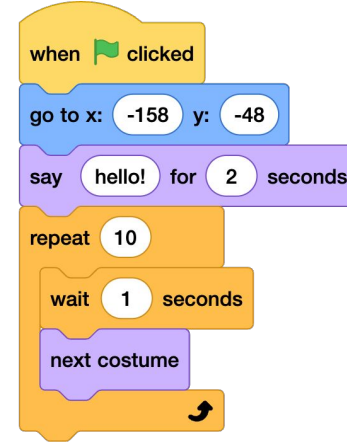
# Agenda

5 minutes	Unit video
5 minutes	Welcome to Scratch
15 minutes	Ten block mission
10 minutes	Sharing
10 minutes	Make a change
5 minutes	Reflection

# Lesson 1 vocabulary



**Surroundings:** The things that are around you in a specific place.



**Program:** A set of ordered commands that can be run by a computer to complete a task.



If you see this in a hallway



should you run or walk?

If you are taking a walk and you see this



what would you do?

Where might you see a sign like this?



Why do you think that?



Our **surroundings** shape the way we behave.



We can create simulations of different surroundings.

# Welcome to MakeCode

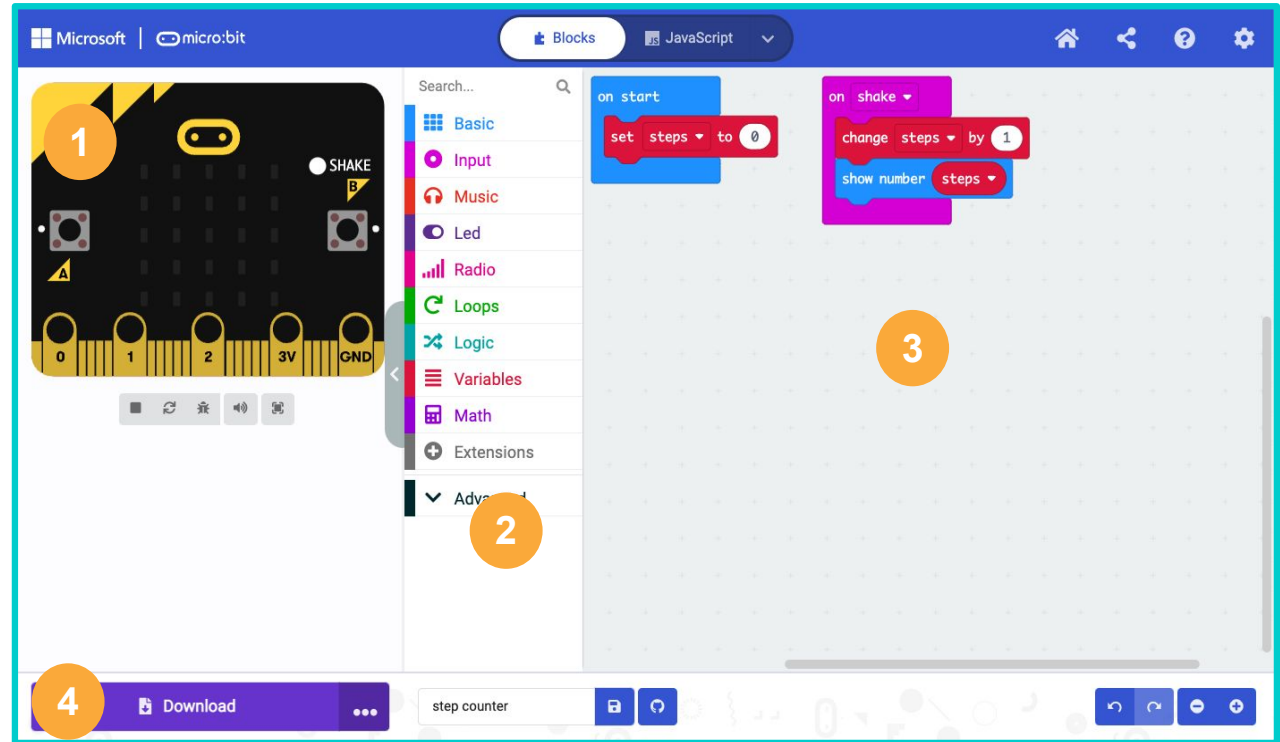
<https://makecode.microbit.org/>

5 minutes

# Start a New Project

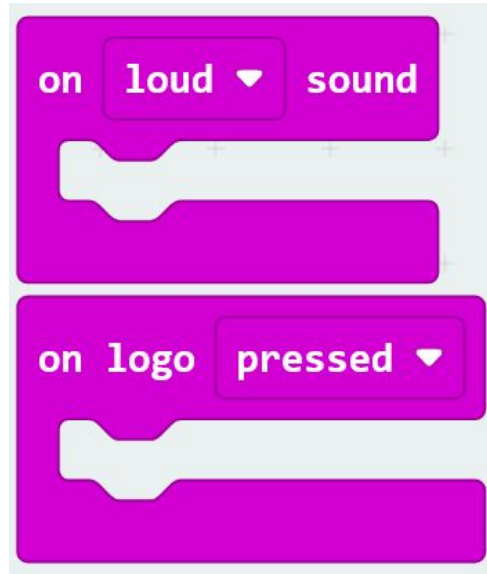
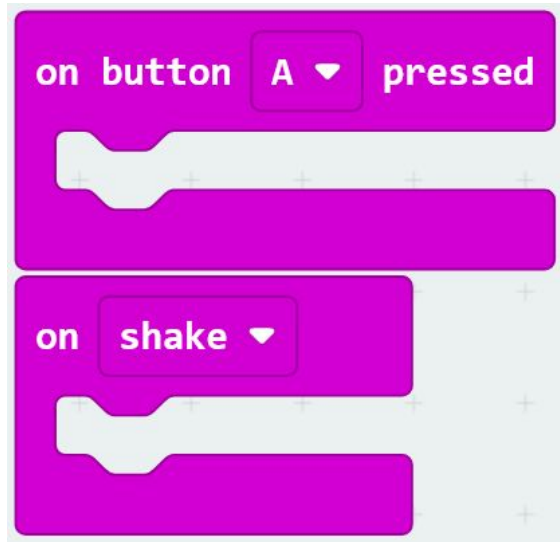
# This is the Code Editor

1. Simulator
2. Toolbox with different categories of programming blocks.
3. Programming canvas/editor
4. Toolbar which features a Download button

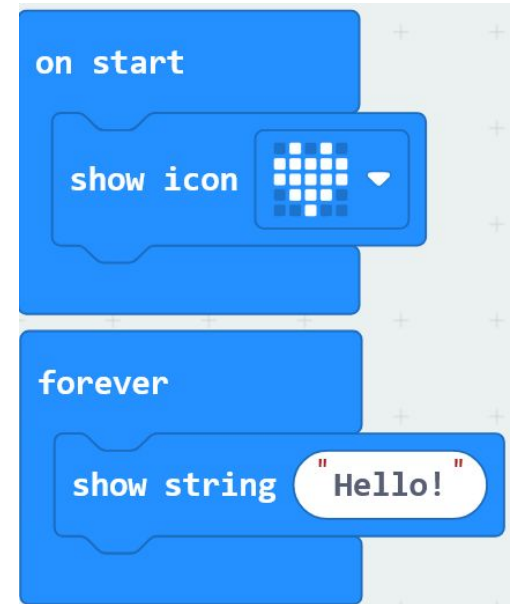


# Explore Inputs and Basic Blocks

## Inputs



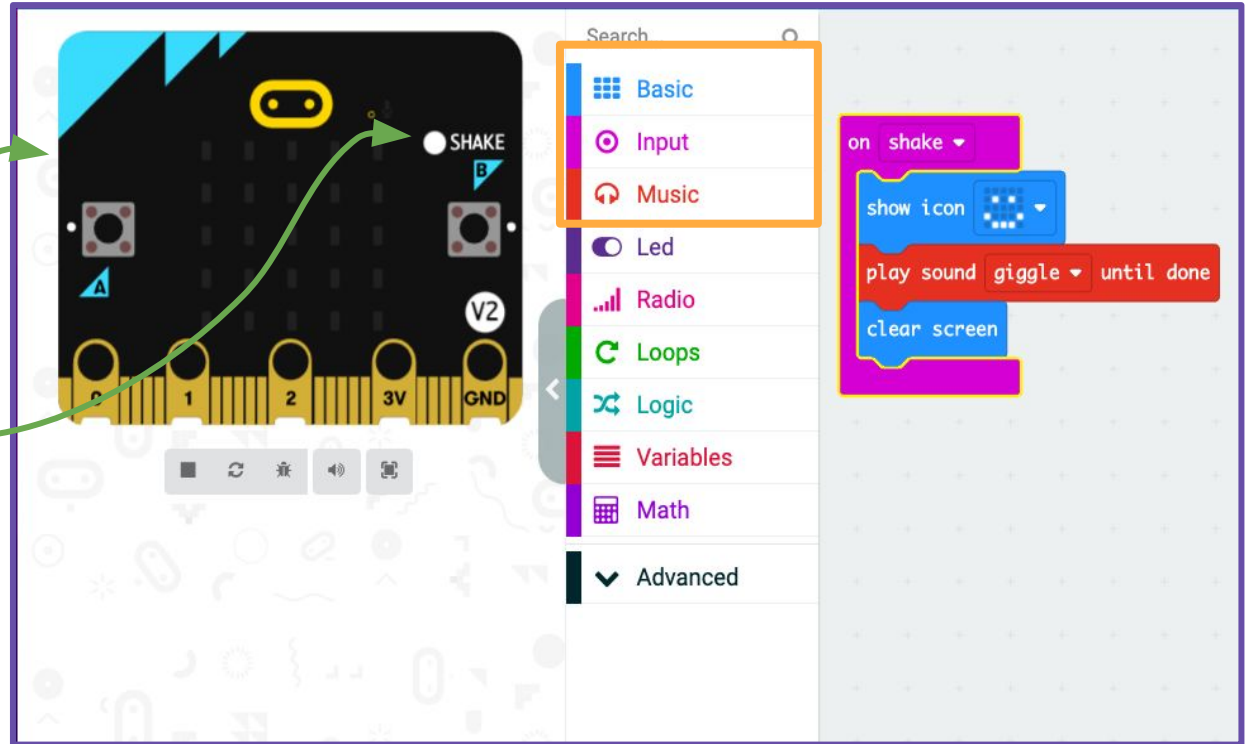
## Basics



# Run the Simulator to test out code

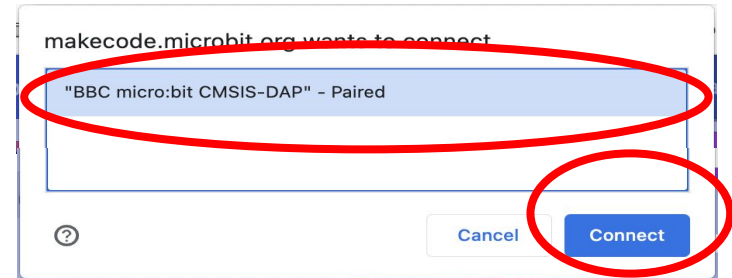
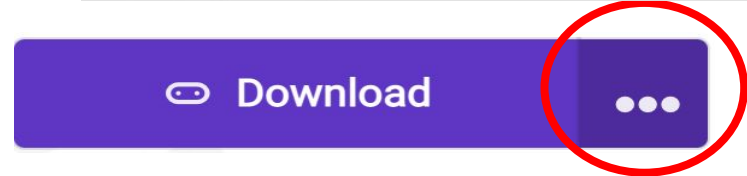
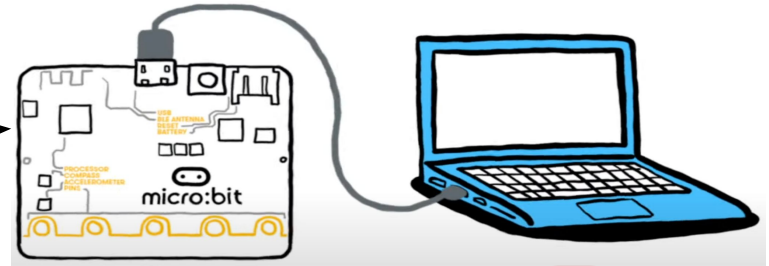
The Simulator  
is here

To shake it,  
click SHAKE



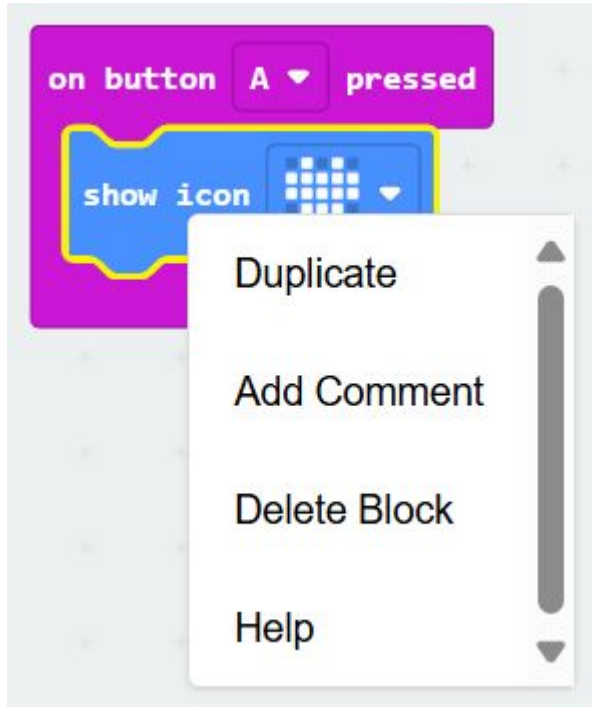
# Download the Code

1. Connect your micro:bit to the computer using the USB cable.
2. Select ... next to the **Download** button
3. Select "Connect Device" from the menu
4. Follow the Prompts
5. Pick your device on the connect screen and click **Connect**
6. Once connected, click **Download**.





# Keyboard & Trackpad Tips!



1. **Click** on a block with ONE finger and **drag** another finger at the same time to easily move it
2. **Click** on a block with TWO fingers at the same time
  - a. Click **duplicate** to immediately create another of the same block
  - b. Click **delete block** to immediately remove JUST that one block
3. **Drag** TWO fingers close and far apart (like scissors) to zoom in and out in the coding workspace
4. Hit the delete button on your keyboard while selecting a block

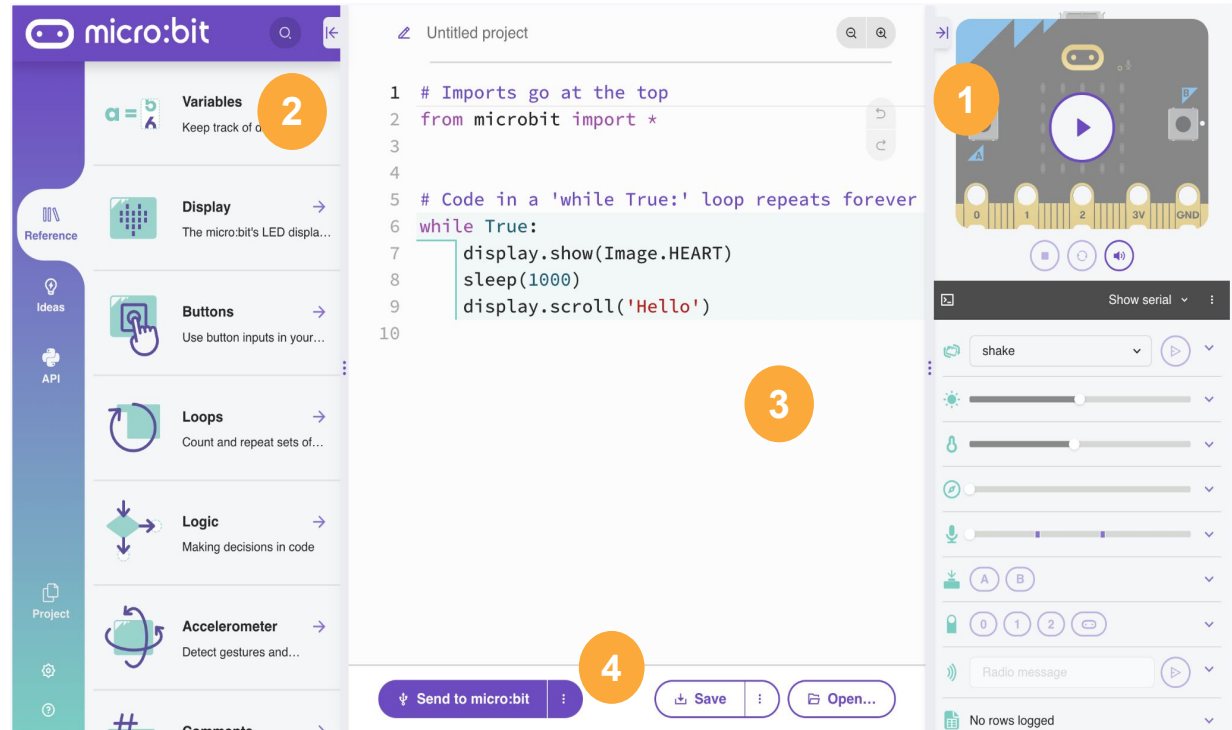
# Welcome to Python

<https://python.microbit.org/v/3>

5 minutes

# This is the Code Editor

1. Simulator
2. References with different categories of code samples.
3. Programming canvas/editor
4. Toolbar which features a Download button



# Renaming Your Project

The screenshot illustrates the process of renaming a project in the micro:bit IDE. It features a purple sidebar on the left with icons for Reference, Ideas, and API. The main workspace shows a Python script for a micro:bit. A modal dialog titled "Name your project" is open, allowing the user to enter a new name for the project. Red arrows and numbers 1 through 4 indicate the sequence of actions: 1. Clicking the "Create file" icon in the sidebar, 2. Clicking the "Untitled project" link in the top left of the workspace, 3. Clicking the "Untitled project" text in the input field of the dialog, and 4. Clicking the "Confirm" button in the dialog.

1. Click the "Create file" icon in the sidebar.

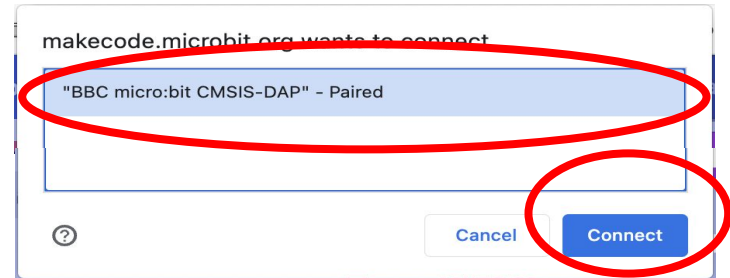
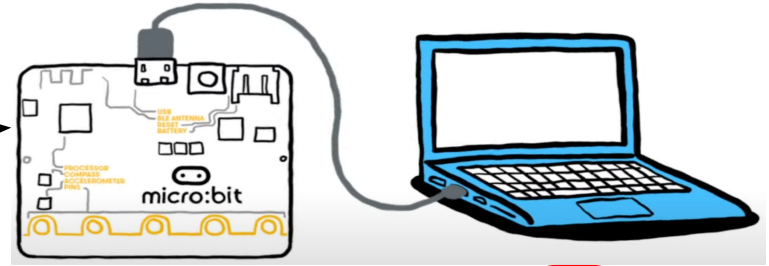
2. Click the "Untitled project" link in the top left of the workspace.

3. Click the "Untitled project" text in the input field of the dialog.

4. Click the "Confirm" button in the dialog.

# Download the Code

1. Connect your micro:bit to the computer using the USB cable.
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3. Select "Connect Device" from the menu
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5. Pick your device on the connect screen and click **Connect**
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# Walk Sign Mission

15 minutes

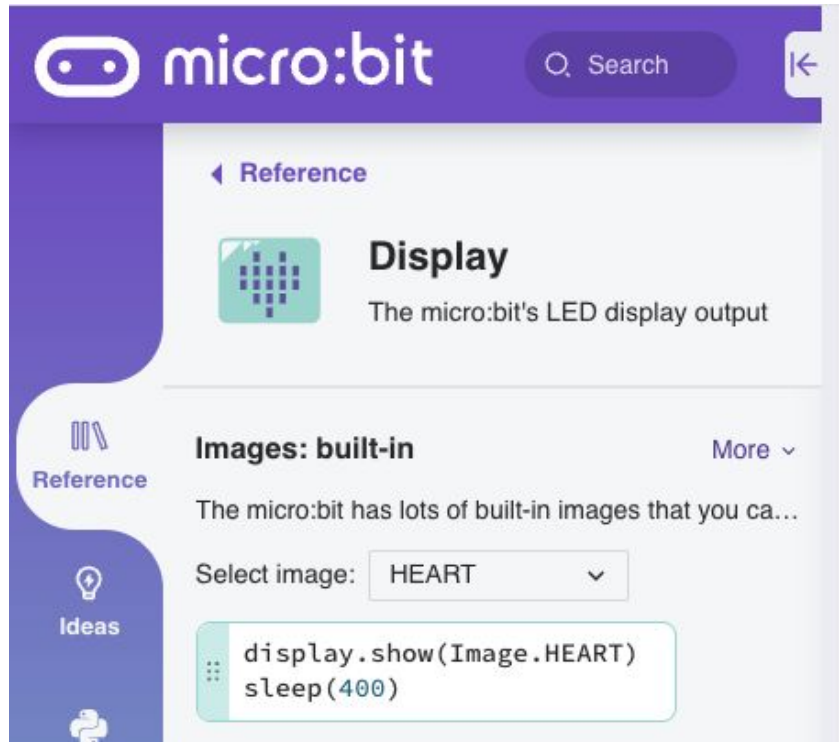
## Your mission

Show a signal for Walk and Don't Walk on the micro:bit LED screen



Go to: <https://python.microbit.org/v/3>

Find this reference tab and start coding



**Done early?**

Can you get the  
signals to cycle every  
5 seconds?



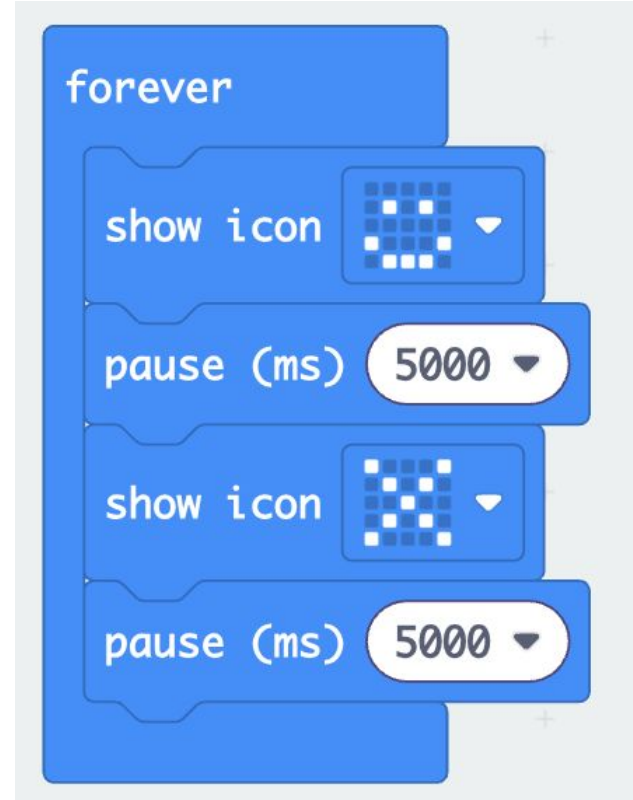
**Loops**

Count and repeat sets of instructions



# Solutions

```
# Imports go at the top
from microbit import *
# 'while True:' loop repeats forever
while True:
    display.show(Image.HAPPY)
    sleep(5000)
    display.show(Image.NO)
    sleep(5000)
```



# Sharing

10 minutes

## Talking about our work



One person  
at a time



Show and  
describe your  
program



Explain the  
choices you  
made

## Speaking

I chose to \_\_\_\_\_ instead  
of \_\_\_\_\_ because \_\_\_\_\_.

At first \_\_\_\_\_ didn't work,  
so I fixed it by \_\_\_\_\_.

## Listening

I like how you \_\_\_\_\_.

Did you think about  
\_\_\_\_\_?

## Your turn



**Find your  
partner**



**Decide who  
shares first**



**Switch roles**

# Make a change

10 minutes

# Improve the System

How can you modify the system to accommodate blind pedestrians?

List ideas on the board!



## Return to: Code



Change the system based on the design discussion. **Does your program still work?**



# Reflection

5 minutes

## Reflection

How did changing the **users** in your **simulation** affect your program?

What are you hoping to learn more about in **our next lesson**?