ANIMATED SIGNAGE DISPLAY USING UP TO 4 MICRO:BITS (3 LESSONS + 2 SESSIONS OF PROJECT WORK)

Subject: Display Level: P3-P5

Unit: Computing

Topic: Animated Signage Display using multiple

micro:bits

Summary:

Students to be able to:

- Communicate messages between multiple micro:bits (up to 4)
- Create customised animated signage display with up to 4 micro:bits

Prior Knowledge:	Students should already know: 1. Block-based coding using Scratch Programming
Learning Objectives:	By the end of the lesson, students should be able to: - Communicate messages between multiple micro:bits (up to 4) - Create customised animated signage display with up to 4 micro:bits
	Sample codes for reference: https://makecode.microbit.org/ Mfw4cj1Ms7F3

LESSON 1: INTRODUCTION AND CREATING ANIMATED DISPLAY ON 1 MICRO:BIT (1.5 hours)

Time	Teacher Activities	Purpose	Resources Needed				
Introd	Introduction/Pre-activity						
10	- Teacher to recap block-based	Recap prior	Makecode				
min	programming using Scratch	knowledge					
	- Teacher to introduce micro:bits	and to	Micro:bits websites				
	and its various functions and parts	arouse					
	(button A, B and A&B)	students'	- http://microbit.org/guide/features/				
	- http://microbit.org/guide/features/	interest in	- http://microbit.org/guide/quick/				
		micro:bit.					
	- Teacher to demonstrate various						
	functionalities and possibilities of						
	applications of micro:bits with						
	examples from Makecode.						
	- http://microbit.org/guide/quick/						
Lessor	n development/Main activities						
15	Teacher to introduce the basic blocks	Basic blocks	Make Code / 1 Micro:bit				
min	in Makecode for display and get the						
	students to try out.						

15 min	Teacher to introduce the input blocks in Makecode and display of a string/number when a button (A, B or	III show number 10 III show leds III show leds III show string that (walled 19) III power (as) \$ 123 Input blocks O on botton (32) pressed O on \$122335	Make Code / 1 Micro:bit
	A+B) is pressed or when a shake/certain light level is detected. Allow students to explore using MakeCode simulator/micro:bit.	© on pin (300 pressed © button (200 is pressed © pin (2000 is pressed © acceleration (up) (2000 © light level © compass heading (*) © temperature (*C)	
30 min	 Assign the students a following task: Display an animated display (e.g. flashing heart) when a button is pressed. Stop the animation display when another button is pressed. Encourage the students to design different types of animations. Students who need help can approach the teacher for hints. 	Practice and application	Make Code / 1 Micro:bit
10 min	Teacher to get a few students to showcase their designed task.	Assess for learning	Make Code / 1 Micro:bit
Closu	re and consolidation/Post-activity		
10 min	Teacher to consolidate lesson objective: - Make an animated display on a micro:bit using Basic and Input blocks	Consolidate learning points	

LESSON 2: ESTABLISH COMMUNICATION BETWEEN 2 MICRO:BITS (1.5 hours)

Time	Teacher Activities	Purpose	Resources Needed
Introducti	ion/Pre-activity		
10 min	- Teacher to recap previous lesson's objective and show the students' work in makecode - Teacher to introduce lesson objective on Wireless communication between 2 micro:bits	Recap prior knowledge	Makecode - Students' make codes
Lesson de	velopment/Main activities		
20 min	Teacher to introduce the Variable, Loop and LED blocks in Makecode. Demonstrate to the students on how they can create variables and change them using a loop.	Variable, Loop, LED Blocks ## Basic Input	Make Code / 1 Micro:bit
15 min	Teacher to introduce Radio block. Teacher to demonstrate how they can send messages to another micro:bit through radio blocks. For e.g., - Radio set group 1 - Radio send number 10 - On radio received receivedNumber	Radio block ## Basic Input	Make Code / 2 Micro:bits
30 min	Assign the students a following task: - Use Button A to toggle different LED displays (e.g.	Practice and application	Make Code / 2 Micro:bit

	numbers) - Send current display micro:bit 1 to micro:bit 2 by pressing Button B. Students who need help can approach the teacher for hints. *More difficult task: - Send animated display commands over to micro:bit 2.		
10 min	Teacher to get a few students to showcase their designed task.	Assess for learning	Make Code / 2 Micro:bit
Closure and	d consolidation/Post-activity		
10 min	Teacher to consolidate lesson	Consolidate learning	
	objective:	points	
	- Wireless communication		
	between 2 micro:bits		

LESSON 3: SENDING ANIMATED MESSAGES BETWEEN 2 MICRO:BITS (1.5 hours)

Time	Teacher Activities	Purpose	Resources Needed
Introducti	ion/Pre-activity		
10 min	 Teacher to recap previous lesson's objective and show the students' work in makecode Teacher to introduce lesson objective on Bluetooth communication between 2 micro:bit 	Recap prior knowledge	Makecode - Students' make codes
Lesson de	evelopment/Main activities		
10 min	Teacher to recap show demonstration on how messages can be communicated between micro:bits using the Radio block. - Radio set group 1 - Radio send number 10 - On radio received receivedNumber	Radio block ### Basic Input	
20 min	Teacher to demonstrate how micro:bits message communication can be synchronised with the use of variables as flags and the logic	Logic block	

	block. For e.g., If (x is true), then	## Basic thes o Input	
30 min	Assign the students a following task: - Use Button A to toggle different LED displays (e.g. numbers) - Send current display (hello B) micro:bit 1 to micro:bit 2 by pressing Button B. - Micro:bit 2 to reply (hello A) automatically. Students who need help can approach the teacher for hints. *More difficult task: - Send animated display commands over to micro:bit 2. - Change animation by detecting difference in the shake / light sensor (Tier 2)	Practice and application	Make Code / 2 Micro:bit
10 min	Teacher to get a few students to showcase their designed task.	Assess for learning	Make Code / 2 Micro:bit
Closure a	nd consolidation/Post-activity	1	
10 min	Teacher to consolidate lesson objective: - Send messages between 2 micro:bits	Consolidate learning points	

LESSON 4: PERFORMANCE TASK DAY 1 (1.5 hours)

	Teacher Activities				Purpose	Resources Needed
Introduction	-					<u> </u>
10 min	Teacher to recap all the blocks learned in MakeCode.			blocks	Recap prior knowledge	Make Code / 2 Micro:bit
	Teacher to demost					
Lesson dev	-					
70 min	velopment/Main activities Performance task:				Design and development	Make Code / 4
	"Tell a s using m	tory by a icro:bits		ation		Micro:bit
	Teacher	shows	as exam	ple of		
				displayed		
1	using 4					
	Teachei		w an exa	ample of		
	=					
	D	=				
İ	4	D	=			
	=	4	D	=		
		=	4	D		
			=	4		
				=		
İ	Design:					
	Students in their groups to					
	design on a story that they want to tell.					
	They are allowed to make different types of animation					
	using 4 micro:bits.					
	Development: Students to use their learned					
	logic to					
Closure an						
10 min	Teacher to consolidate lesson objective:					
	- Make different types of					
	animation using 4 micro:bits.					
	(Optional post-class activity)					

LESSON 5: PERFORMANCE TASK DAY 2 (1.5 hours)

Time	Teacher Activities	Purpose	Resources Needed				
Introduction/Pre-activity							
10 min Teacher to recap all the blocks learned in MakeCode.		Recap prior knowledge	Make Code / 4 Micro:bit				
	Teacher to show some students' incomplete outcome.						
Lesson de	velopment/Main activities						
60 min	Students to continue to develop the codes on their micro:bits.	Development	Make Code / 4 Micro:bit				
Closure a	nd consolidation/Post-activity	1					
20 min	Students are then to present their works with teachers' feedback.	Assessment of performance task	Make Code / 4 Micro:bit				

Contributed by:

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Date: 5th November 2018