raspikidd CODE A DICE

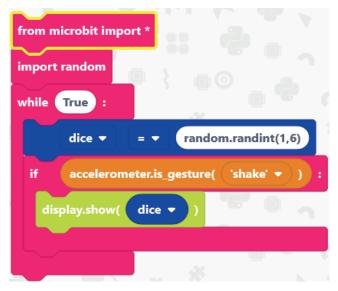**Within this tutorial you will be using www.microbit.edublocks.org to code a dice.**

1. Click on **Basic**. Click and drag a **from microbit import *** and drop it in the coding area.

2. Click on **Basic**. Click and drag an **import random** block to the coding area and attach it under **from microbit import ***

3. Click on **Basic**. Click and drag a **while True:** block to the coding area and attach it under **import random**.

4. Click on **Variables**. Click on **Create variable**. Type **dice** and press enter.

5. Click and drag **dice = 0** to the coding area and attach it within the **while True:** block.

6. Click where the **0** is and delete it. Now type **random.randint(1,6)**

7. Click on **Baisc**. Click and drag an **if True:** block to the coding area and attach it under **dice = random.randint(1,6)**.

8. Click on **Accelerometer**. Click and drag an **accelerometer.is_gesture(shake)** and attach it where it says **True** within the **if** block.

9. Click on **Display**. Click and drag a **display.show (Image.HAPPY)** to the coding area and attach it within the **if accelerometer.is_gesture (shake):** block.

10. Click on **Variables**. click and drag a **dice** block to the coding area and attach it within the **display. show** block where it says **Image.HAPPY**.