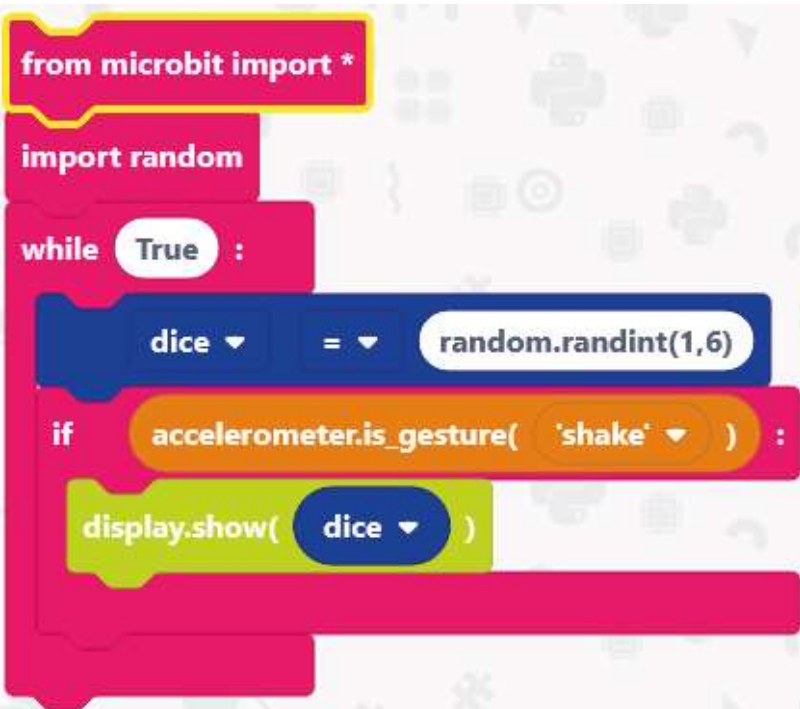


# CREATE A DICE



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 Basic. Click and drag an if block to the coding area and attach it under dice.
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 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.

**LET'S DOWNLOAD THE CODE TO THE MICRO:BIT!**

## CHALLENGE

This dice displays numbers on the screen. Can you get it to display dots like a proper dice?



```
from microbit import *
import random

one = (" 0 0 0 0 0 "
       " 0 0 0 0 0 "
       " 0 0 1 0 0 "
       " 0 0 0 0 0 "
       " 0 0 0 0 0 ")

two = (" 0 0 0 0 0 "
       " 0 1 0 0 0 "
       " 0 0 0 0 0 "
       " 0 0 0 1 0 "
       " 0 0 0 0 0 ")

three = (" 1 0 0 0 0 "
         " 0 0 0 0 0 "
         " 0 0 1 0 0 "
         " 0 0 0 0 0 "
         " 0 0 0 0 1 ")

four = (" 0 0 0 0 0 "
        " 0 1 0 1 0 "
        " 0 0 0 0 0 "
        " 0 1 0 1 0 "
        " 0 0 0 0 0 ")

five = (" 0 0 0 0 0 "
        " 0 1 0 1 0 "
        " 0 0 1 0 0 "
        " 0 1 0 1 0 "
        " 0 0 0 0 0 ")

six = (" 0 1 0 1 0 "
       " 0 0 0 0 0 "
       " 0 1 0 1 0 "
       " 0 0 0 0 0 "
       " 0 1 0 1 0 ")

display.scroll(" Shake me ")

while True:
    if accelerometer.was_gesture('shake'):
        throw = random.randint(1,6)

        if throw == 1:
            display.show(one)
        if throw == 2:
            display.show(two)
        if throw == 3:
            display.show(three)
        if throw == 4:
            display.show(four)
        if throw == 5:
            display.show(five)
        if throw == 6:
            display.show(six)
```