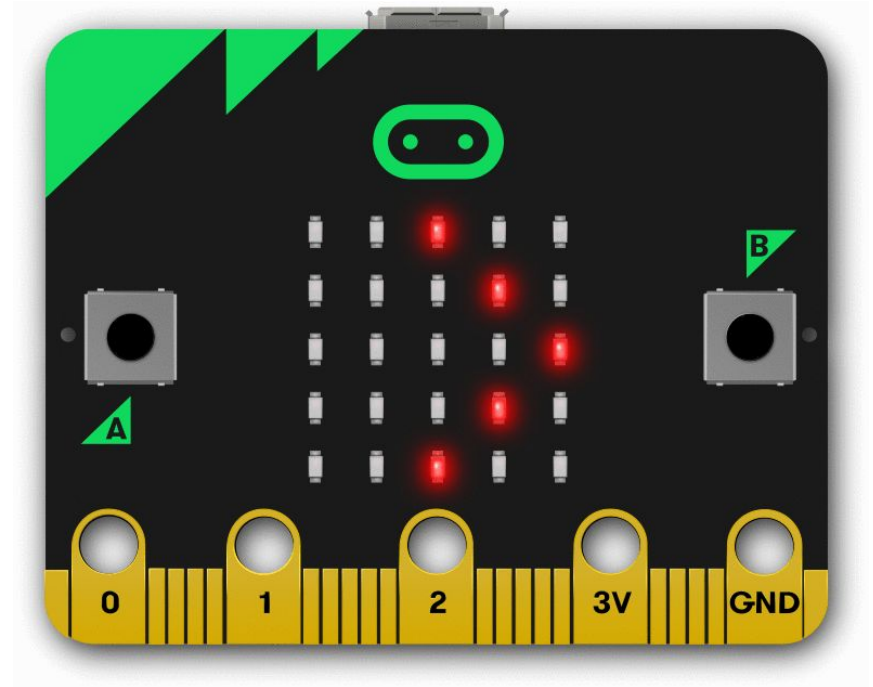# micro:bit learner

An app for students that use micro:bits in schools

micro:bit

❏ handheld, programmable micro-computer

❏ endless possibilities - from robots to musical instruments

❏ coded in various languages

❏ widely used in schools

Project goals

- ❏ Android mobile application for primary school children

- ❏ Boost programming skills and understanding

- ❏ Focus on programming on micro:bits

- ❏ Fun, hands-on learning

- ❏ Quizzes, filling in the blanks, matching code output

- ❏ Develop debugging skills

- ❏ JavaScript and MicroPython for micro:bit

- ❏ Friendly, familiar interface

- ❏ Simple use

- ❏ Explanation for incorrect answers

- ❏ Feedback after quizzes

Achieving goals

- ❏ Learn JavaScript and MicroPython

- ❏ Become familiar with Android Studio and learn Kotlin language

- ❏ Plan app development

    - ❏ Prototype user interface of application

    - ❏ Determine priorities

- ❏ Decide on material to be covered

- ❏ Write simplified programming questions based on micro:bit

- ❏ Develop:

  - ❏ base application in Android Studio

  - ❏ interface in Android Studio

  - ❏ question mechanics for different activities

  - ❏ using Kotlin

User interface outline

Screen 1 (Language selection):

15:45

micro:bit learner

Choose a language to learn:

MicroPython

JavaScript

What does this mean?

Screen 2 (Multiple choice):

15:45

Question 2

What **type** is the following?

`"hello world"`

Choose one:

String | Float

Integer | Boolean

Screen 3 (Fill in the blanks):

15:45

Question 3

Make this evaluate to `True`:

`(2 __ 3) > 5`

Choose answer(s):

+ | -

% | /

Check

Language selection   Multiple choice   Fill in the blanks