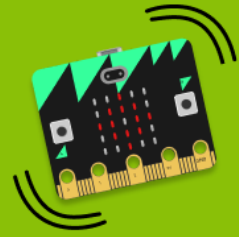


# Extension: Shake it off

The Micro:Bit can detect shaking!

Let's make Shake an action in our game!



## Task 1.1: A new action!

Let's set up our new action!

1. Add "**shake**" to the list of **actions** at the start of our program.

## Task 1.2:

Tell the player to make the shake action!

1. Add a new **if** statement to check if the chosen action is our new action (you can copy one of the **button\_a** or **button\_b if** statements)
2. Pick a new image that will tell the player to do the new action (like an up or down arrow).

## Task 1.3: Shake it!

Now check to see if they shook it!

1. Add an **if** statement to check to see if the micro:bit was shaken!
2. If it was, remember to **show** a happy face and to increase the **score** by 1.

## Hint - Shake Gesture

You can check to see if the micro:bit was shaken using the following code:

```
if accelerometer.was_gesture("shake") :  
    # do something
```

## ✓ CHECKPOINT ✓

**If you can tick all of these off you have finished this Extension:**

- ☐ You have added “shake” to the list of actions at the start of your code.
- ☐ When “shake” is picked a new image appears on the display.
- ☐ When the new action is picked and you do the right action, a happy face appears and you get a point added to the score.

## ★ BONUS 1.4: More actions!

**Using the steps above, you can keep adding more actions!**

Find some inspiration for different actions at

<https://bbcmicrobitmicropython.readthedocs.io/en/latest/tutorials/gestures.html>