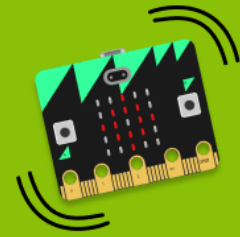


Extension: Shake it off

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: Let's check to make sure

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 and see if the Micro:Bit was shaken!
2. If it was, remember to **show** a happy face and to increase the **score** by 1.
3. Remember to add **else: continue** after your **if** statement to make sure you stay on this action until the player gets it right!
4. You should also check if the player chose the *wrong* action. (They should lose the game.)

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.
- ☐ When the new action is picked and you do the *wrong* action, you lose the game.

★ BONUS 10.4: 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>

(Also in the **References** tab under **Accelerometer**)