

Rock Paper Scissors

# Introduction

In this lesson, we will improve the knowledge of how the motion sensor can be applied

# Necessarry:

* Micro:bit controller
* USB cable
* Micro:bit program or internet link in which to do programming
* Batteries to connect to the micro:bit controller

# Process!

First we need to make a variable to keep track of whether we have a Rock, Paper or Scissors in our hand. A variable is a container for storing values. Click on the **Variables** category in the Toolbox. Click on the **Make a Variable** button. Give your new variable the name “hand” and click Ok.

A screenshot of a computer

Description automatically generated

Click on the **Variables** category in the Toolbox again. You’ll notice that there are some new blocks that have appeared. Drag a **set hand** block into the **on shake** block. We’ll start our Rock Paper Scissors game when we shake in hand our micro:bit.

A screenshot of a computer code

Description automatically generated

Click on the **Math** category in the Toolbox. Drag a **pick random** block and drop it into the **set hand** block replacing the number 0. Now when we shake our micro:bit, the variable hand will contain a random number between 1 and 3.

A screenshot of a computer code

Description automatically generated

Click on the **Logic** category in the Toolbox. Drag the **if true then else** block out to the workspace and drop it into the **on shake** block under the **set hand** block.