



Micro:bit Just Dance



In this activity, you will create a JustDance game on the micro:bit! This is a multi-player dancing game that a whole class can join in with. The player that most closely matches the coach wins!

Import the radio library and set a score variable to zero.

Use selection to broadcast a different string depending on the gesture.

Shake the micro:bit at the end of the game to see who has won!

```
1  from microbit import *
2  import radio
3  radio.on()
4  #Set radio power to 1, we are all dancing in the same room!
5  #Set radio channel to be the same on all micro:bits
6  radio.config(group=23, power=2)
7  #Set score to zero
8  score = 0
9
10 # Code in a 'while True:' loop repeats forever
11 while True:
12     # add a small pause before checking for a message
13     sleep(500)
14     # store the string received by the radio into a variable named 'message'
15     message = radio.receive()
16     # If the micro:bit is shaken, display the score
17     if accelerometer.was_gesture('shake'):
18         display.show(score)
19         sleep(2000)
20         display.clear()
21     # now broadcast on radio depending on micro:bit gesture
22     # nested if will only increase score by 1 if both the broadcasting micro:bit
23     # held by the JustDance coach is being held with the same gesture as the player
24     if accelerometer.was_gesture('left'):
25         radio.send('left')
26         if message == 'left':
27             score = score + 1
28     if accelerometer.was_gesture('right'):
29         radio.send('right')
30         if message == 'right':
31             score = score + 1
32     if accelerometer.was_gesture('face up'):
33         radio.send('face up')
34         if message == 'face up':
35             score = score + 1
36     if accelerometer.was_gesture('face down'):
37         radio.send('face down')
38         if message == 'face down':
39             score = score + 1
40
```

Explorer Task Ideas

- Add a start up logo to make the player know they are playing a dancing game
- Show animations or stars when a player reaches a score threshold, just like JustDance!