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institute of  
CODING  
in wales  
technocamps

in partnership with

**BBC**  
The BBC micro:bit logo, featuring a stylized robot head.  
**micro:bit**  
the next gen

# Get to Know Your micro:bit

# micro:bit – The Next Gen

Technocamps have partnered with the micro:bit Foundation to roll-out their new phase of the micro:bit project. As part of this collaboration, we are the designated deliverers of 'micro:bit – The Next Gen' across Wales.



Alex Humphreys joined in with the coding lesson during her visit to Cardiff.

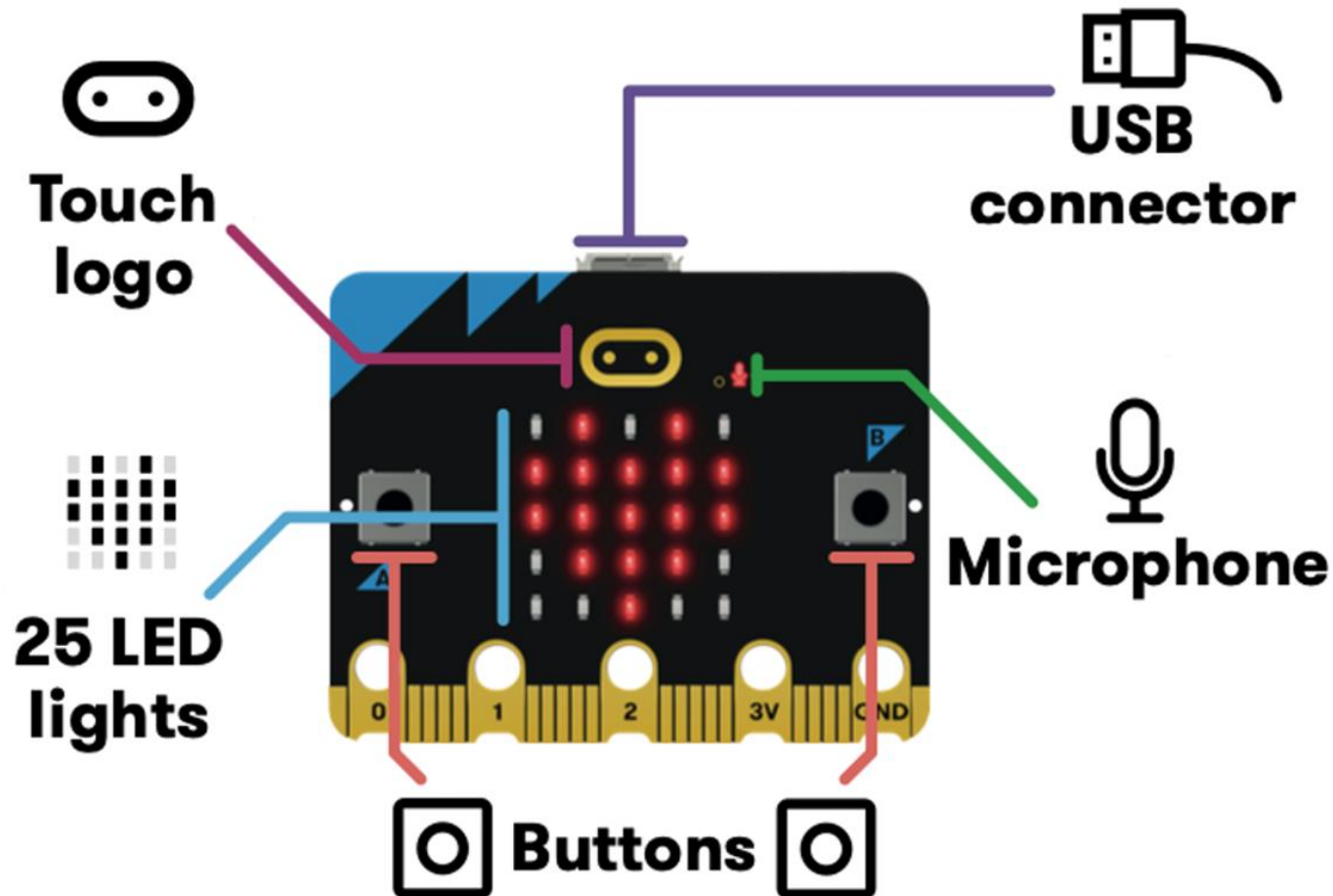


Presenter and journalist Alex Humphreys said she loved taking part in the micro:bit lesson facilitated by [Technocamps](#) during a visit to a school in Cardiff and said she supports children learning about coding from an early age.

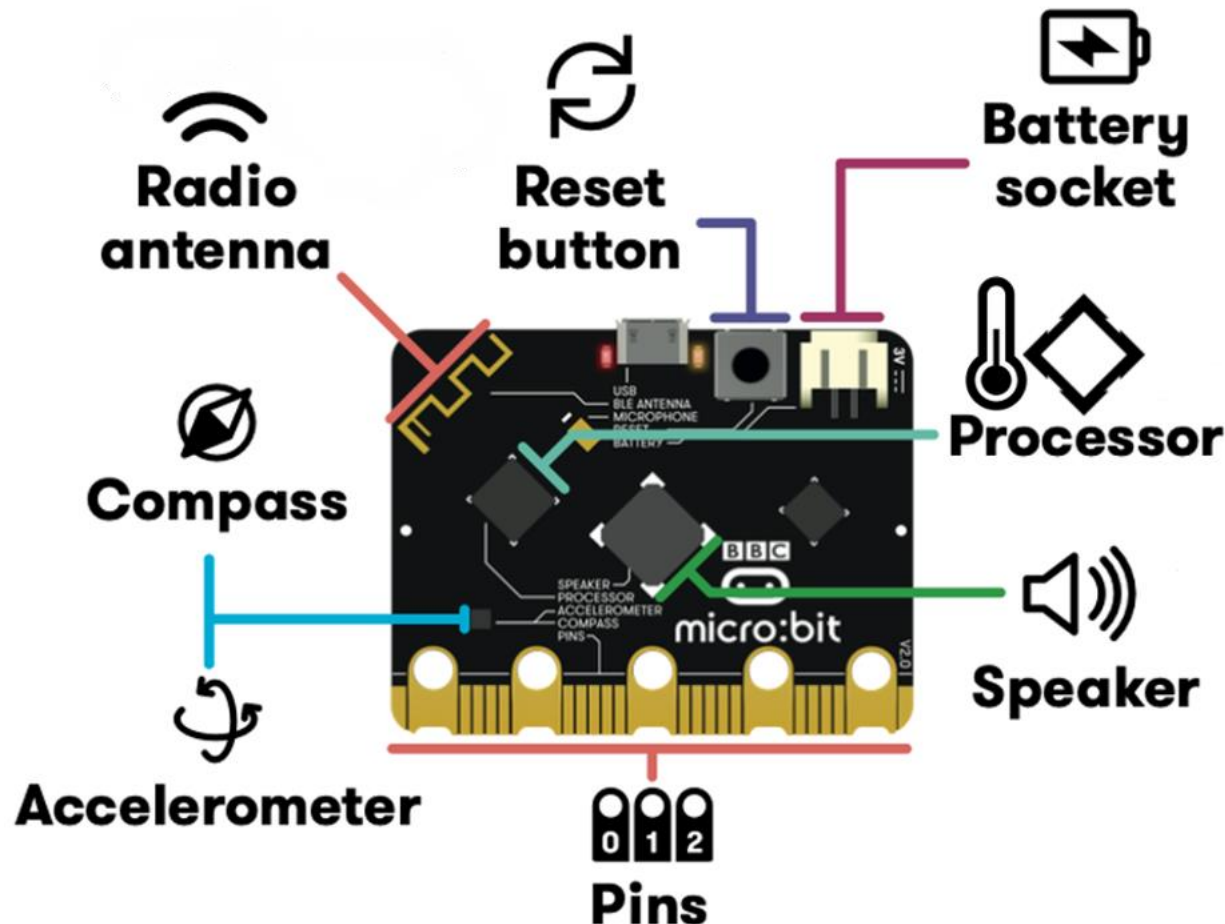
# What can my micro:bit do?



# What can my micro:bit do?

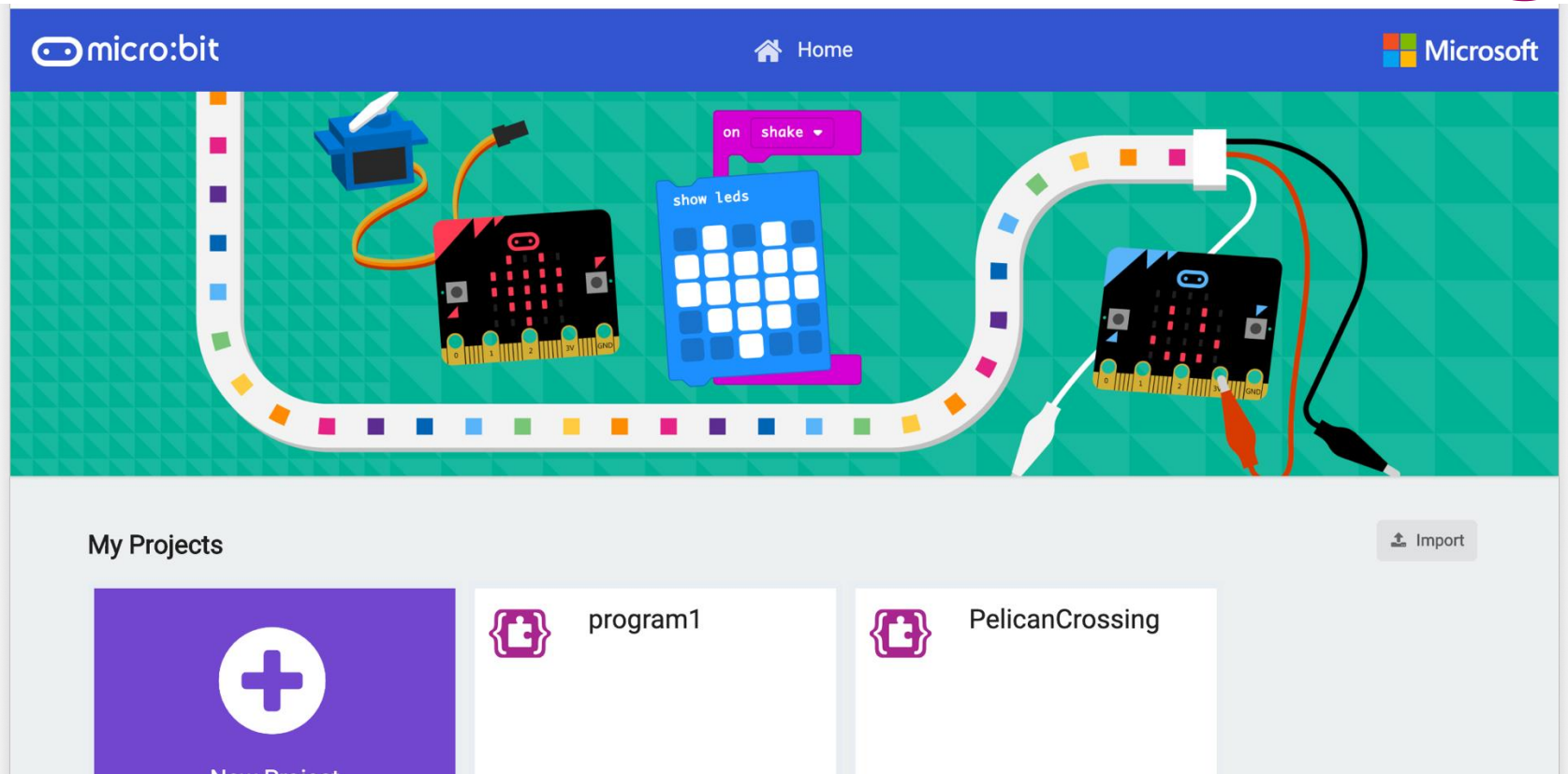


# What can my micro:bit do?



# Starting with Makecode

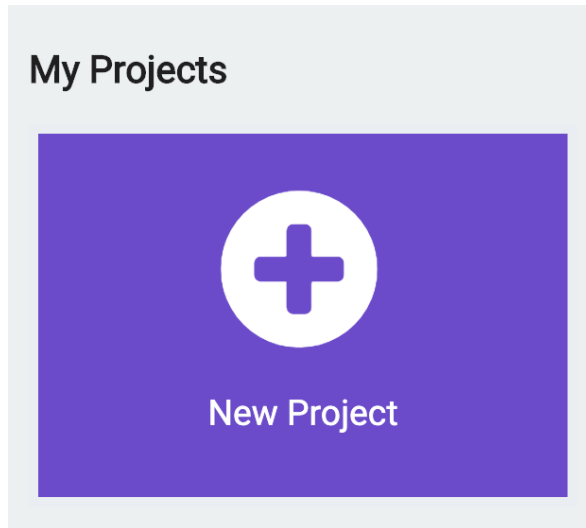
# makecode.microbit.org



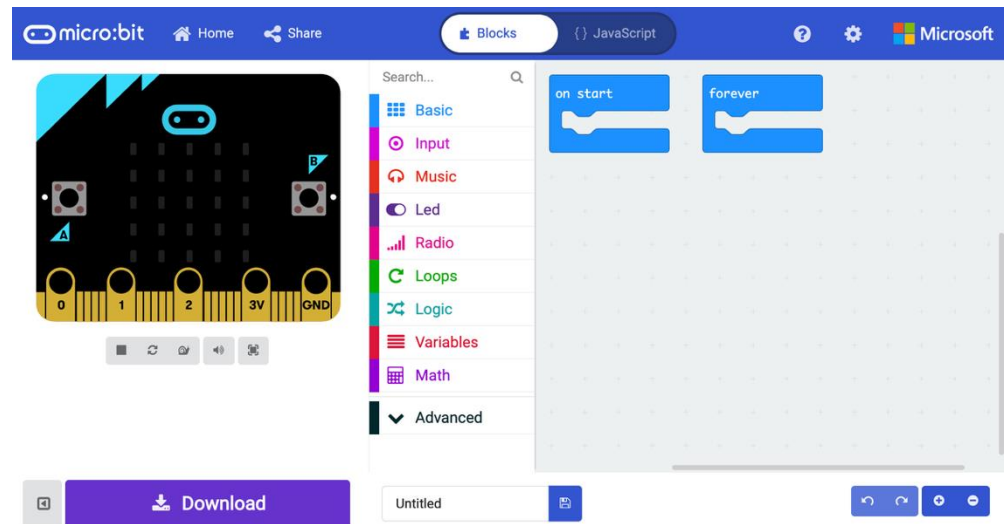


# Starting with Makecode

Click New Project



It should look like this!



Simulator

Language

The screenshot shows the micro:bit simulator interface. At the top is a blue header bar with the 'micro:bit' logo, 'Home' and 'Share' links, a 'Blocks' button (highlighted with a red arrow), a 'JavaScript' button, and a 'Microsoft' logo. Below the header, the interface is divided into three main sections. On the left is a large black area representing the micro:bit board, with a small blue micro:bit icon in the center. Below this is a row of yellow pins labeled '0', '1', '2', '3V', and 'GND'. In the center is a vertical sidebar with a search bar and a list of categories: Basic, Input, Music, Led, Radio, Loops, Logic, Variables, Math, and Advanced. On the right is a large light gray area for code blocks, with 'on start' and 'forever' blocks visible. At the bottom left is a purple 'Download' button (highlighted with a red arrow). At the bottom center is a white 'Untitled' text box with a save icon (highlighted with a red arrow). At the bottom right are blue undo, redo, and zoom buttons (highlighted with a red arrow).

Save and Download

Code Window

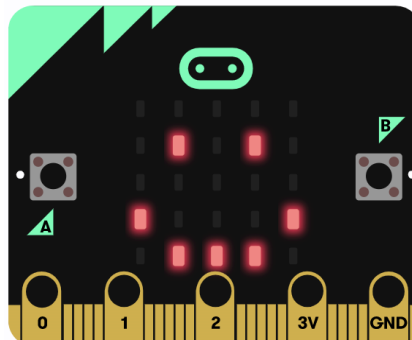




# Activity: Emotion Badge

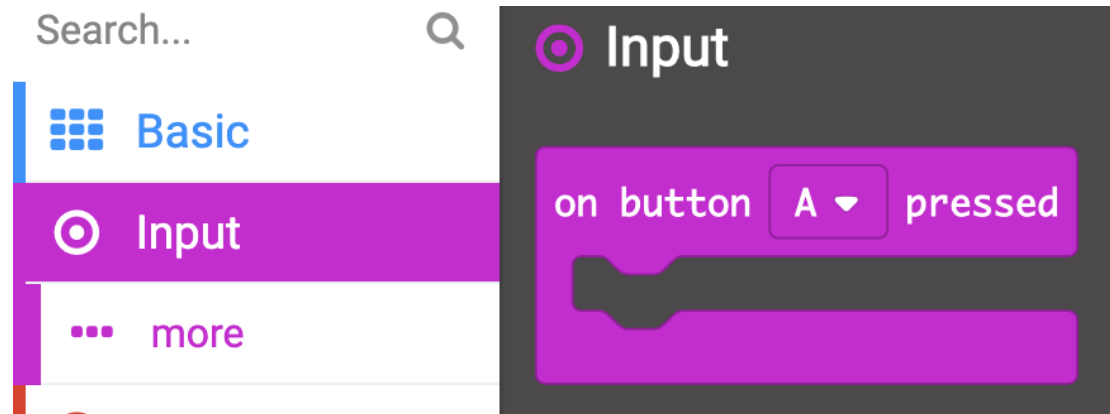
# Emotion Badge

- An emotion badge is a way for us to show how we are feeling without having to talk out loud.
- We have programmed the micro:bit to display one emotion – a happy face.
- But if we want to change the emotion, we need to change the code and download it again.
- How do you think we can display different emotions without having to change the code each time?



# Events

- Each micro:bit has two buttons, A and B.
- These buttons help us choose which action to take without reprogramming the micro:bit each time.
- For example, we can show a happy face when we press button A and a sad face when we press button B.
- The commands we need are found in the **Input** section.

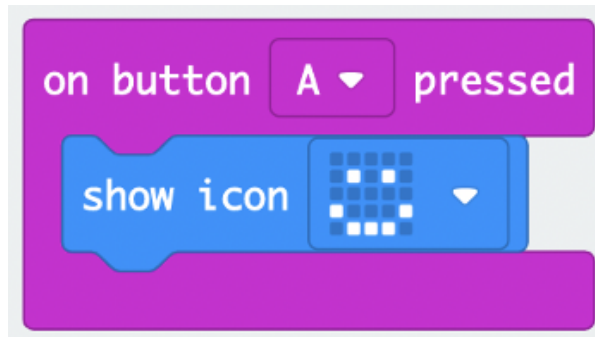


# Events

Let's try using an event for button A:

1. Click on **Input**
2. Drag and drop the **on button A pressed** block into your code
3. Now click on **Basic** and drag and drop the **show icon** into the event block
4. Choose the happy face and download the code.

What happens?



# Multiple Events

- We can use multiple input commands – one for each button.
- Try adding an **input** for button B, the same way you did for button A.
- Try running the code.



# Even More Emotions

- There are only two buttons, but the micro:bit has many more input blocks.
- Try adding some more input blocks such as **on shake** or **on tilt left**.
- Add some more emotions such as confused, angry, or tired to your code.



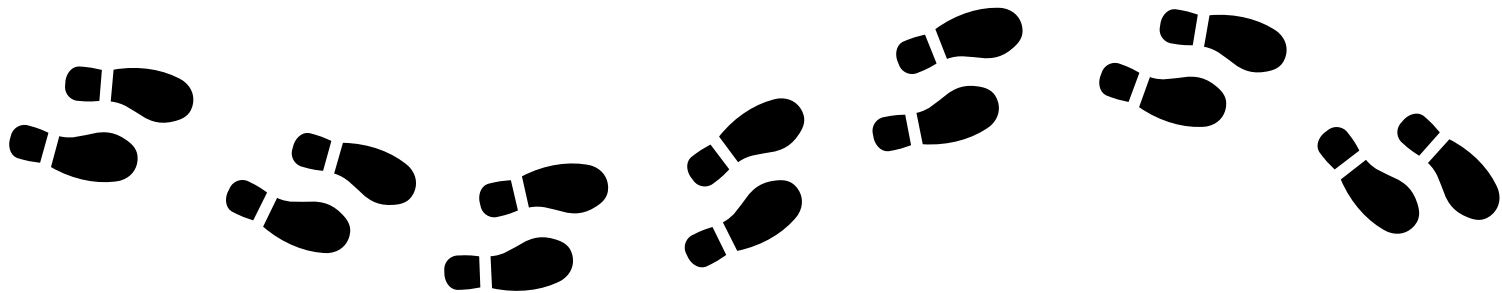
# Activity: Step Counter





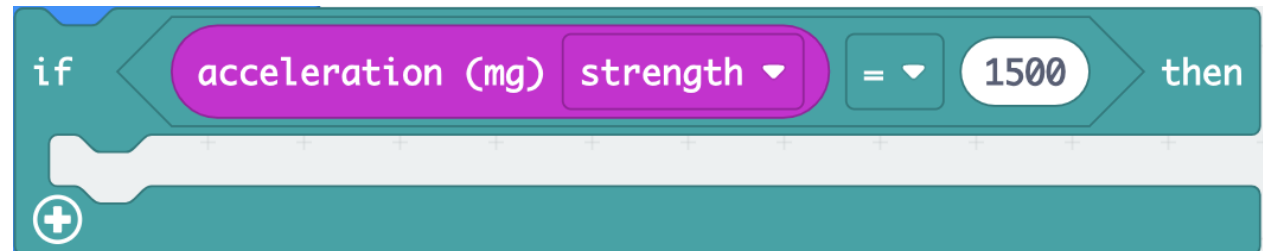
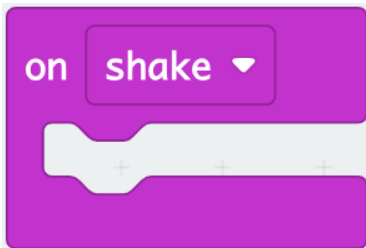
# Step Counter

- A step counter (or pedometer) will need the micro:bit to react to movement instead of pressing a button.
- How do you think we can use movement as an input?



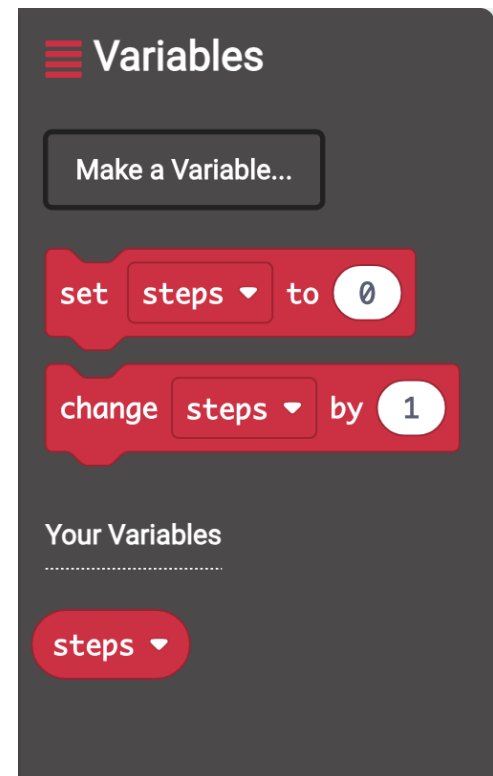
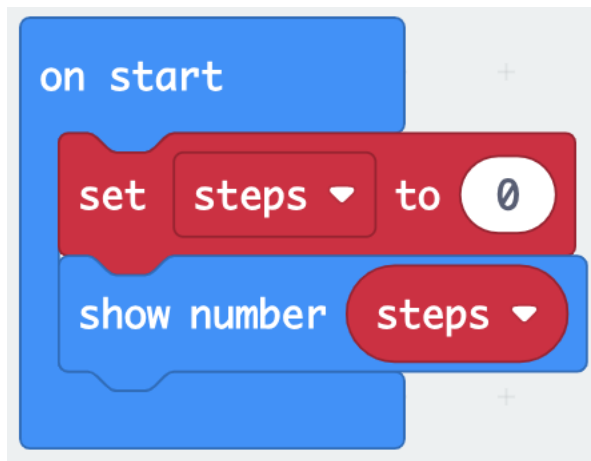
# Movement Sensing

- One option is to use the **on shake** input. The micro:bit will carry out an action when it is shaken. However, this can be unreliable.
- Another option is to make the micro:bit react to a certain amount of acceleration. This value can be changed so can be customized to each person's step.
- Try making a step counter using this **if statement**.



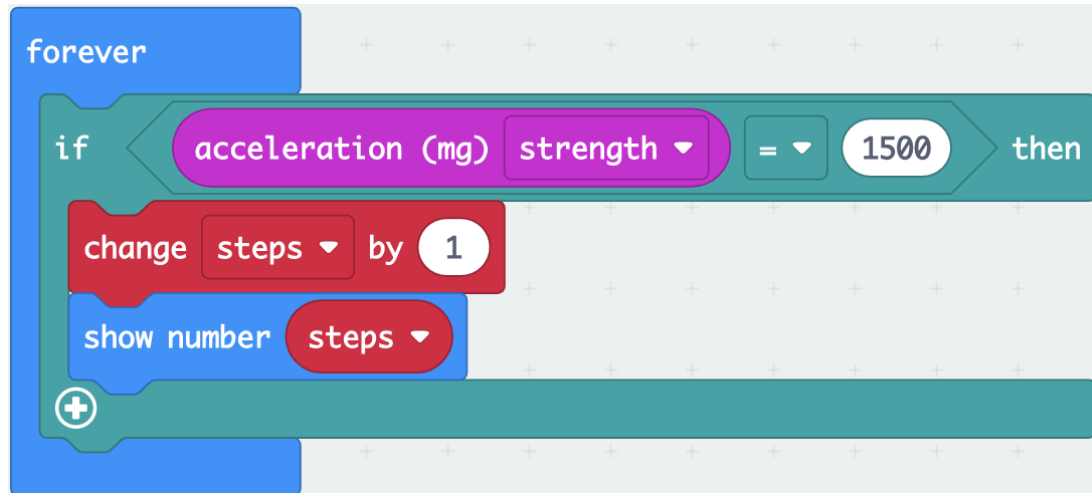
# Step Variable

- We need to start by making a **variable** that we can modify. Let's call this "steps".
- Set the step count to 0.



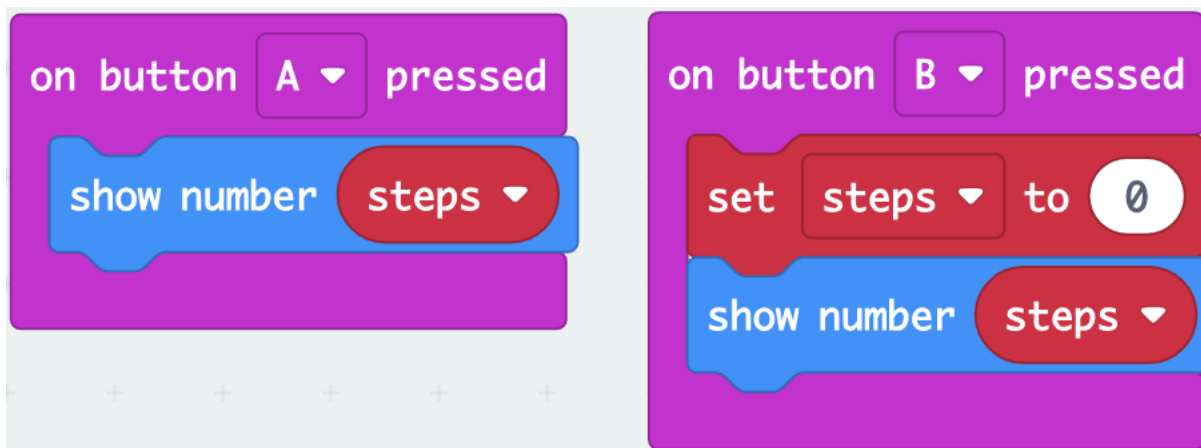
# Step Counter

- Add the **if statement** to the **forever** loop and add the **change steps** command.



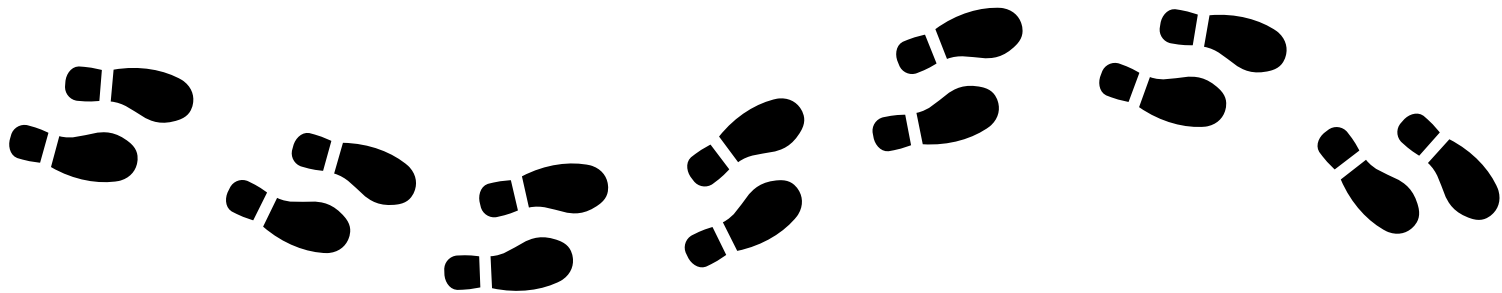
# Step Counter

- You can add some commands to the **button A** and **button B** input blocks.
- This will allow you to reset the counter.



# Step Counter

- Let the learners try running the code to see if it works!
- The learners can attach the micro:bit to their shoes using an elastic band.
- Does it accurately count their steps? They may need to change the acceleration value.





# Using my micro:bit Across the Curriculum



# Across All AoLEs

Part of our mission at Technocamps is to support the Digital Literacy Framework by demonstrating how digital literacy can be incorporated across all AoLEs, and should not be resigned to the IT classroom.



Science and Technology



Humanities



Mathematics and Numeracy



Expressive Arts



Languages, Literacy and Communication

# Across All AoLEs



## Science and Technology

The micro:bit can be used to measure aspects of its environment:

- Use the pins to detect an electrical circuit.
- Use the light sensor to plot a simple graph.

```

forever
  plot bar graph of light level
  up to 0
  
```

```

forever
  if pin P0 is pressed then
    ring tone (Hz) High A#
    show icon [grid icon]
  else
    stop all sounds
    show icon [grid icon]
  
```

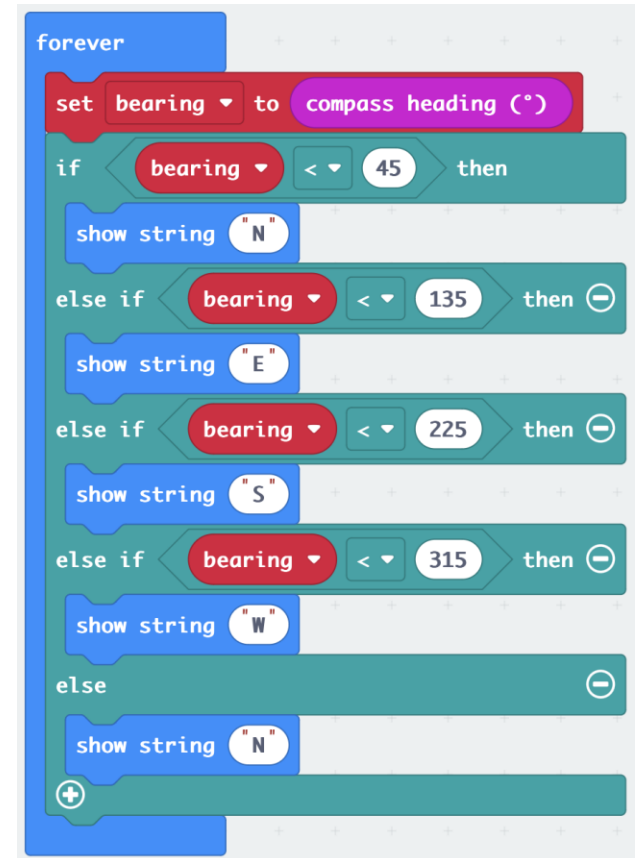
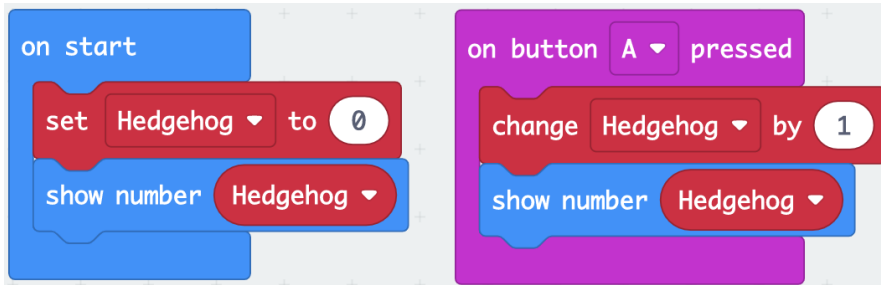
# Across All AoLEs



## Humanities

The micro:bit can be used to measure aspects of its environment:

- Use the internal compass to use the micro:bit as a compass.
- Use the buttons to create a species counter to analyse biodiversity.



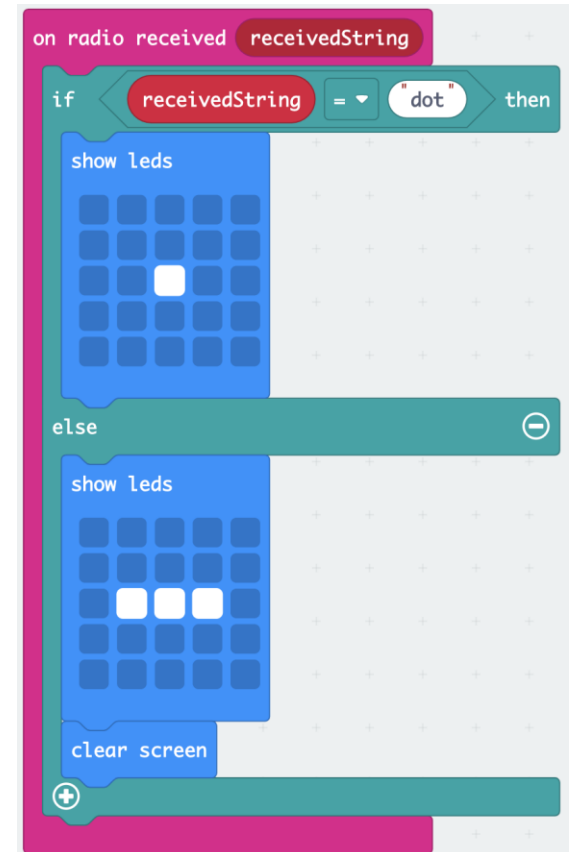
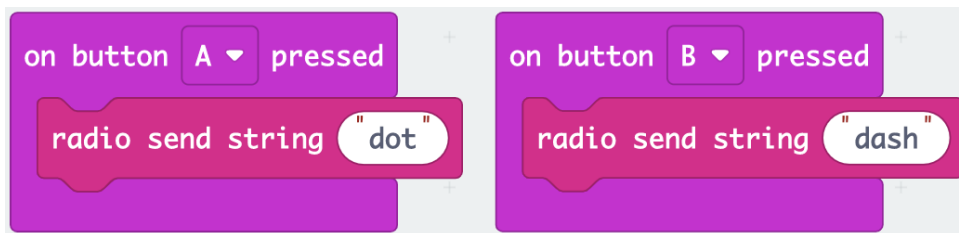
# Across All AoLEs



## Languages, Literacy and Communication

Using the radio transmitter, we can communicate using the micro:bit.

This can be used to send secret codes (such as the morse code shown).



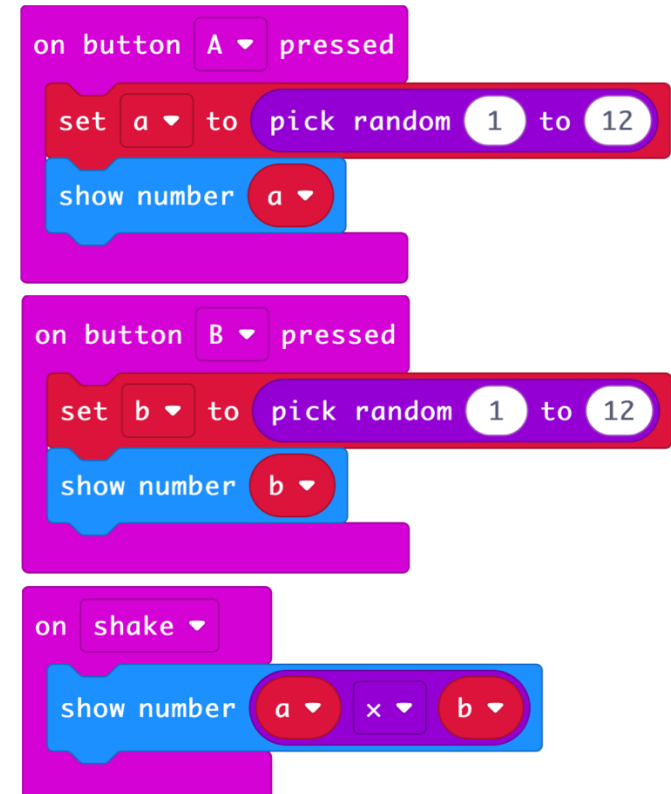
# Across All AoLEs



## Mathematics and Numeracy

The micro:bit has many built in mathematical functions and can therefore be used to teach almost anything in a maths lesson:

- A times table checker
- A dice



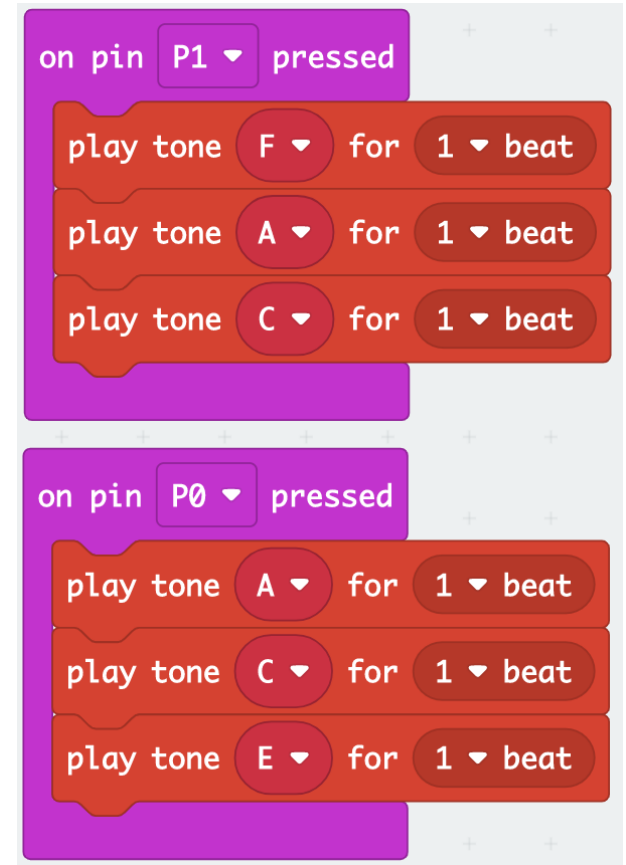
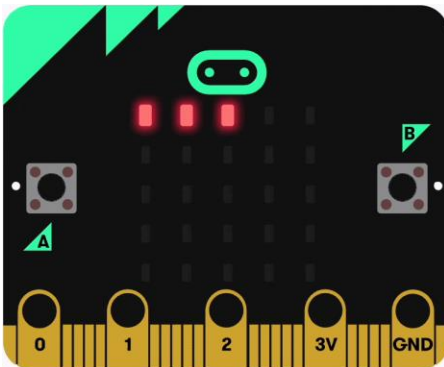
# Across All AoLEs



## Expressive Arts

The micro:bit also provides plenty of opportunity for exploring the arts!

- Learn music theory by building chords.
- Create animations.



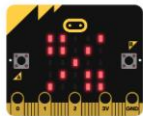
# micro:bit – Workshops

We have 9 new workshops focused on developing learners' skills with the micro:bit across all AoLEs and progression steps 2 and 3:

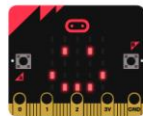
- Climate Control
- Electrifying micro:bit
- Helping Animals
- Morse Code micro:bit
- Networks and Communication
- Cyber Security
- Health and Wellness
- micro:bit Math Game
- Musical micro:bit



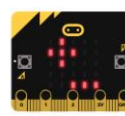
micro:bit – Musical micro:bits



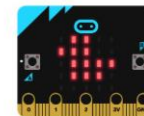
micro:bit – Mathematics Game



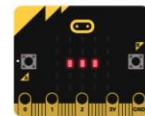
micro:bit – Health and Wellness



micro:bit – Electricity



micro:bit – Helping Animals



micro:bit – Morse Code

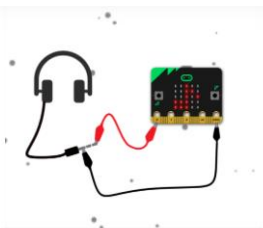


# micro:bit – Resources

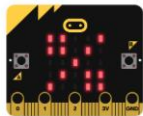
As well as our workshops, many of our resources are available for free on our website!

If you would like to use any of our resources in the classroom, or to support you in developing your own classroom activities, you can download them for free at:

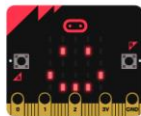
**[tc1.me/microbit-activities](https://tc1.me/microbit-activities)**



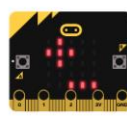
micro:bit – Musical micro:bits



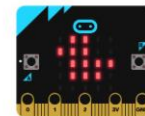
micro:bit – Mathematics Game



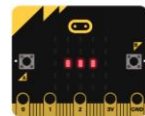
micro:bit – Health and Wellness



micro:bit – Electricity



micro:bit – Helping Animals



micro:bit – Morse Code