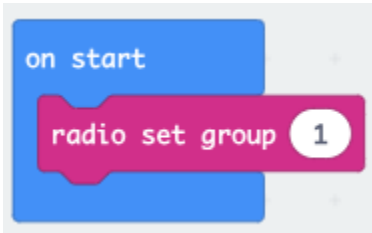
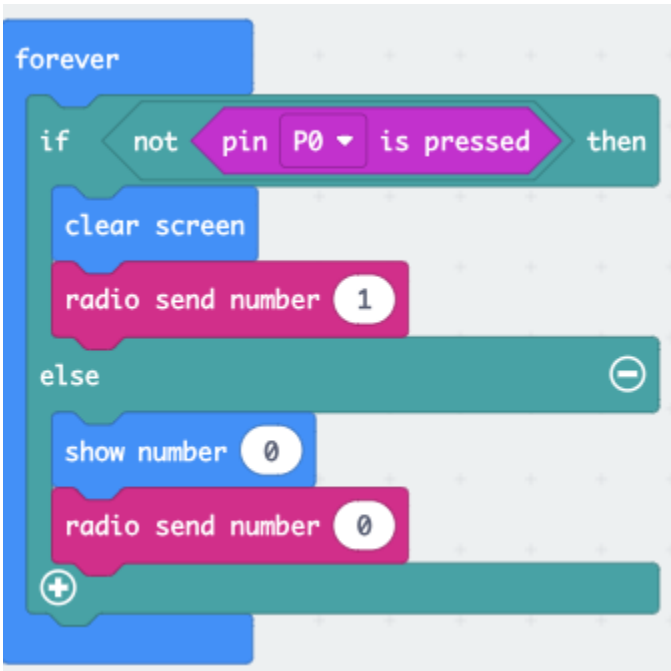


Bowling Pins

1. Set up the timer for the bowling pins.



2. If the pin is knocked over, send a signal to the scoreboard.

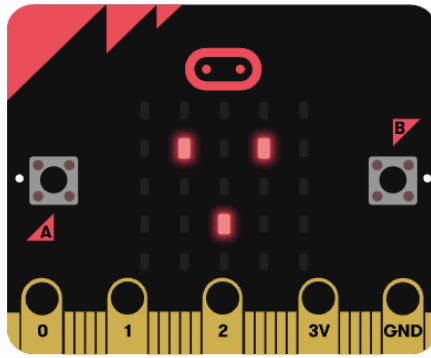
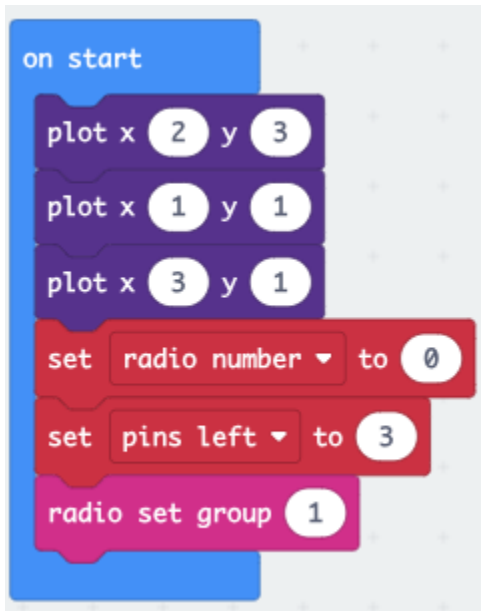


3. Connect to microbit.

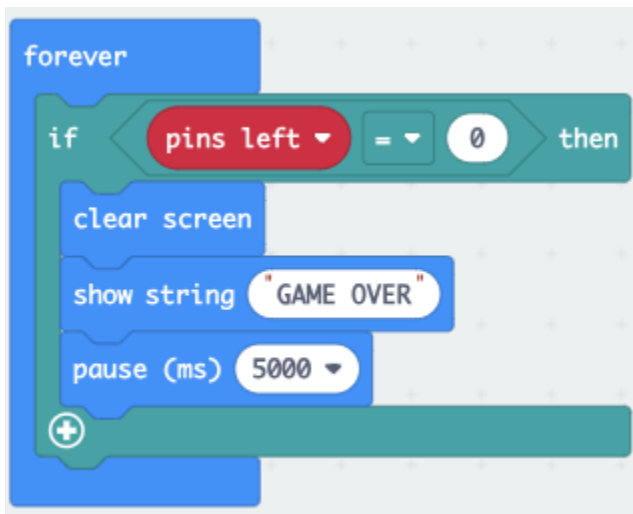
4. Repeat for two microbits, **ONLY CHANGE**  to 2 and 3.

Bowling Scoreboard

1. Prepare the starting bowling score board.



2. If all pins are knocked down, game over.



3. If the pin is knocked down, un-plot the bowling pin and countdown the number of bowling pins.

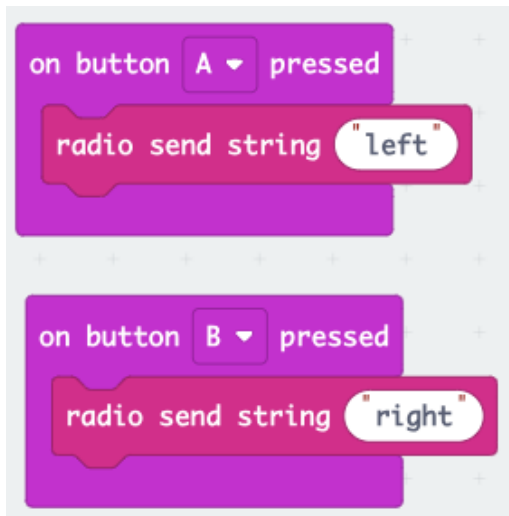


Football striker + remote control

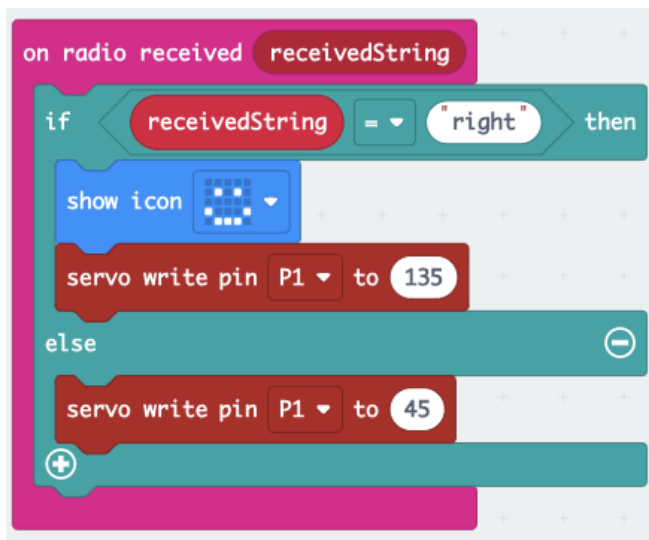
1. Set the radio group of the striker



2. If the button on the remote control is pressed, send a left/right command to move the leg.



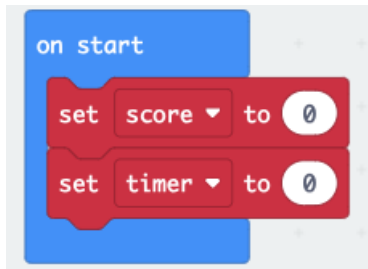
3. If a left/right command is received, move the leg accordingly.



4. Connect to TWO microbits – 1 for the striker, 1 for the remote controller.

Football/basketball scoreboard

1. Set the starting timer and score to 0.



2. Set the timer for 60 seconds, if a score is made, the score board will go up.

