Monday Level Up Guide

- ❏ 1. Flashing Heart
- ❏ 2. Increment and Decrement a variable with the A and B buttons (show the number)
- ❏ 3. Generate random number <u>and </u>show a different symbol for odd and even numbers
- ❏ 4. Explain to an instructor what a variable and loop are and give a real world example of each

- ❏ 5. Display the first 10 multiples of a single digit, i.e. for 5 for 5 10 15 20… (loops)
- ❏ 6. Display the first x multiples of a single digit up to 70 (while loop with conditional)
- ❏ 7. Same as above but with a for loop
- ❏ 8. Explain what a loop is to an instructor and give a real world example of where you'd use a loop

- ❏ 9. Set the microbit to a radio channel and receive a message from the instructor
- ❏ 10. Set the microbit to a radio channel and send a message to the instructor
- ❏ 11. Complete the name game
- ❏ 12. Explain to an instructor why letting the computer work as fast as it can is much better than relying on human input. (loops are the fastest way to win name game)