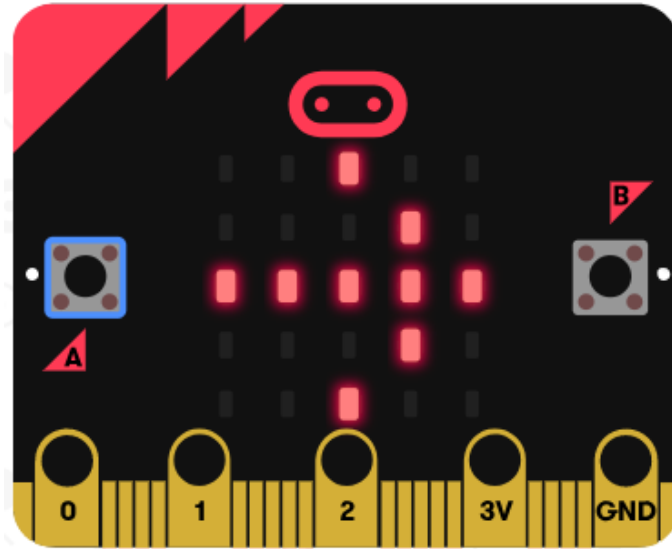
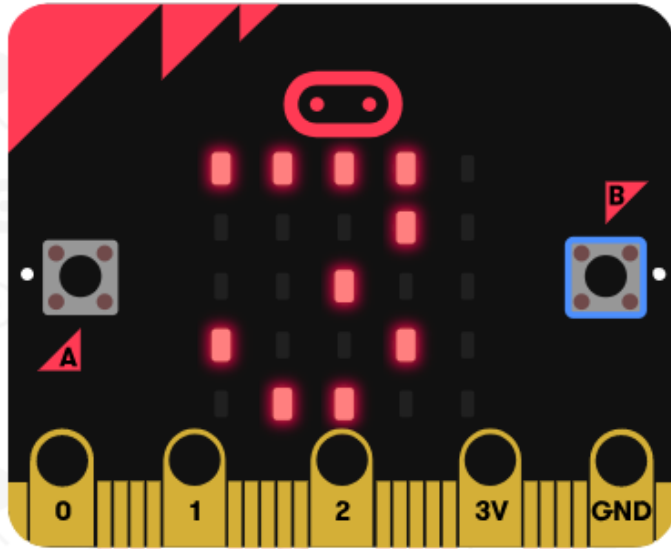


Section 6. Microbit card game

- 1、 Achieve the goal
- 2、 Preparation before class
- 3、 Block programming



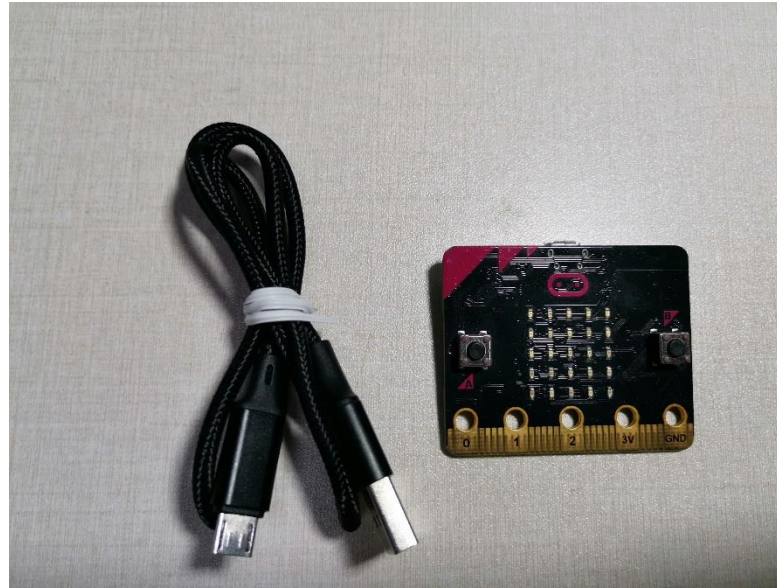
Section 6. Microbit card game



1、Achieve the goal

Start displaying a smiley face to indicate the start of the game. When you press the A button, it displays A number, representing the size of A's card, and then an arrow pointing to B; Press the B button and it will also display a random number so that the size can be compared

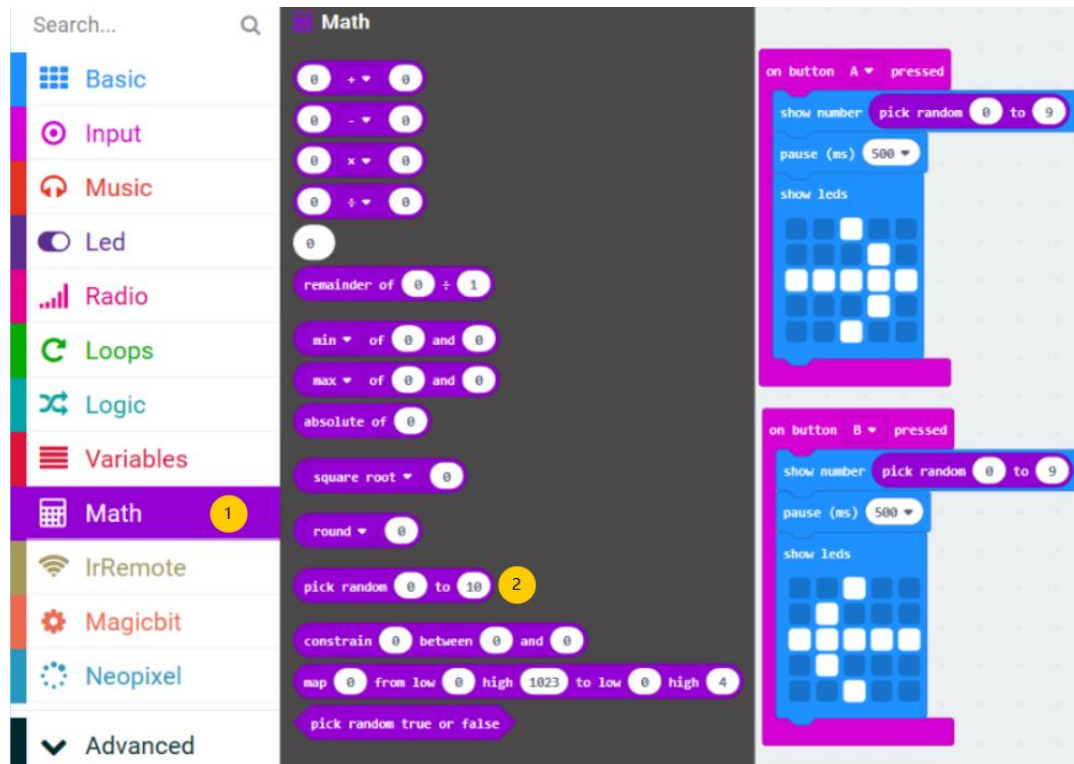
Section 6. Microbit card game



2、Preparation before class

prepare a microbit motherboard, a USB cable,
and a computer

3、Block programming

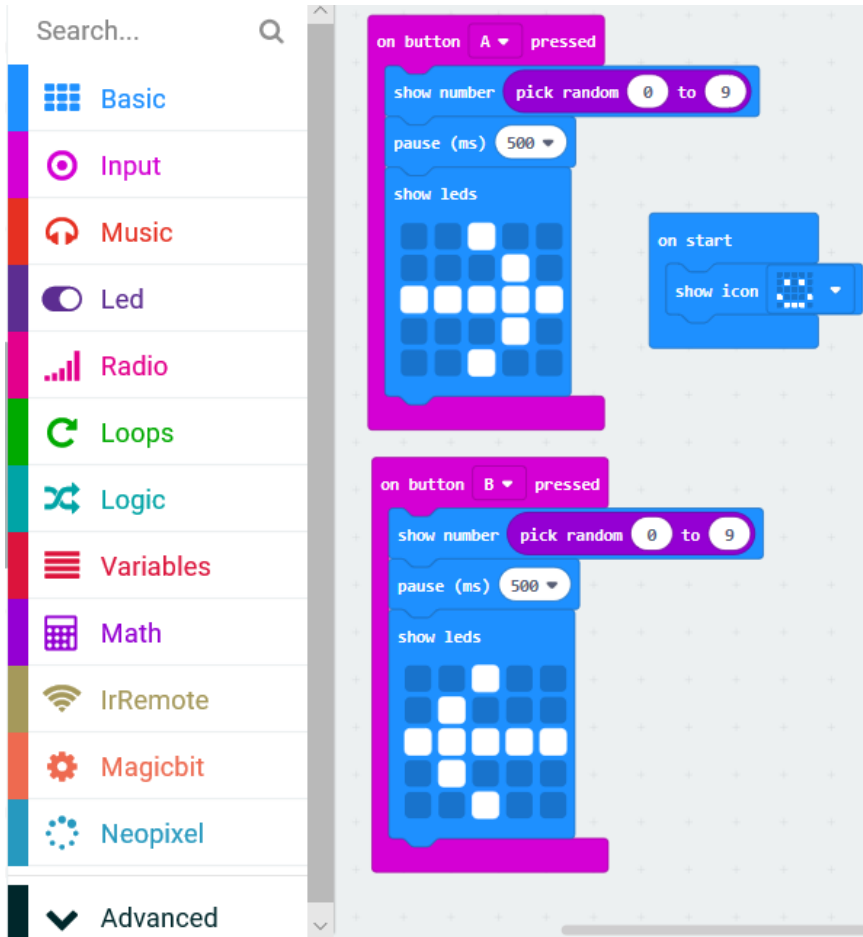


1. Through the study of the previous few sections, we know how to pull the corresponding building blocks, so how to get random Numbers?

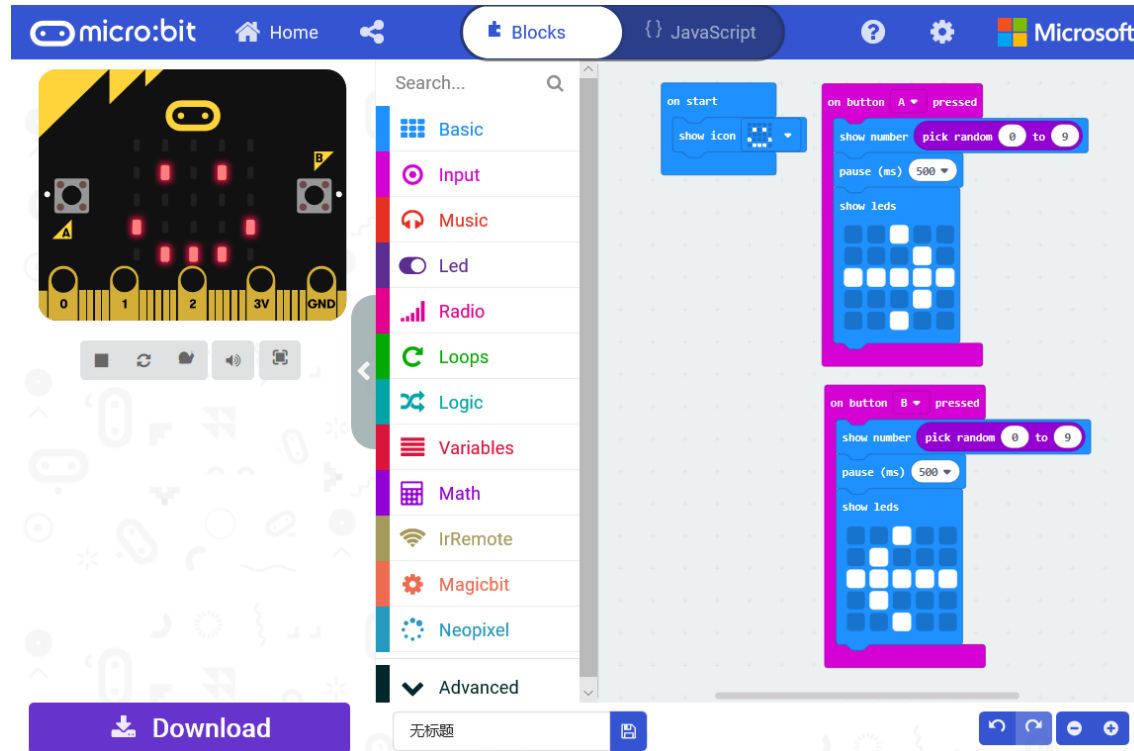
2. In the mathematical block pack, the program block labeled 2 can obtain a random integer within the range by setting the range

3、Block programming

3. When it is turned on, display A polite smiley face and which button is pressed. When A is pressed, display A random number within the range of 0~9



Section 6. Microbit card game



Download
experience

1. Click "download" to download the program to microbit, and you can see the results of your programming



Section 6. Microbit card game

Did your
program
work ???

How to get
three people
to play the
game? Use
y o u r
imagination
and start
creating!