

Micro:bit workshop

Project 1

Imagine there is a game with 2 players. One is on the right and the other is on the left. They take turns in the game and need the device which will choose which player can play first (who is on the move). Turn your micro:bit into that device. You can use arrows, numbers or letters to show which player can play.

#modification

Improve your program by expanding the number of players to 6.

Project 2

Turn your micro:bit into a thermometer which will show the temperature in degrees Celsius, Fahrenheit and Kelvin. Use the buttons to show the values.

Project 3

Turn a micro: bit into a device that measures how well you maintain balance by carrying it in the palm of your hand. It is important to hold it as flat as possible. Use pitch and roll commands with a tolerance of -20 to 20 degrees. If the palm is tilted too much, let x be displayed, and while carrying it straight, let the check mark be shown.

Project 4

Turn your micro:bit into a music box which will play melody of the song Brother John.

Project 5

Make the light alarm. If the light level is less then 50, sound alarm must turn on.

Project 6

Turn your micro:bit into a clock. Every time micro:bit is shaken the time must be displayed on the screen in format: hh:mm.

Project 7

Make the calculator for addition numbers from 1 to 100.