

Make a Card



1. Fold the card in half

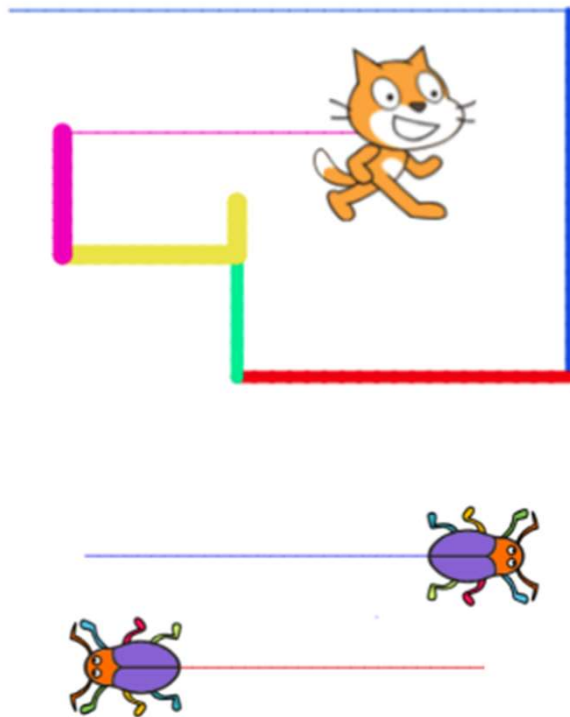


2. Glue the backs together



3. Cut along the dashed line

Pen Cards



Pen Cards

Use these cards in this order:

1. **Back and Forth**
2. **Draw a Line**
3. **Special Effects**
4. **Random Drawing**
5. **Voting Machine**
6. **Stamp and Record**

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Make a Card



1. Fold the card in half



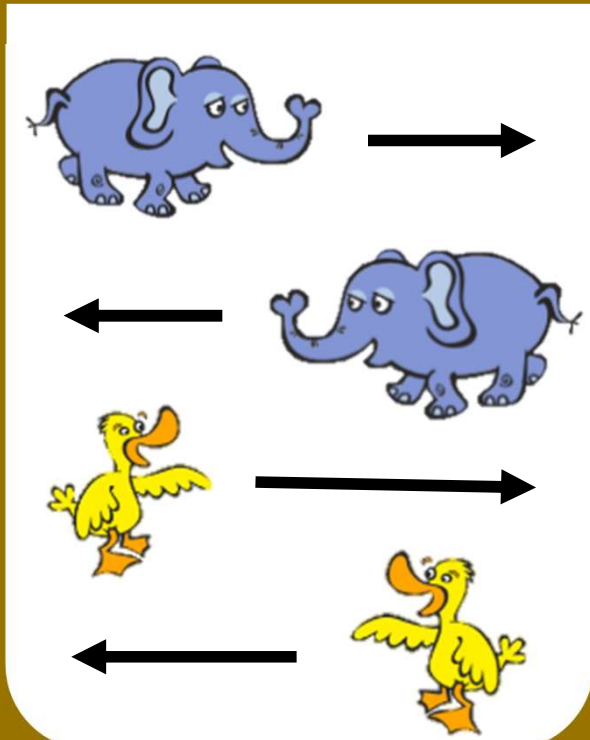
2. Glue the backs together



3. Cut along the dashed line

Back and Forth

Use the A and B buttons to move your sprite.



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Back and Forth

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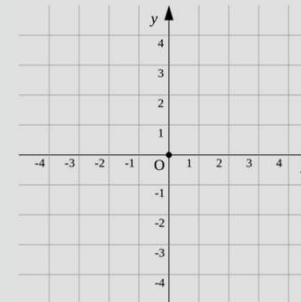
GET READY



Add a sprite and a background.



ADD THIS CODE



```
when B button pressed
```

```
change x by 10
```

```
when A button pressed
```

```
change x by -10
```

TRY IT

Press the A and B buttons to move your sprite.

```
change y by -10
```

CHALLENGE: Can you make your sprite move up and down instead of left and right?

```
change y by 10
```

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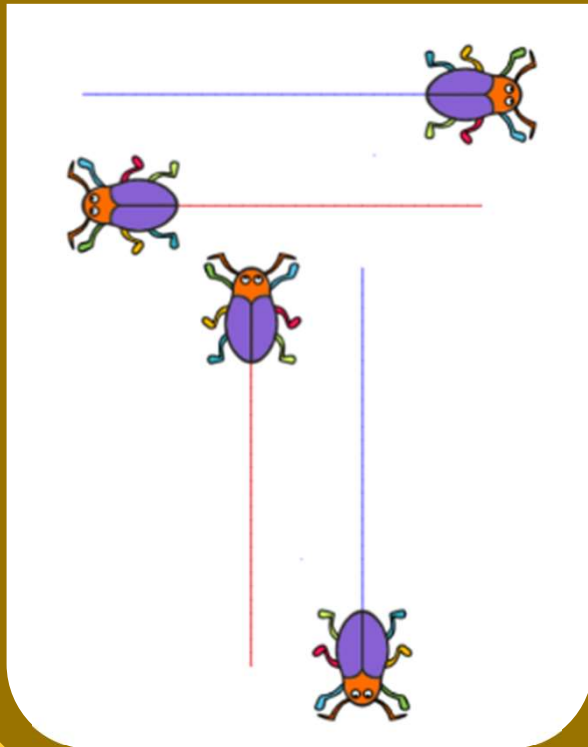
2. Glue the backs together



3. Cut along the dashed line

Draw a Line

Draw a line with your sprite as it moves.



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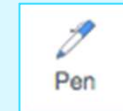
2

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Draw a Line

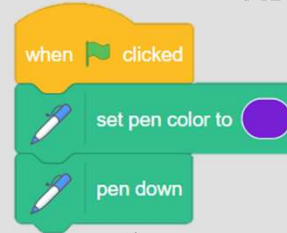
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GET READY

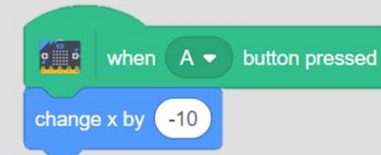
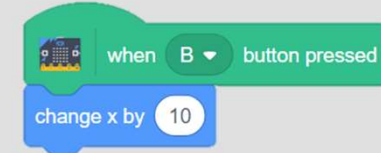


Connect the Pen extension.

ADD THIS CODE

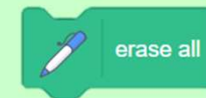


Make your pen show up on the screen.



TRY IT

Press the A and B buttons to move your sprite.
Does it draw a line?



CHALLENGE: Can you add a RESET block to erase the line?

Make a Card



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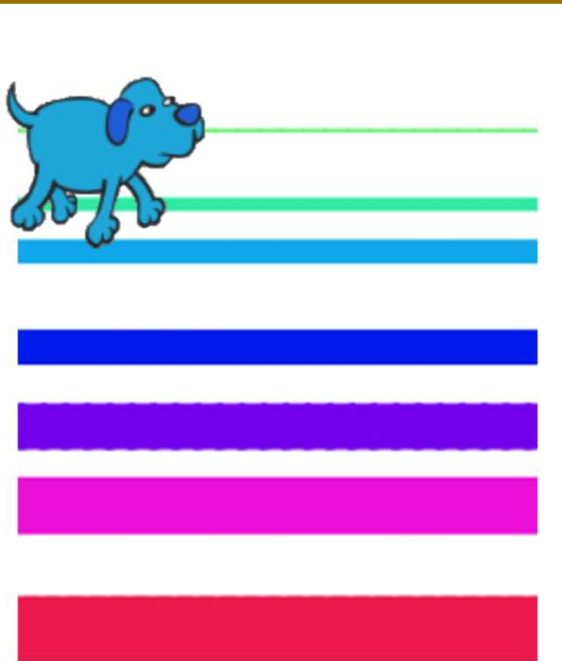
2. Glue the backs together



3. Cut along the dashed line

Special Effects

Change the color and size of your pen.



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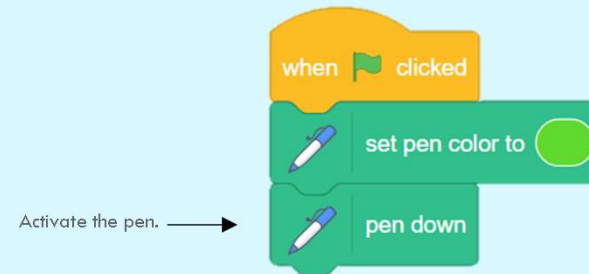
3

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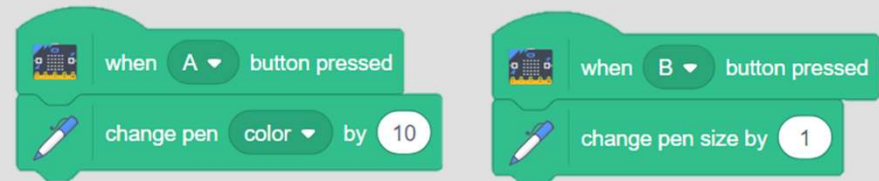
Special Effects

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GET READY



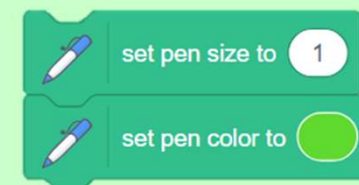
ADD THIS CODE



TRY IT

Press the A and B buttons to change the pen.

CHALLENGE: Can you add code to make the pen go back to its original settings?



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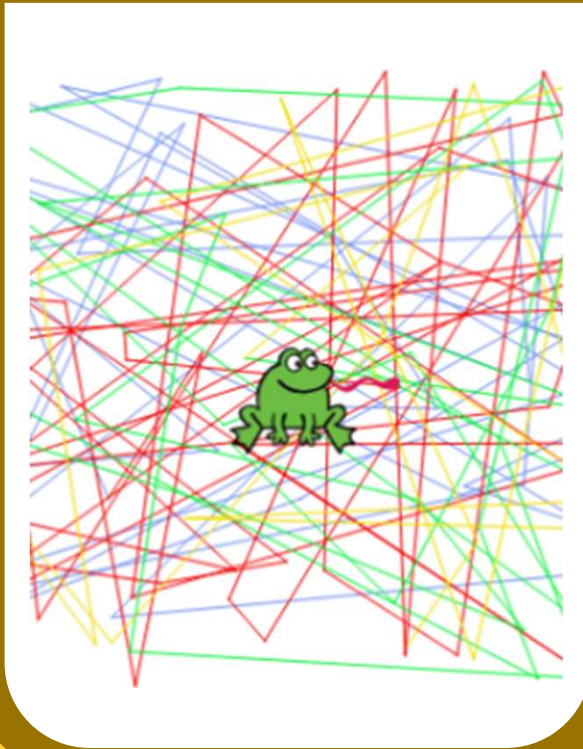
2. Glue the backs together



3. Cut along the dashed line

Random Drawing

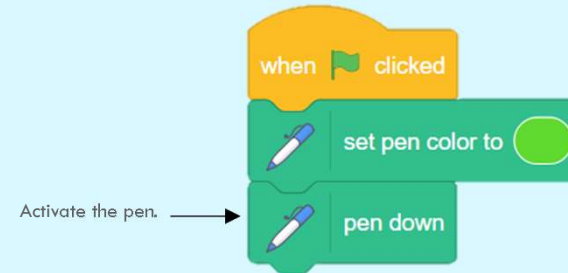
Make your sprite draw as it moves randomly around the stage.



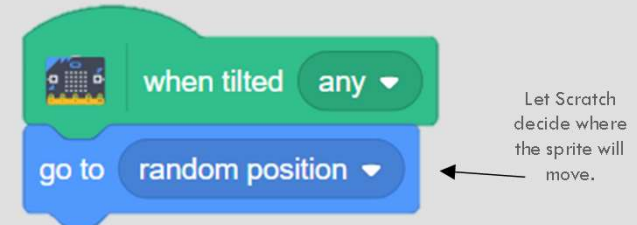
Random Drawing

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GET READY



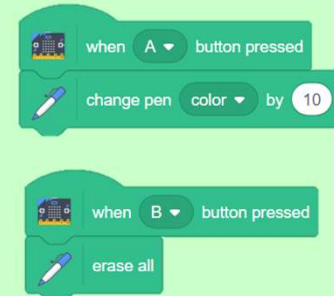
ADD THIS CODE



TRY IT

Put it all together. Add the **A and B buttons** to change the effects.

Can you make your sprite draw?



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Make a Card



1. Fold the card in half



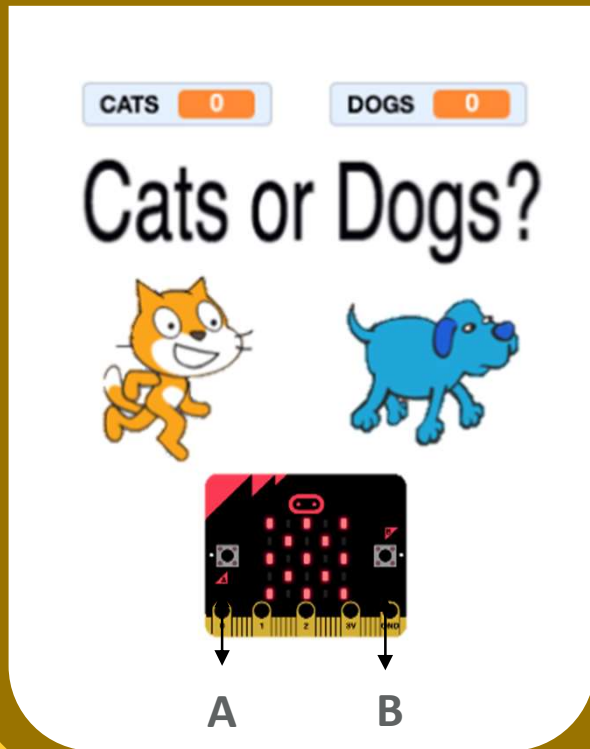
2. Glue the backs together



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Voting Machine

Use your micro:bit to count responses.



Voting Machine

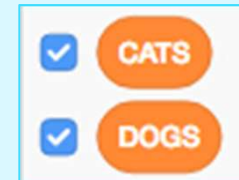
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GET READY



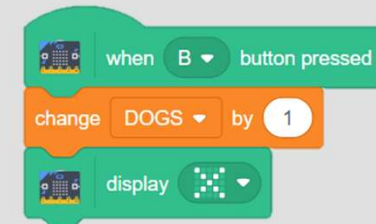
Choose in the Blocks Palette.

Make a Variable



Make 2 variables and check the boxes to make them appear on the screen.

ADD THIS CODE

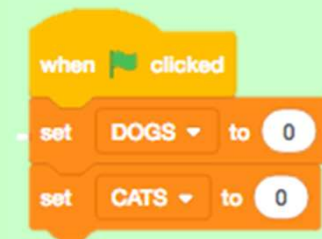


Variables will increase with each button press.

TRY IT

Change the variables by clicking the **A button** or **B button**. What do you notice on your micro:bit?

CHALLENGE: Can you add a RESET script to change the numbers back to zero?



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Stamp and Record

Use the stamp function to add sprites as the voting machine advances.



Stamp and Record

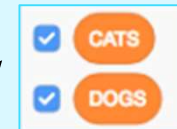
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GET READY



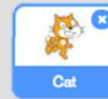
Choose in the Blocks Palette.

Make a Variable



Make 2 variables and check the boxes to make them appear on the screen.

ADD THIS CODE



```
when A button pressed
  change CATS by 1
  stamp
  go to random position
```



```
when B button pressed
  change DOGS by 1
  stamp
  go to random position
```

TRY IT

Add a RESET code and then try it out! Do stamped sprites appear?

```
when clicked
  set CATS to 0
  set DOGS to 0
  erase all
```

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