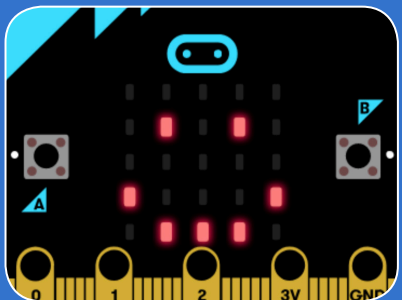
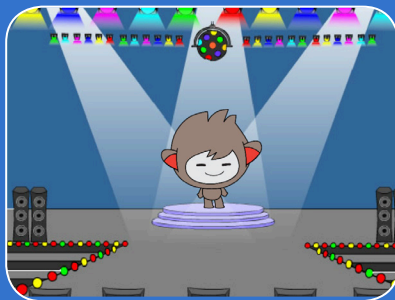


micro:bit Cards



Make projects that connect to the
physical world with micro:bit!

micro:bit Cards

Try these cards in any order:

- **Cast a Spell**
- **Squeak**
- **Move Around**
- **Press a Button**
- **Jump**
- **Move Back and Forth**
- **Create an Emoji**

Cast a Spell



Make something happen when you move the micro:bit.



Cast a Spell

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GET READY



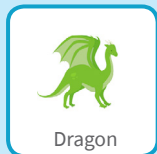
Choose a backdrop.



Woods



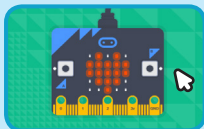
Choose a sprite.



Dragon

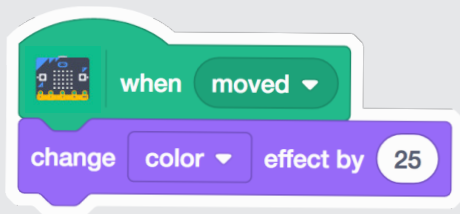


Click the Extensions
button.



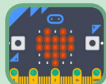
Then, click to add the micro:bit
extension.

ADD THIS CODE

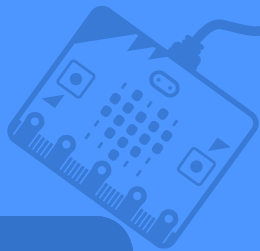


TRY IT

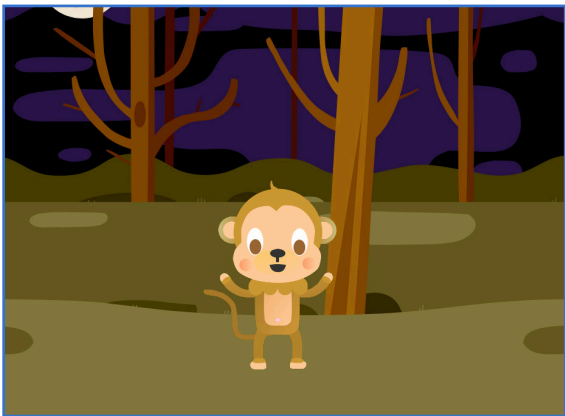
Move the micro:bit to start.



Squeak



Make a sound when you shake
the micro:bit.



Squeak

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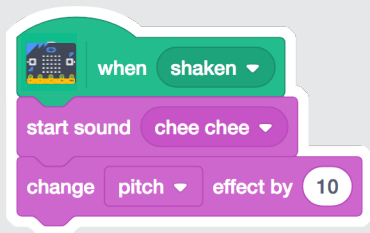


GET READY

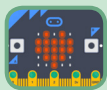


Choose a sprite, like Monkey.

ADD THIS CODE



TRY IT



Shake the micro:bit to start.



Click the stop sign to reset the pitch.

TIP

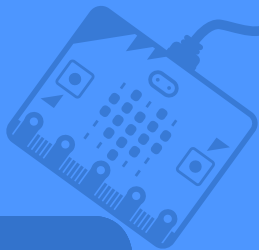


You can click the **Sounds** tab to view your character's sounds.



Click this button to add a sound from the Sound library.

Move Around



Make a character glide around the screen.

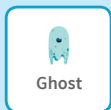


Move Around

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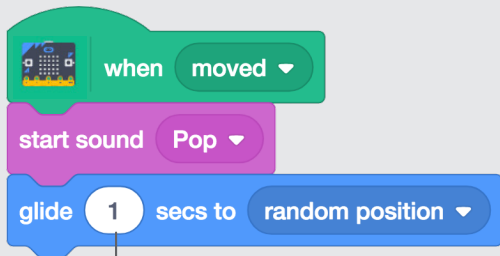


GET READY



Choose a sprite, like Ghost.

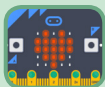
ADD THIS CODE



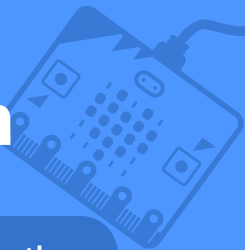
To move faster, type a smaller number, like 0.5

TRY IT

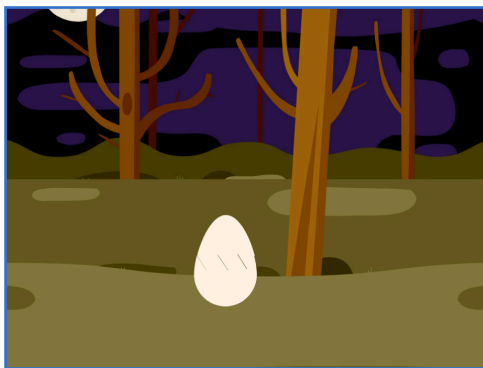
Move the micro:bit to start.



Press a Button



Make something happen when you press the micro:bit button.



Press a Button

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GET READY



Choose a sprite with multiple costumes, like Hatchling.

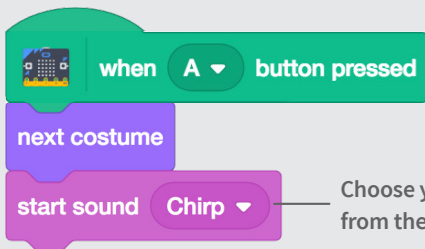
Click the  Sounds tab.



Choose a sound, like Chirp.

ADD THIS CODE

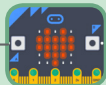
Click the  Code tab.



Choose your sound from the menu.

TRY IT

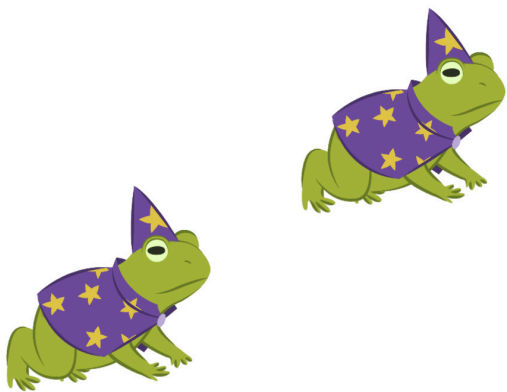
Press the **A** button on the micro:bit to start.



Jump



Have a character jump up and down.





GET READY



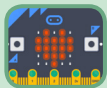
Choose a sprite, like Wizard-toad.

ADD THIS CODE

A Scratch code block starting with a green "when jumped" block. It contains two orange "repeat" blocks. The first "repeat" block has a value of "10" and contains a blue "change y by" block with a value of "10". The second "repeat" block also has a value of "10" and contains a blue "change y by" block with a value of "-10".

Type a minus sign to move down.

TRY IT



Jump with the micro:bit to start.

Move Back and Forth

Move a character from side to side when you tilt the micro:bit.



Move Back and Forth

scratch.mit.edu/microbit



GET READY



Choose a backdrop, like Witch House



Choose a sprite, like Witch

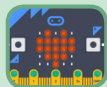
ADD THIS CODE



Insert the **tilt angle** block into the **set x** block.

A Scratch code block structure. It starts with a yellow "when green flag clicked" block, followed by an orange "forever" loop block. Inside the loop is a blue "set x to" block with a green "tilt angle right" dropdown menu attached to it. A line connects the "tilt angle" dropdown in the inset image to the dropdown in the code block.

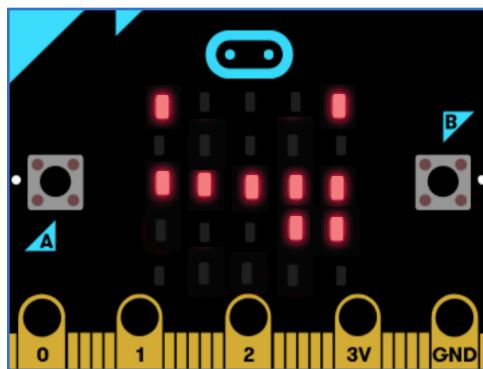
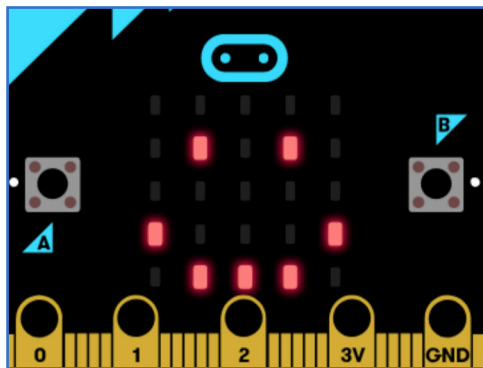
TRY IT



Tilt the micro:bit to move your character from side to side.

Create an Emoji

Make your own emoji on the
micro:bit display.



Create an Emoji

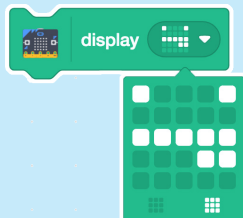
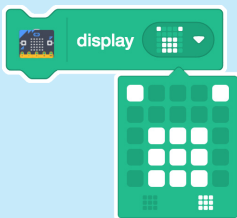
scratch.mit.edu/microbit



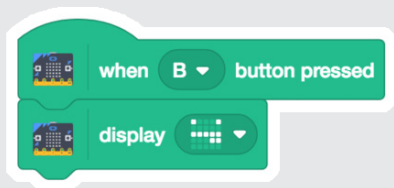
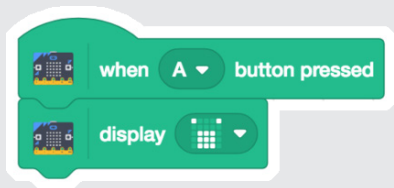
GET READY

Drag out a  block and click on the grid.

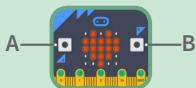
Click the individual squares to turn them on or off in your design.



ADD THIS CODE



TRY IT



Press the A and B buttons to show your emojis on the micro:bit.