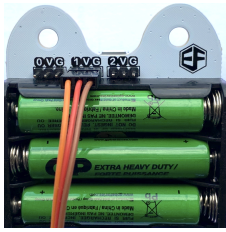


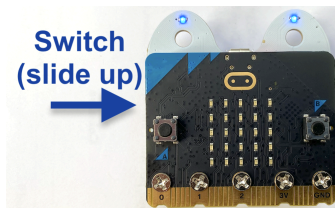
Make a Fortune Teller Game

Step 1: Plug in the servo



Use the **middle set of pins**. Make sure **brown or black wire** goes to “G”.

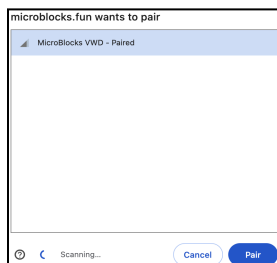
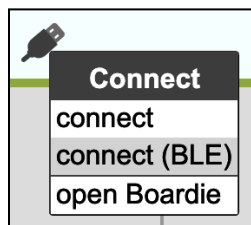
Step 2: Turn on the micro:bit (blue lights turn on)



Step 3: Open the starter project

Click [here](#) to open the starter project in MicroBlocks.

Step 4: Connect to the micro:bit



Click the USB icon, then select “connect (BLE).”

Select your micro:bit, then click the “Pair” button.

You are connected!



Step 5: Explore the servo blocks

Click these blocks to make the servo move to different positions:

set servo 1 to -90 degrees (-90 to 90)

set servo 1 to 90 degrees (-90 to 90)

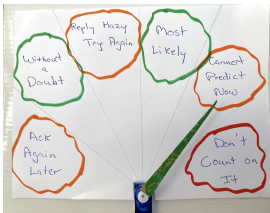
set servo 1 to 0 degrees (-90 to 90)

Try other numbers between -100 and 100.

Click the B button on the micro:bit to try this script:



Step 6: Design your game



Decide six answers you'd like your game to have.

Draw your answers on a blank sheet. Place or tape the sheet on the box.

Step 7: Find numbers for each of the six positions



Using the **set servo** block, find the number that moves the pointer to about the middle of the first (left most) answer on your sheet.



When you've found that number, enter it in the first slot of the list in this block.

Find numbers for the other five answers. Enter each number in the corresponding slot in the list block.

Step 8: Try it!

Ask your Fortune Teller a question, then press the A button on the micro:bit and it will answer. Find a partner and try each other's Fortune Teller projects.

More Ideas!!

Extend the game to have more than six answers.

Add an animation! Make the servo sweep right and left before selecting the answer.

Draw a cartoon character, tape it to the servo, and program the servo to make your character dance.