
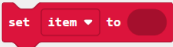
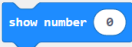

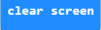


End of project lesson

STF: Guess the number

Skill: To create a random number with input from button A

Pupils will learn how to create numbers randomly by using the input of the Micro:bit. We will be learning how to create random numbers with input using a local variable as well as simple commands, such as pick number and show number. The following blocks will be used in this final task:

 onButtonPressed Do something when a button (A, B or both A+B) is pushed down and released again.	 variable declaration Assign a value to a named variable.	 showNumber Scroll a number on the screen.
 randint Returns a pseudorandom number between min and max included.	 clearScreen Turn off all LEDs.	

Basic Activity

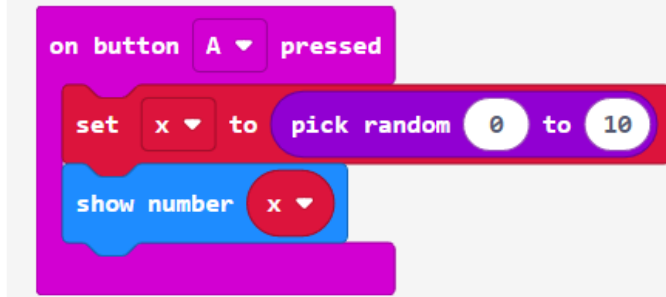
Add an event handler when button **A** is pressed. Create the following command:



Create a local variable of type number **x** and set it to a random number using pick random. This generates a random number between 0 and 10.



Show the random number on the screen.



Great job! 😊

Challenge 1

When button B is pressed, we want to clear the screen. This will make it so users can play your game over and over again! Add an event handler like this:



Run the code to see if it works as expected.

Challenge 2

Show an animation when you clear the screen! Choose what animation makes most sense to you. Be creative!

Run the code to see if it works as expected.