# Rock Paper Scissors micro:bit



**Consortium:** 







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## GOAL

In this workshop you will use the BBC micro:bit to create a game of Rock Paper Scissors

### What will you learn

Using the micro:bit Basic programming principles Using the MakeCode interface



## **Getting started**

#### What will you need

A computer Access to the internet BBC micro:bit USB to micro-USB cable

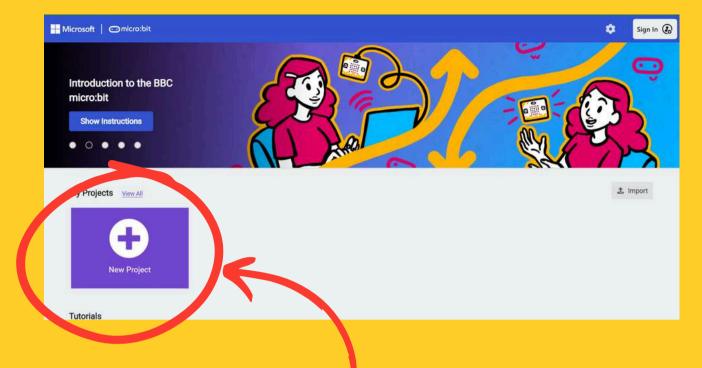
Time to go on your browser and visit makecode.microbit.org



### Now, your screen should look like the



#### screenshot below



step 1: Press on the + icon to create a new project

step 2: Name the project Rock Paper Scissors and press create

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step 3: Your screen should look like this. Now,
lose the Welcome message. by pressing on the
icon.

### Now, your screen should look like the screenshot below

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step 4: Delete the "on start" and "forever" blocks by dragging and dropping them over the menu as seen in the picture above.

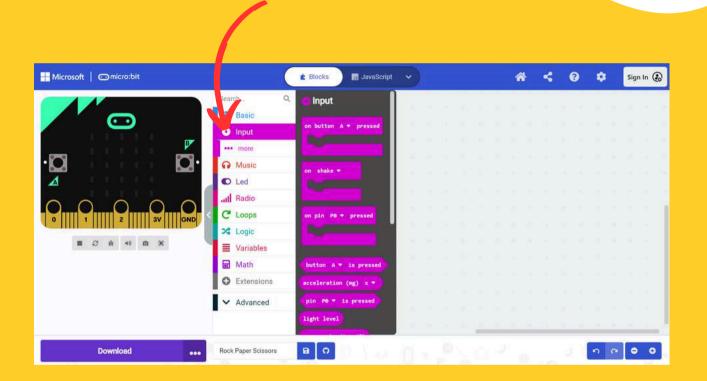
Now, your screen should look like the screenshot below. We are ready to work on the project

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# **Creating the game**



step 5: Navigate to the "Input" tab on the menu and select the "on [shake]" block.

Drag and drop it in the canvas on the right side of the screen







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step 6: Time to create a variable. Navigate to the **"Variables"** tab on your menu.

step 7: Create a new Variable by pressing on the button that says "Make a Variable..."

Make a Variable...





## **Knowledge time**

### What is a Variable?

A variable in programming is like a box where you can store a piece of information. You can give the box a name and put different things in it, like numbers or words.





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step 7: Give your variable any name you want, i named mine **"shake"** because we will be shaking the microbit to give us Rock, Paper or scissors randomly

Press once you have typed in the name of your variable





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step 8: From the "Variable" tab, select the block set shake to a drag and drop it in the screen, as shown in the picture below.

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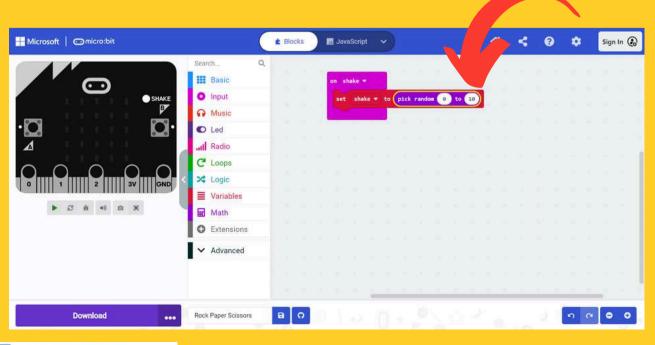




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step 9: Navigate to the "Math" tab, select the pick random block, drag and drop it in the screen, as shown in the picture below.

Change the values from the default "0 to 10" to "0 to 2" change this to "0 to 2"







## **Knowledge time**

### Why 0 to 2?

An array in programming is like a row of numbered boxes, where each box can hold a piece of information. The boxes are lined up one after another.

When counting these boxes, we start from 0 because that's how computers count. So, if you have three boxes in an array, they are numbered 0, 1, and 2. This helps us keep track of each box and find things easily.

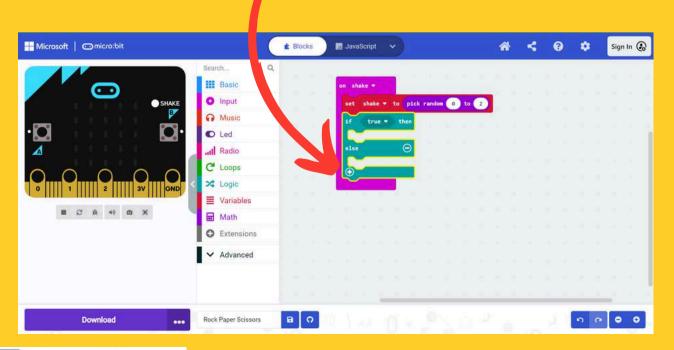




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step 10: Time to add a loop! Navigate to the "Logic" tab, select the "if else" block, drag and drop it in the canvas as shown in the picture below.

Press on the 🕘 icon to add another argument to our loop.







## **Knowledge time**

### What is a loop?

Loops in programming are like doing something over and over again automatically.

Imagine you have a list of chores to do. Instead of doing each chore one by one, a loop lets you do them all without having to think about each one individually.

In programming, loops help you repeat tasks without writing the same code over and over again. They save time and make programs more efficient.





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After you have added another argument, it is time to add the conditions.

step 11: From the "Logic" tab, select the first comparison block Drag and drop it in the canvas and change the values in one of the two from "0 = 0" to "0 = 1" as shown in the picture below.

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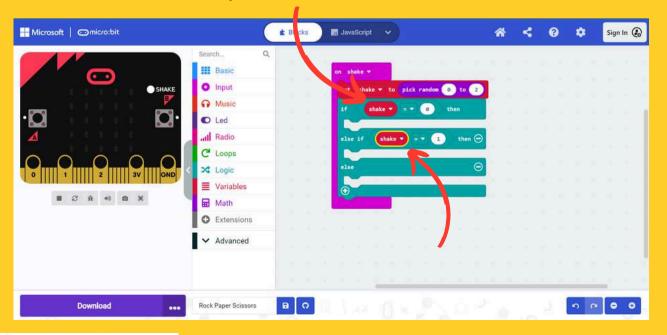
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step 12: Now, let's add our variable in the argument. Navigate to the **"Variables"** tab and select the variable we created earlier.

step 13: Drag the variable and drop it in the argument replacing the first 0 from

#### "if" and "else if"

as shown in the picture below.







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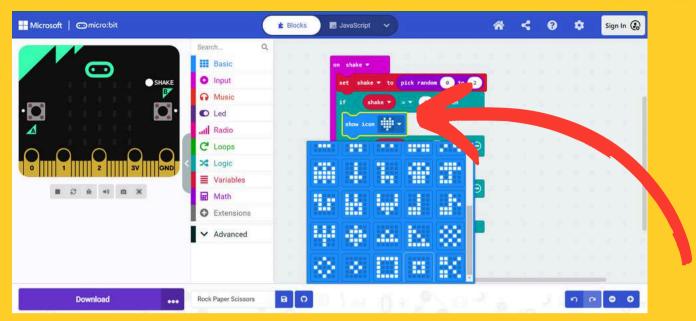
step 14: Now, in order to be able to display Rock, Paper or Scissors, we have to navigate to the "Basic" tab and select the set icon block.

step 15: Drag and drop the block in the canvas 3 times as shown in the picture below. The icon display will be the result of our arguments.

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step 16: Finally, select different icons for Rock, Paper and Scissors from the icon menu that appears when you press on the arrow in the "show icon" block.

## Now, your screen should look like the screenshot below, we are ready to simulate.

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# Time to play

#### step 16: For the fun part!

Navigate to the micro:bit simulation that is located in the left side of your screen. To simulate the program, either press on the shake button, or shake your mouse on top of the micro:bit.

