Project 131

DP EDUCATION

Coding School

micro:bit

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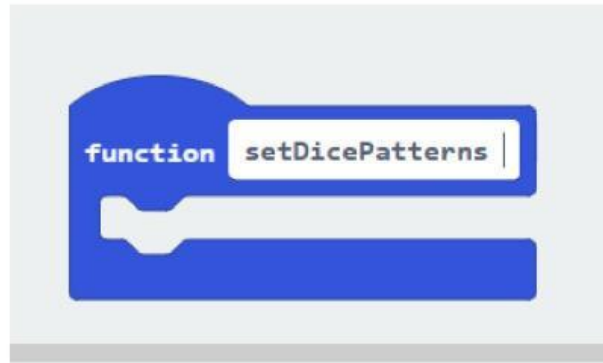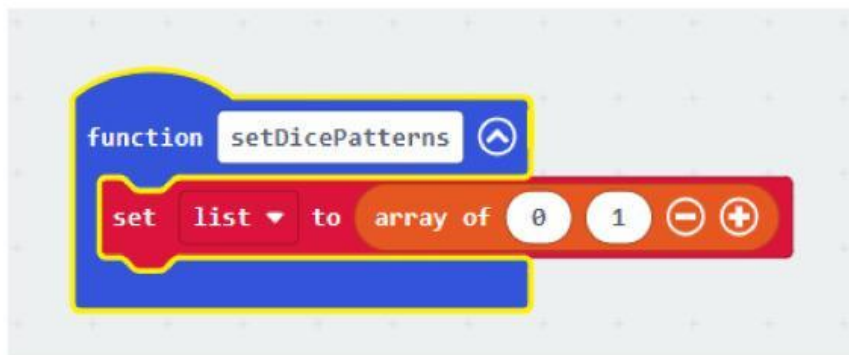
Start here

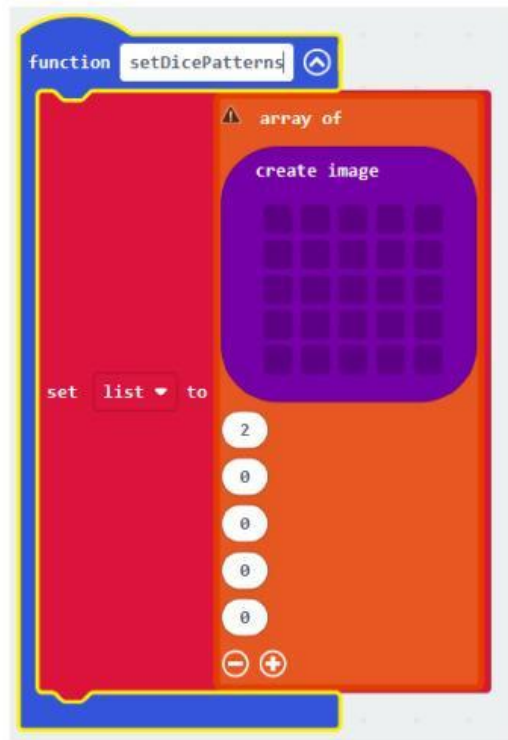❖ First go to function and click make a function and set a function as setDicePatterns.

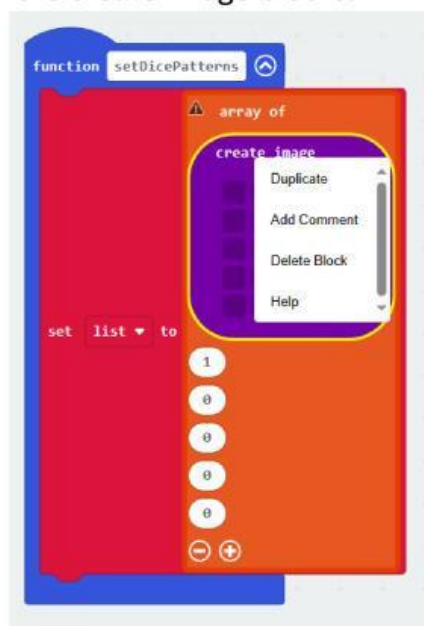❖ Drag a set list to array of block in the Arrays into the function block.

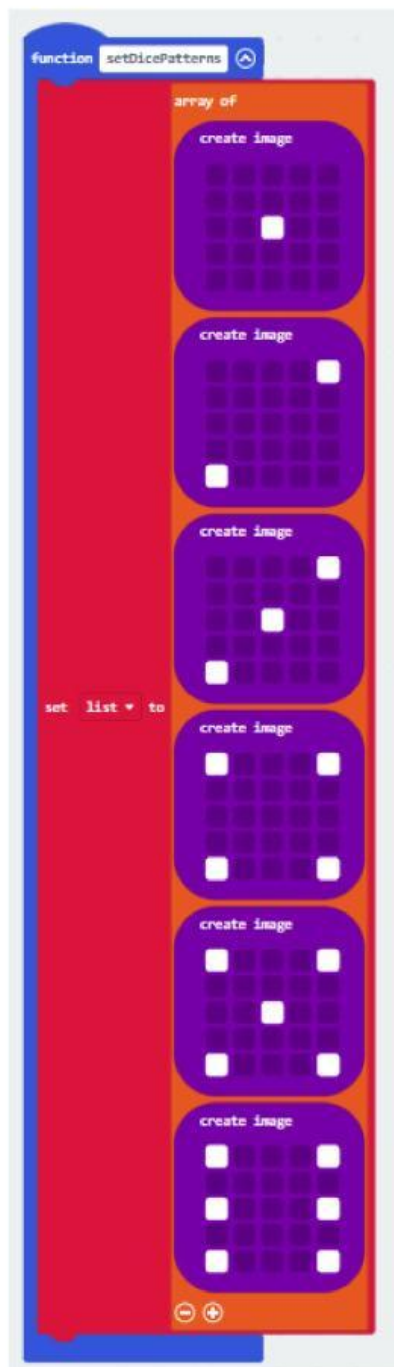❖ Click the + sign there and set the required space to arrange six arrays.

❖ Click on Images and drag an image block into an array in the set list to array of block.

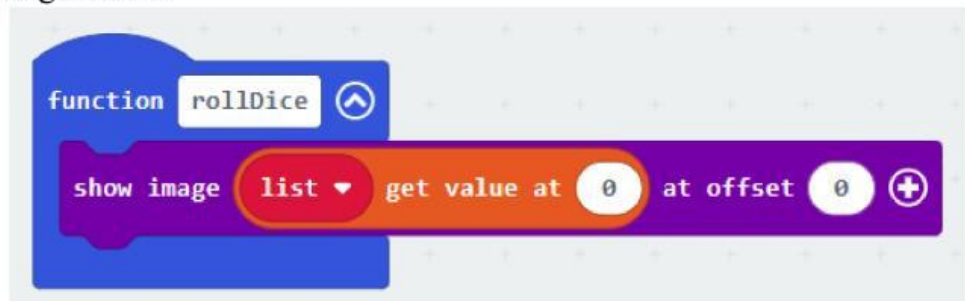❖ Right click on the create image block and duplicate it and create five more create image blocks.

❖ Make its changes as follows.

❖ Drag an on start block in Basic and drag the call setDicePatterns block in the function into it.

- ❖ Go back to function and click make a function and create a function as rollDice.
- ❖ Drag a show image block in the image into it.
- ❖ Drag a get value at block in the arrays instead of myImage in the show image block.

- ❖ Drag the pick random block in Math to its value position.
- ❖ Give its value from 0 to 5.

- ❖ Drag an on shake block in Input.

- ❖ Drag the call rollDice block inside the function into it.

❖ Similarly, drag another call rollDice block inside the on start block.