



**Oide**

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Scoile agus Múinteoirí

Supporting the Professional  
Learning of School Leaders  
and Teachers

Leaving Certificate Computer Science

# Introduction to Micro:bit



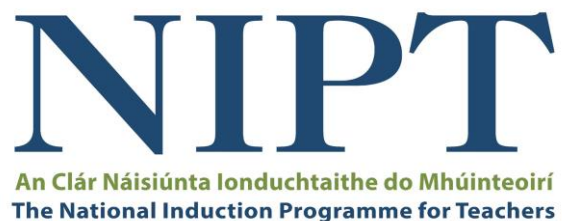
## Introducing Oide



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# Workshop Overview

<b>Session 1</b> 10:00 - 11:30	Getting started GAA scoreboard activity
<b>Tea/Coffee</b> 11:30 – 12:00	
<b>Session 2</b> 12:00 - 13:30	Branching out – Sensors, PRIMM, Conditionals Temperature Sensor Activity
<b>Lunch</b> 13:30 - 14:30	
<b>Session 3</b> 14:30 - 16:30	Working with LEDs Traffic Light Activity



# Purpose for the Day



To upskill Phase 5 teachers of LCCS in the use of the micro:bit.



To explore Computer Science as a discipline and the implications of its introduction to teaching and the classroom dynamic, including the importance of group work in LCCS.



# Key Messages



There are many ways to use the LCCS specification.



Group work and group dynamics are a key feature in the teaching, learning and assessment of LCCS.



Effective pedagogies can enhance teaching and learning, however, the emphasis for this workshop is on skills development.



There are multiple ways to solve problems (some are more efficient than others).



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## Session 1

Getting started with the  
micro:bit





# What is a micro:bit?

Affordable pocket-sized coding device

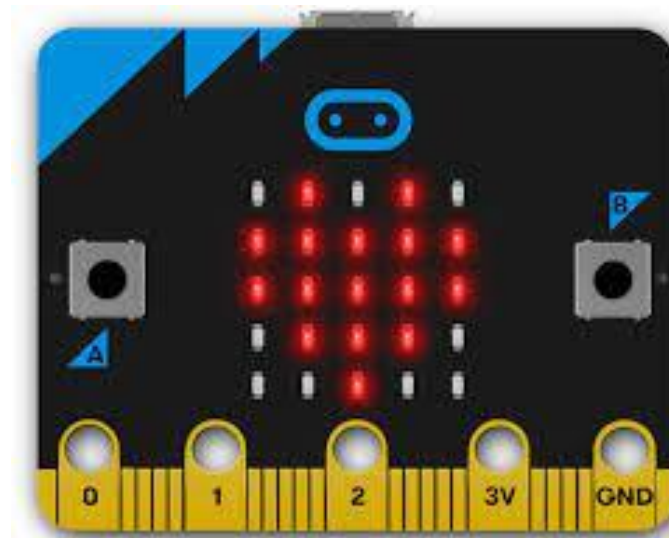
Developed by BBC & Microsoft

Microcontroller, LED display, sensors

Ideal for beginners

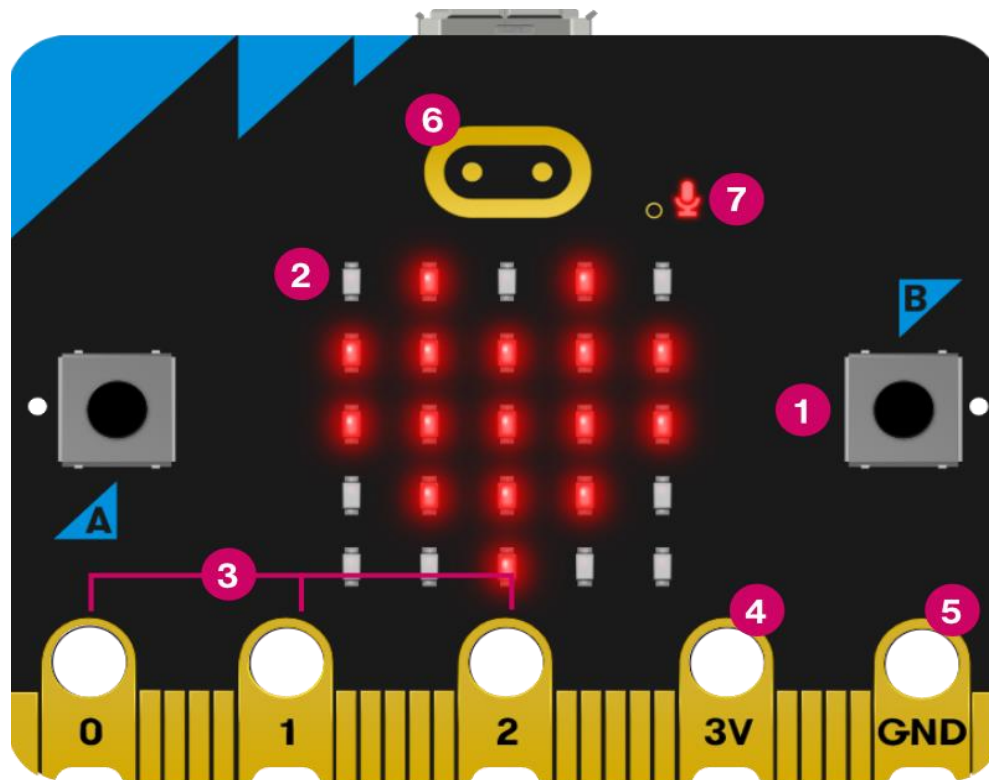
Learn to program and experiment with hardware

Engaging and creative platform





# Overview of micro:bit

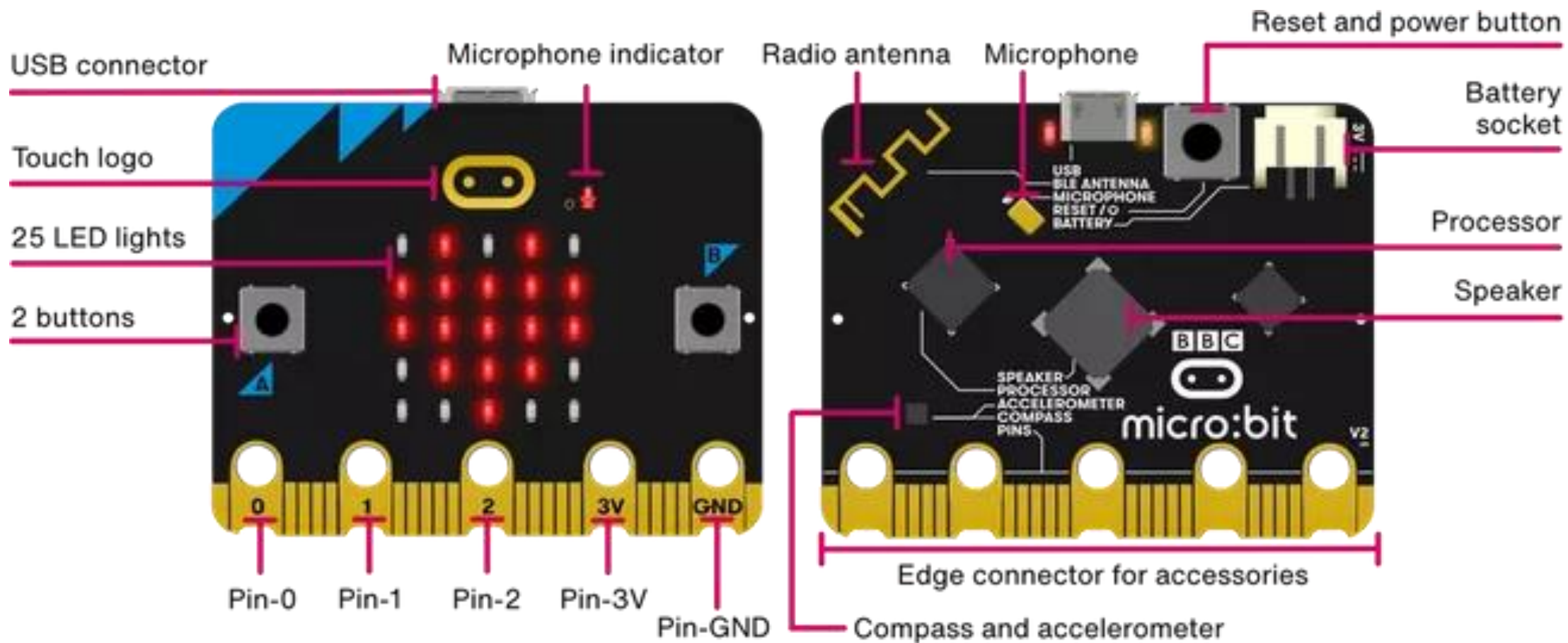


<https://microbit.org/get-started/user-guide/overview/>





# Overview of micro:bit



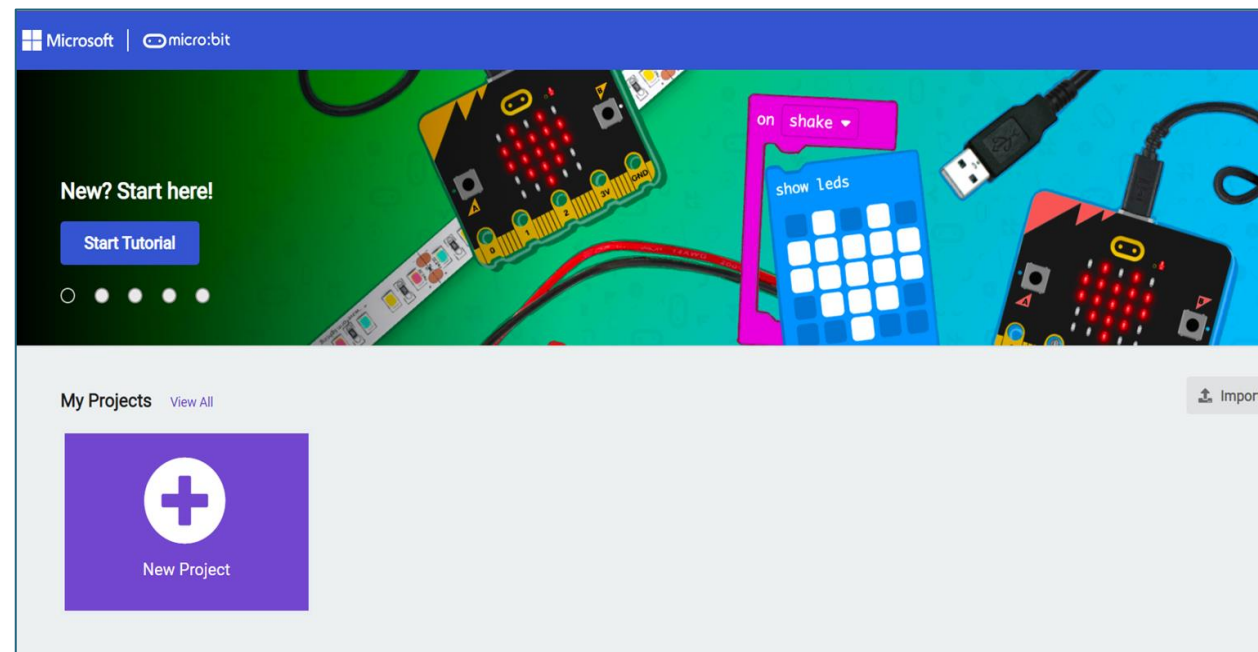
<https://microbit.org/get-started/user-guide/overview/>



# First steps with the micro:bit

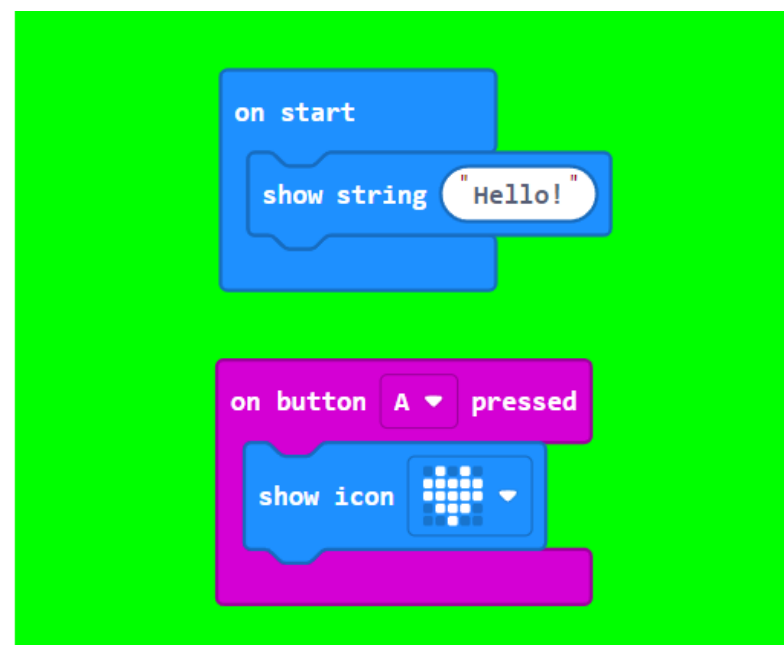
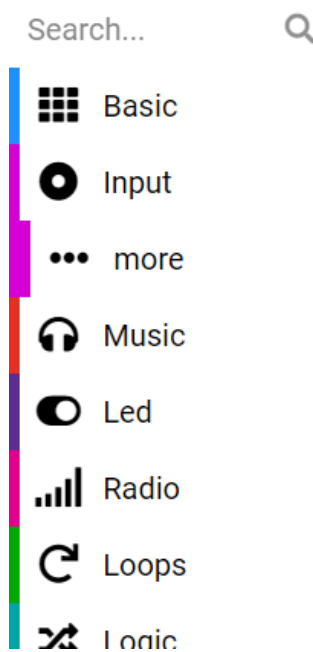
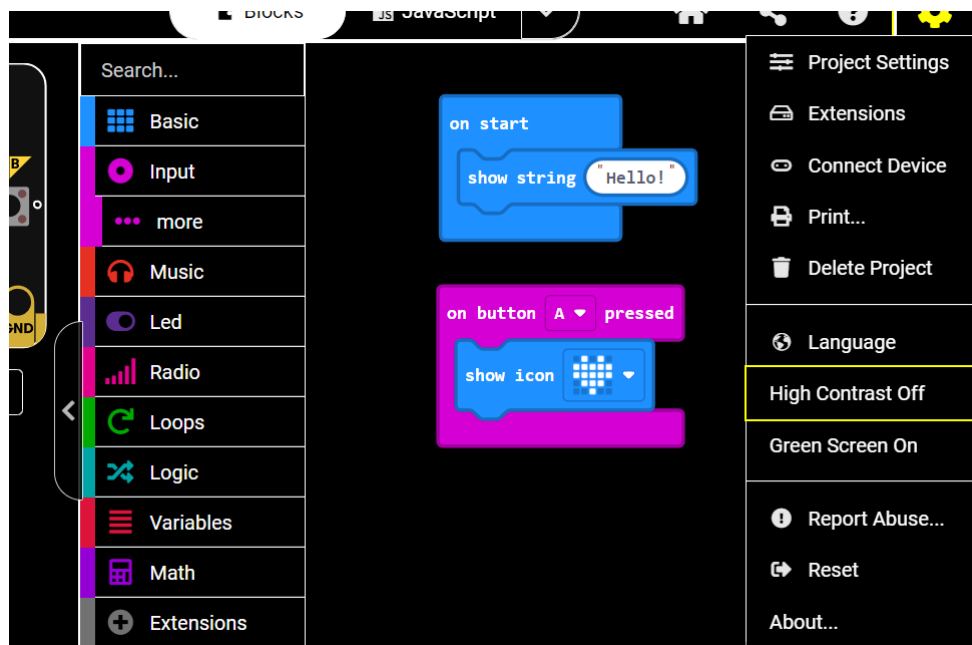
<https://makecode.microbit.org/>

Click on “New Project”



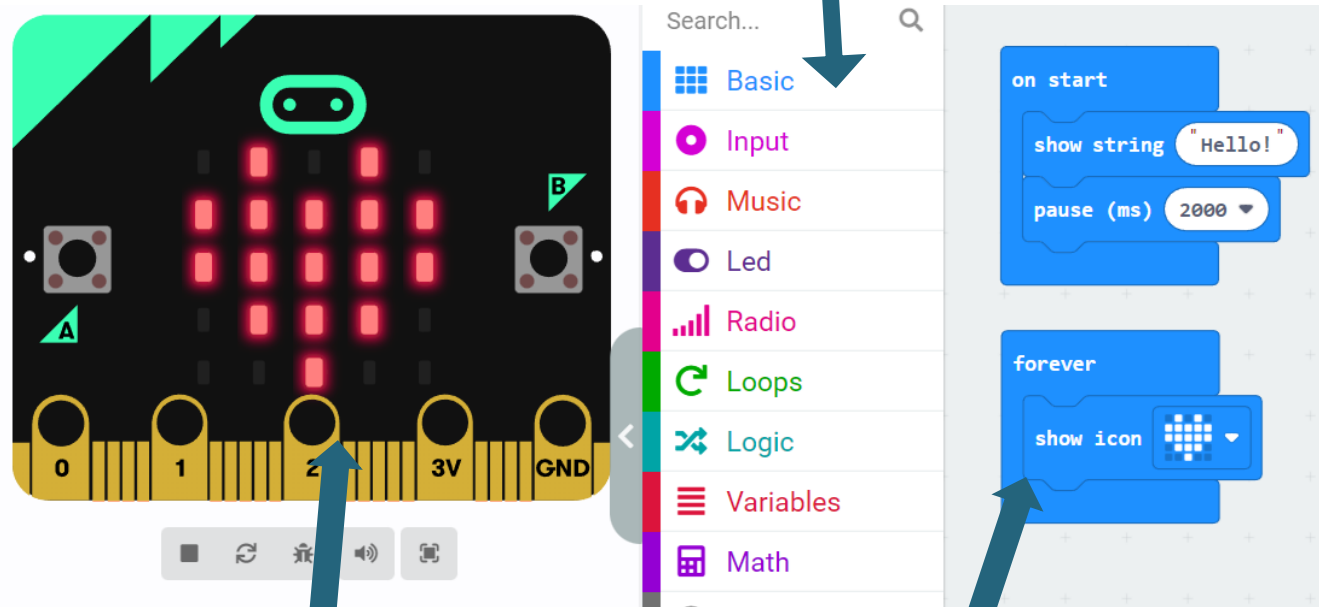


# Background





To create your program, click on the menu in the middle and drag the blocks to the right-hand side



Change the message on the micro:bit to something else...

Show a different image on the micro:bit...

Click on the “virtual” micro:bit to see if your program works!

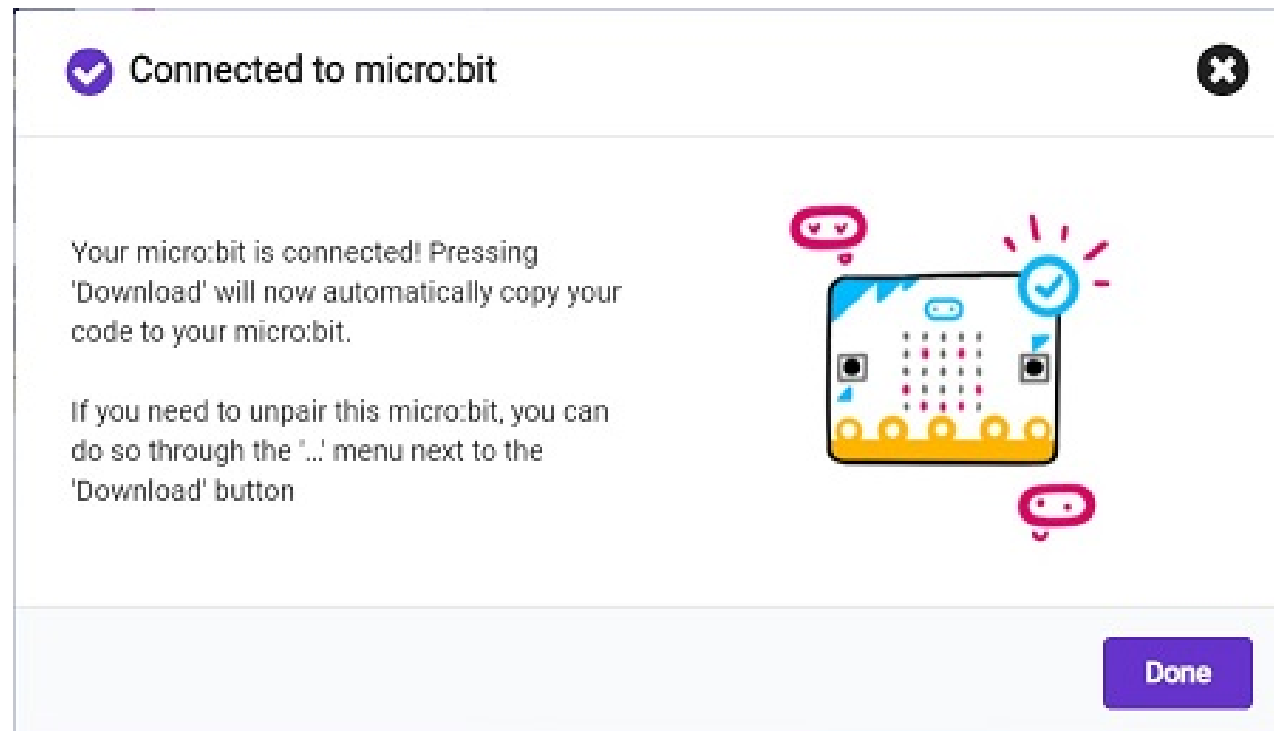
Drag the blocks in here, stick them together, and create your program!



# Transfer your code onto the micro:bit

When your micro:bit is connected, you'll see the Connected to micro:bit message window. Click on Done and you're ready to go!

Can you download your program onto your micro:bit?

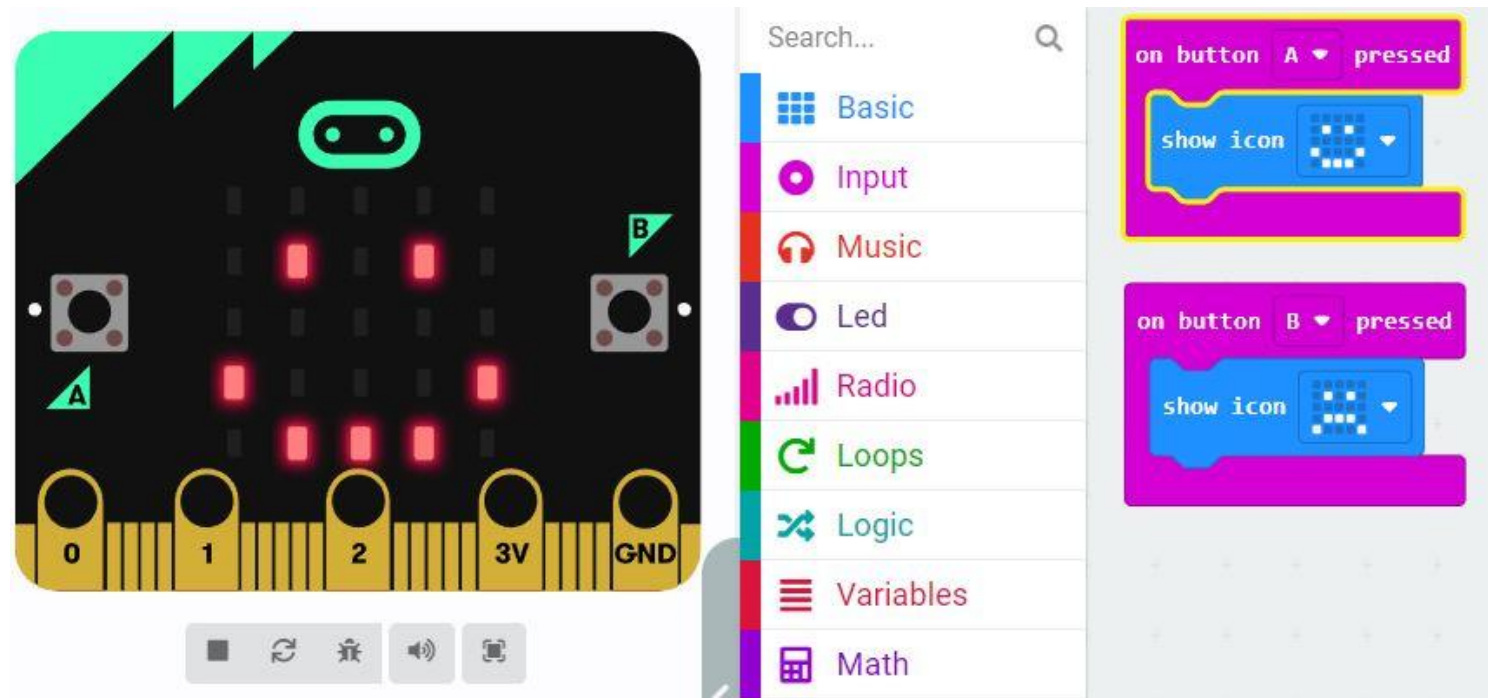




# Events

When buttons A or B is pressed...

Modify your code so that when you press a button, a message will be displayed.





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# Introduction to Variables

GAA scoreboard activity

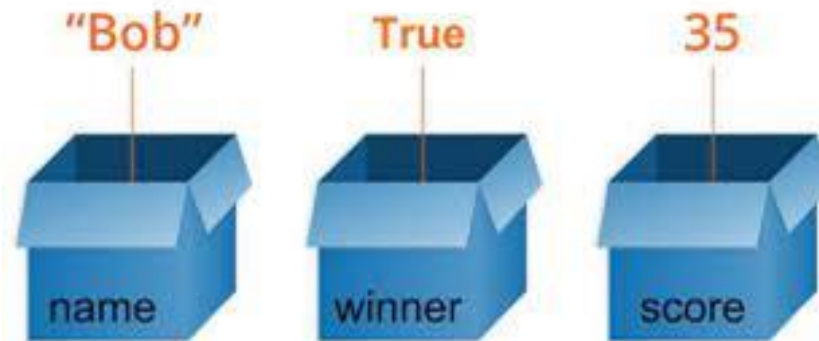




# What is a variable?

Variables are the names given to computer memory locations that are used to store values in a computer program.

Think of a variable as a container that can store information that is required for your program to run.







# Creating a variable in makecode

Create two variables called “goalScore” and “pointScore”

The screenshot shows the MakeCode interface. On the left, the 'Variables' menu is highlighted in red. The right panel, titled 'Variables', contains a 'Make a Variable...' button, two variable blocks (one setting 'goalScore' to 0 and another changing 'goalScore' by 1), and a 'Your Variables' section listing 'goalScore'.



# Exercise #1 – Predict & Discuss

```
forever
  show string "G"
  show number goalScore
  show string "P"
  show number pointScore
```



## Exercise #2 – Recreate and Run

Create two Variables called **goalScore** and **pointScore**.

Recreate the code from exercise 1.

Run your code.

Does it run and does it do what you thought it would do?





## Exercise #3 – Modify the code

**Modify** the code as follows:

when button A is pressed, **goalScore** is incremented by 1

when Button B is pressed, **pointScore** is incremented by 1

## Exercise #4 – Extension

Add a feature which when button A + B is pressed, work out the **total number** of points (goals and points)



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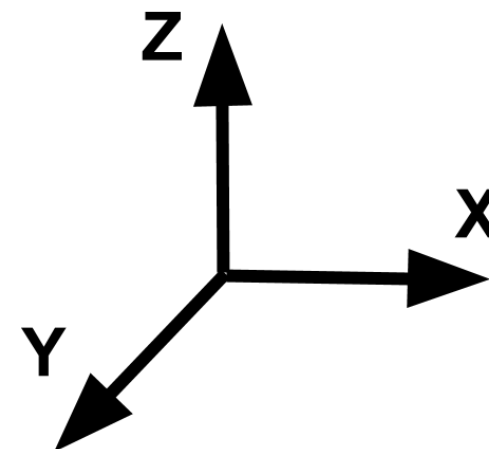
## Session 2

Branching out





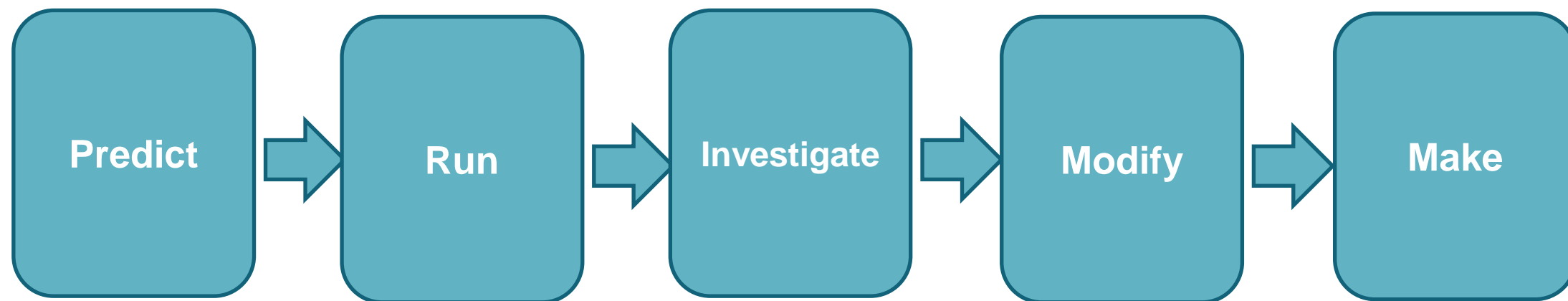
# Sensors



Today



# PRIMM





# Exercise 1 - Predict, Run, Investigate

The image shows a Scratch environment with a micro:bit board on the left and a Scratch script on the right. The micro:bit board displays a temperature of 21°C and has several red LEDs lit. A blue arrow labeled 'A' points to the temperature sensor on the board. The Scratch script consists of an 'on start' block containing a 'show icon' block (with a grid icon) and a 'pause (ms)' block (set to 1000). Below this is a 'forever' loop containing a 'show number' block (with 'temperature (°C)' selected).





# Exercise 1 – Modify, Make

Modify your code so that

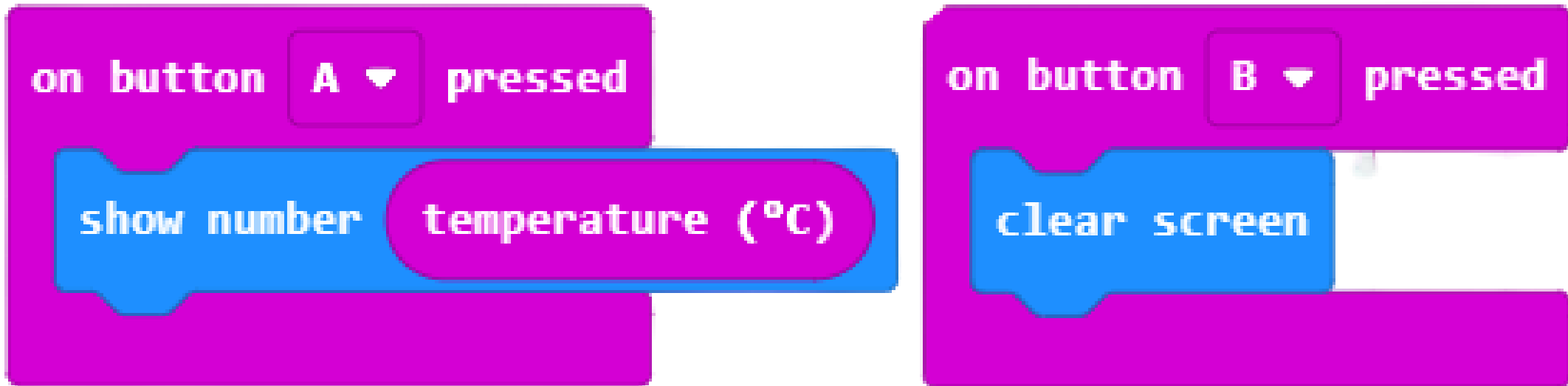
- the temperature is displayed when Button A is clicked
- the LED display area is cleared when Button B is clicked

Extension task:

- Write code to work out the average temperature



# Exercise 1 – Modify (sample solution)





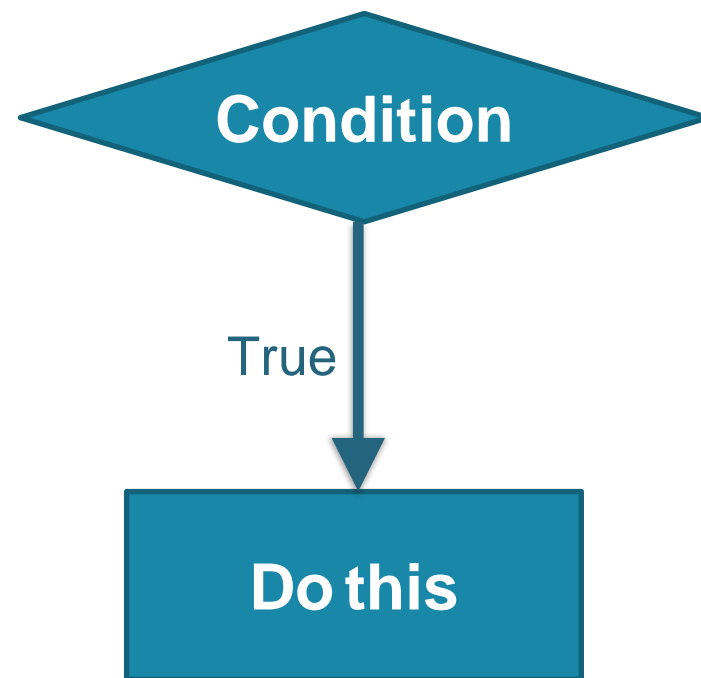
# Exercise 1 – Make (sample solution)

```
on button A pressed
  change temp by temperature (°C)
  change count by 1
```

```
on button B pressed
  show number temp ÷ count
```

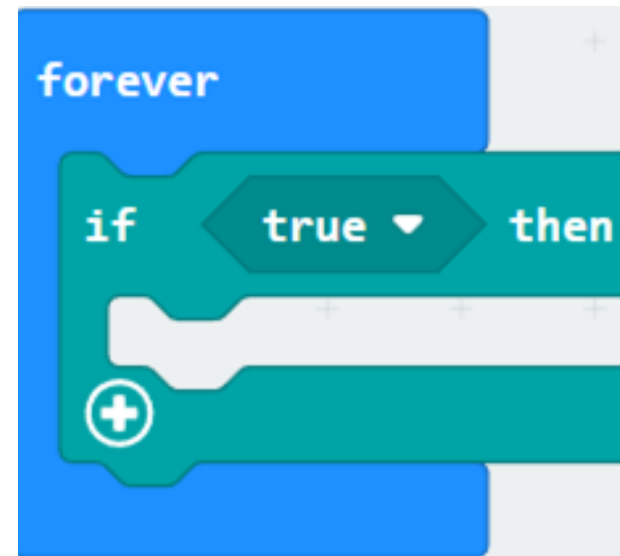
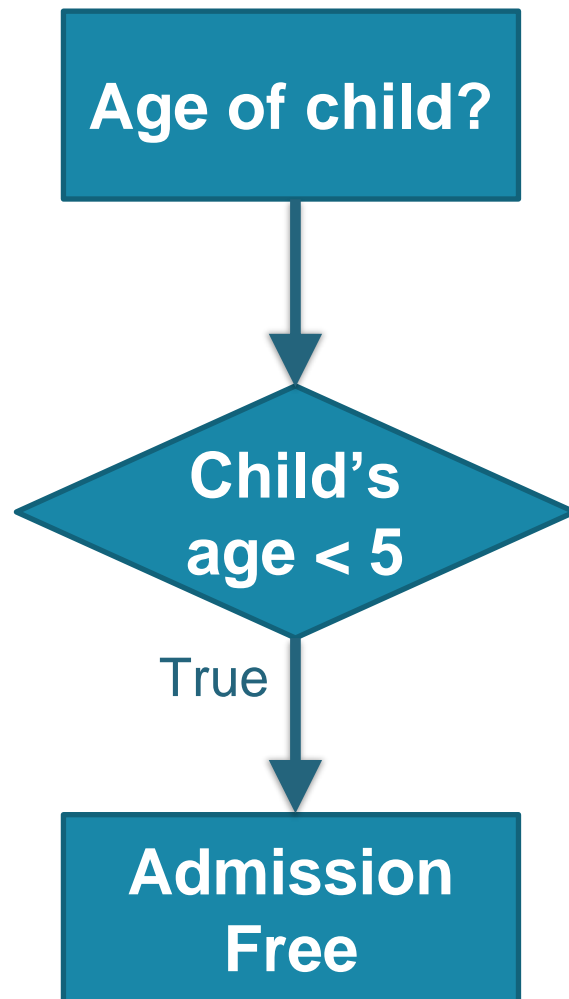


# Conditional statements





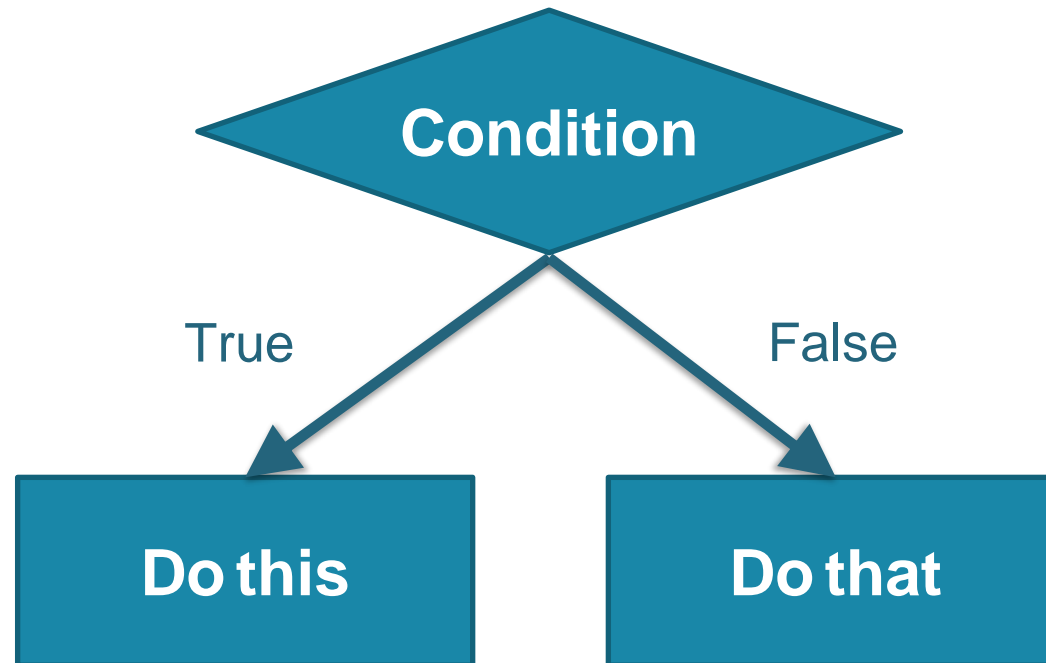
# Conditional statements



What block do you think the conditional block should sit inside?

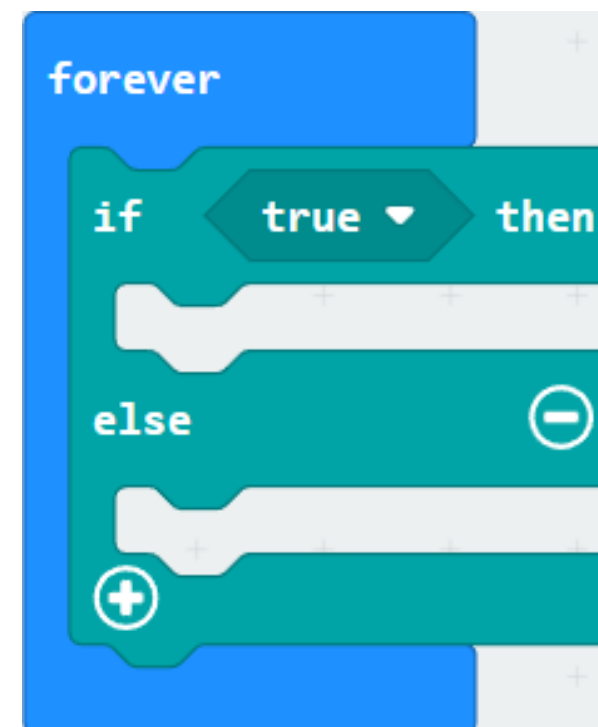
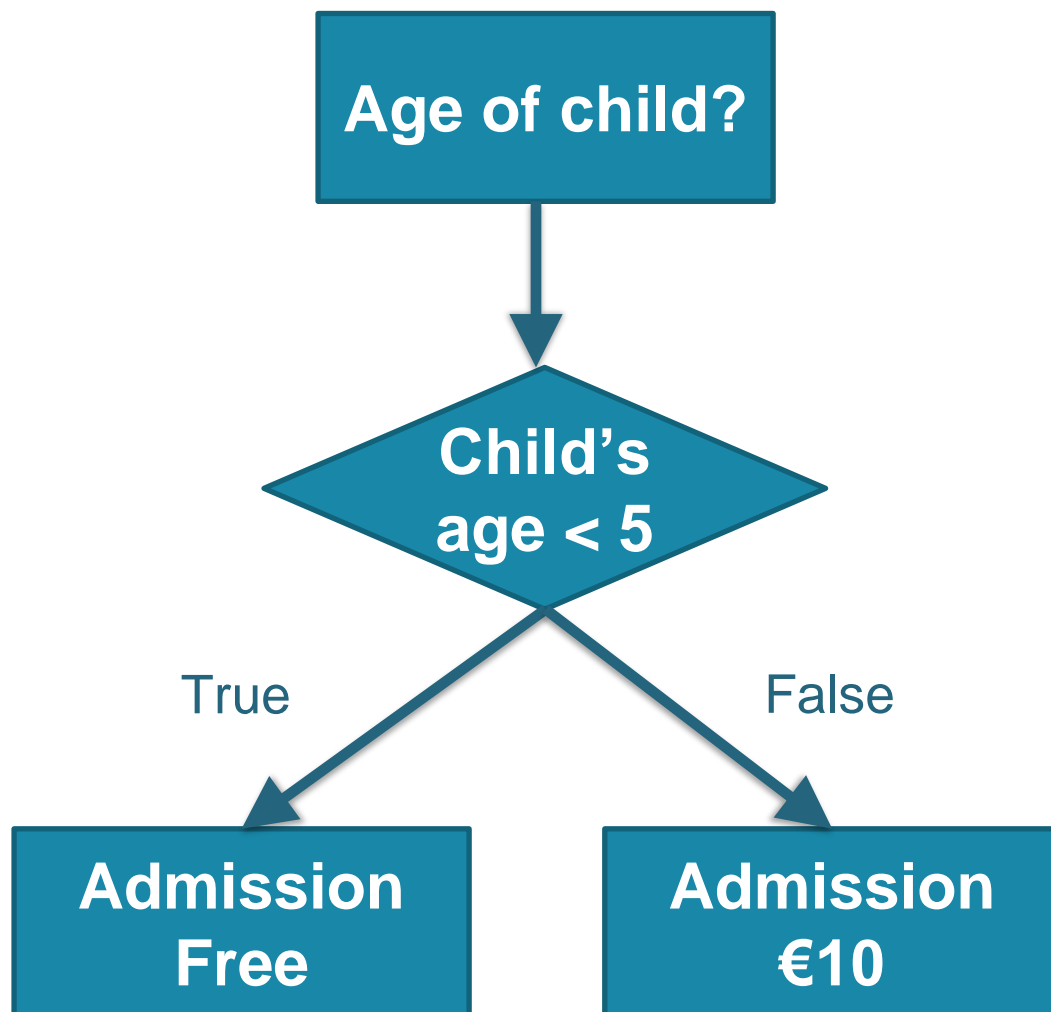


# Conditional statements





# Conditional statements





# Challenge task

On start set age

If less than 5, display “F

Else, display “10euro”

Make a Variable...

set age to 0

change age by 1

Your Variables

age

Logic

Variables

Math

Extensions

Advanced

Comparison

less than

on start

set age to 6

forever

if age < 5 then

show string "FREE"

else

show string "10euro"

*Extension: Can you set the age to be a random number?*





# Exercise 2



If the temperature is above a certain value

- micro:bit should indicate that the room is hot
- otherwise it should indicate that the room is cold





# Exercise #2 – sample solution snippets

```
forever
  if temperature (°C) < 25 then
    show string "COLD"
  else
    show string "HOT"
  +

forever
  if temperature (°C) < 25 then
    show leds
  else
    show leds
  +
```



# Feedback





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## Session 3

### Traffic Lights





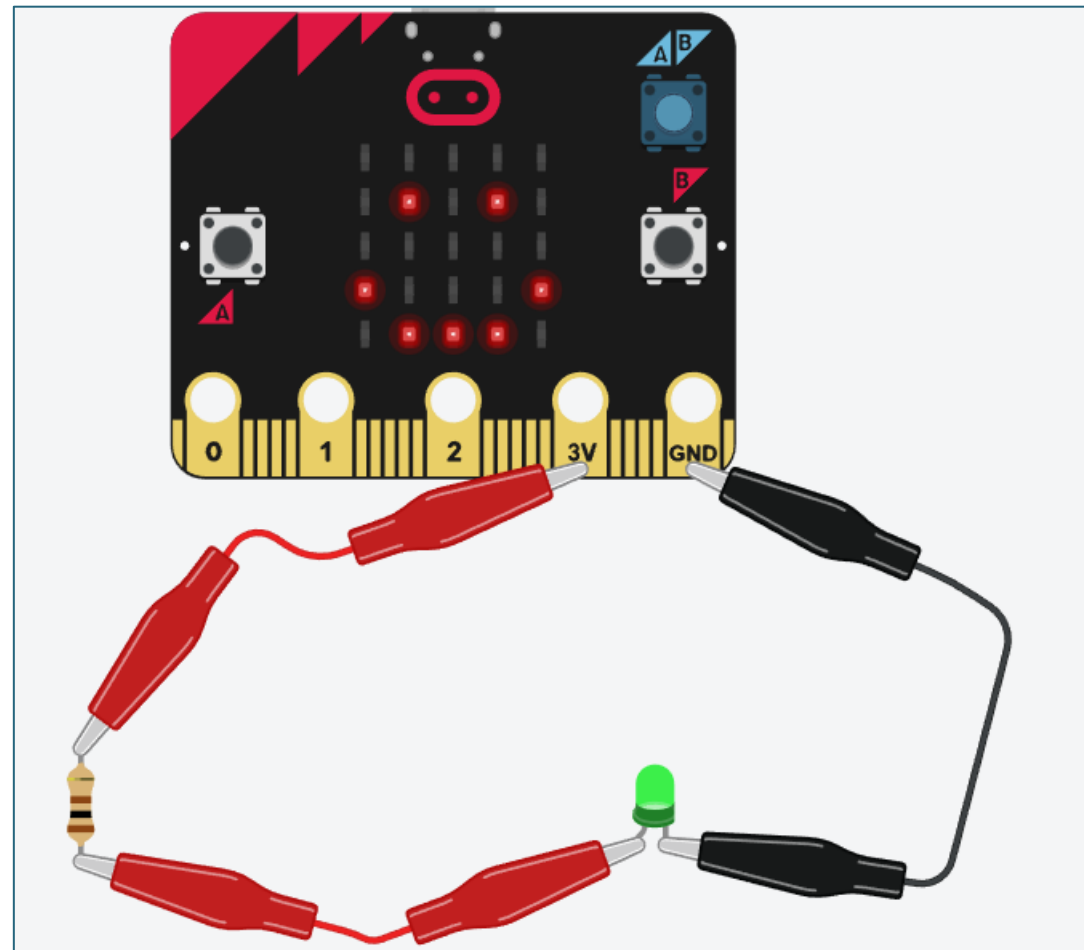
# Building circuits with the micro:bit

We will...

- Learn about simple circuits
- Learn how to control digital outputs on the micro:bit
- Learn how to wire up the digital outputs on the micro:bit

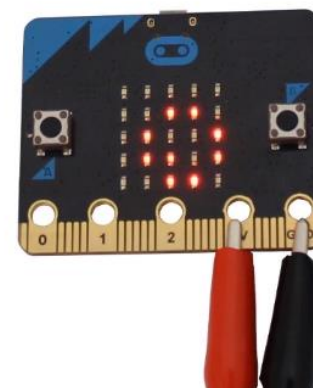
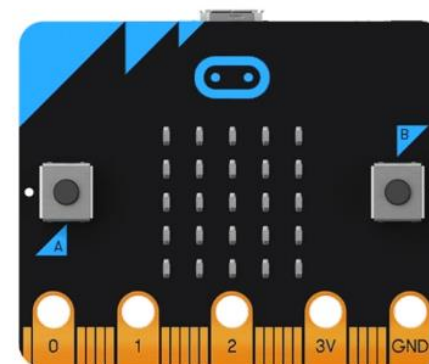
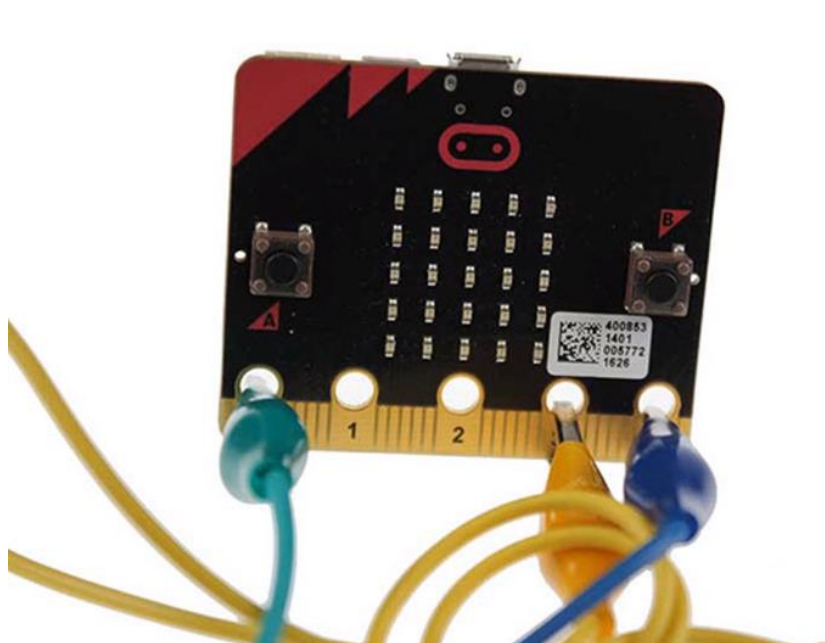


# Connecting an LED





# Connecting crocodile clips





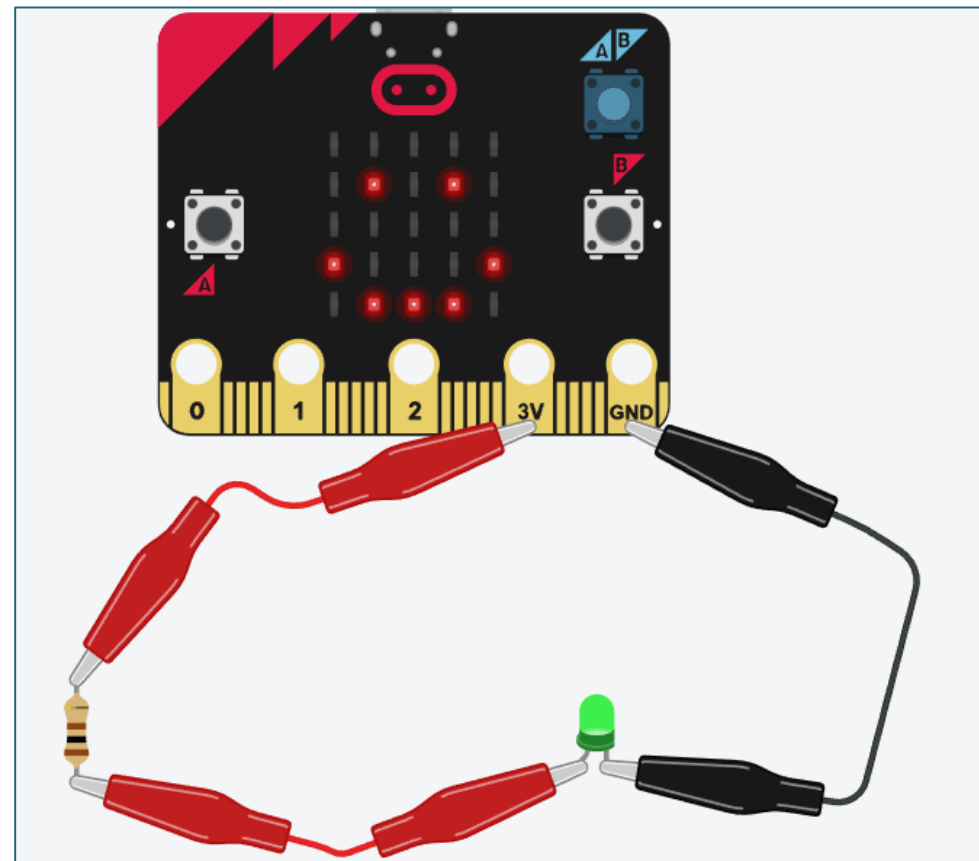
# Build your circuit

You will need

- Micro:bit
- Crocodile clips
- LED
- Resistor

*How can we turn the LED on and off?*

*How can we CONTROL the LED?*

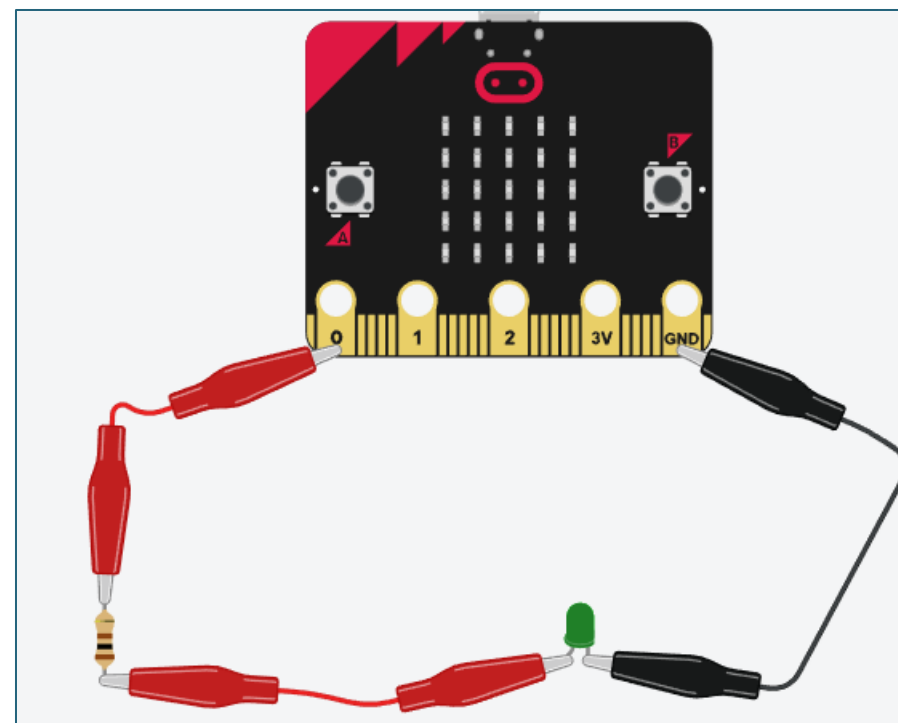






# Controlling an LED

General Purpose Input Output (GPIO) pins  
0, 1, 2





# Write a program to control the LED

digital write pin P0 to 0

Set a pin or connector value to either 0 or 1.

analog read pin P0

analog write pin P0 to 1023

map 0  
from low 0  
from high 1023  
to low 0  
to high 4

on button A pressed

digital write pin P0 to 0

on button B pressed

digital write pin P0 to 1



# Traffic lights problem

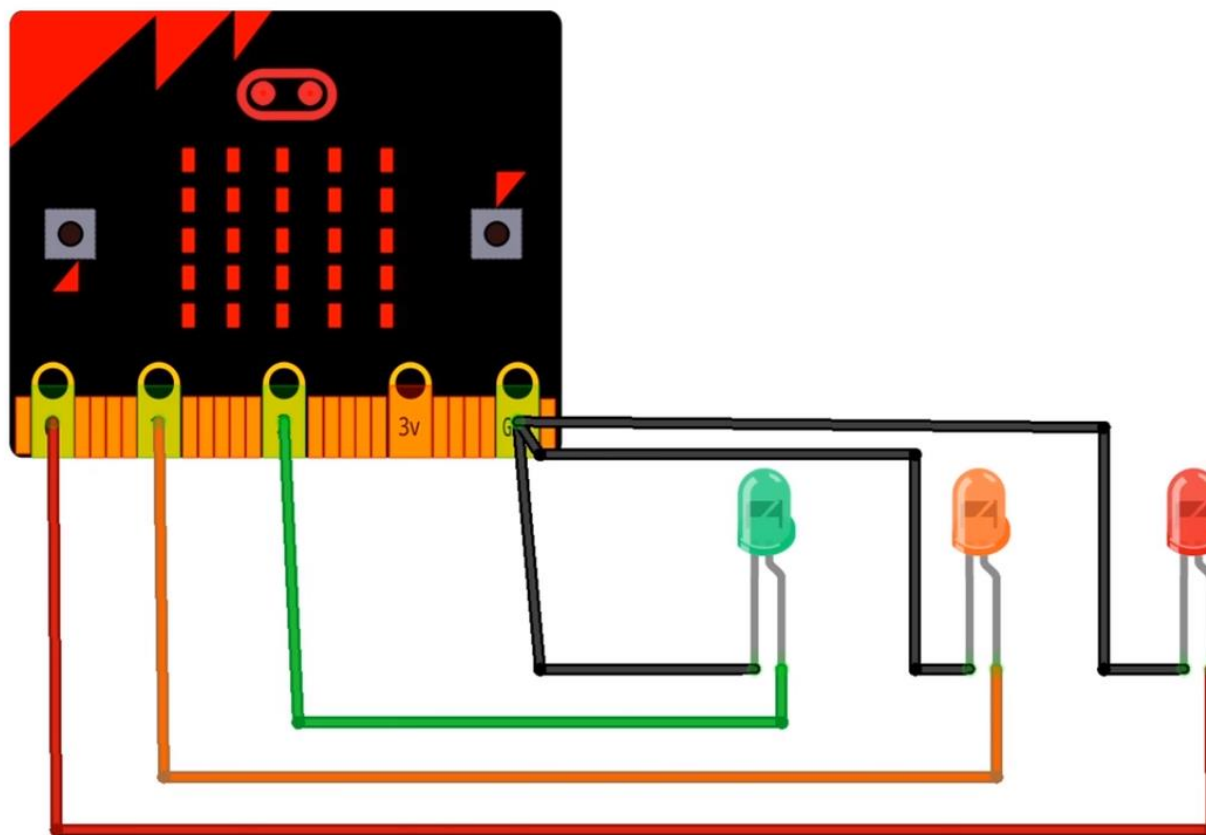
How do the traffic lights at a pedestrian crossing work?

Explain the steps one by one

Any issues that might arise?



# Traffic Lights





# Suggested solution

The image displays a Scratch script for a suggested solution. The main script is on the left, and four function blocks are on the right.

**Main Script:**

- on start
  - show string "R"
  - call redON
  - while true
    - do
      - if button A is pressed then
        - pause (ms) 1000
        - show string "G"
        - call redOFF
        - call greenON
        - pause (ms) 10000
        - show string "R"
        - call redON
        - call greenOFF

function redON

- digital write pin P0 to 1

function redOFF

- digital write pin P0 to 0

function greenON

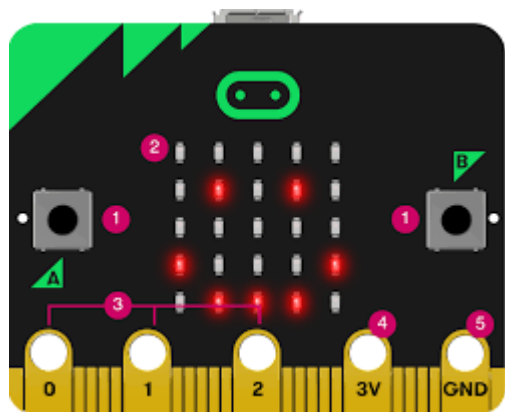
- digital write pin P1 to 1

function greenOFF

- digital write pin P1 to 0



# Micro:bit kits





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