

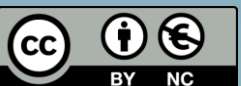


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Leaving Certificate Computer Science Advanced Micro:bit Workshop





Workshop Overview

Session 1 10:00 - 11:45	Introduction Part 1 – Radio Comms & Serial Data Part 2 – Circuits
Tea/Coffee 11:45 – 12:00	
Session 2 12:00 - 13:30	Part 1 – Expanding the micro:bit Part 2 – The Wind challenge
Lunch 13:30 - 14:30	
Session 3 14:30 - 16:30	Part 1 – Arrays & Solar Panel demo Part 2 – Group Activity



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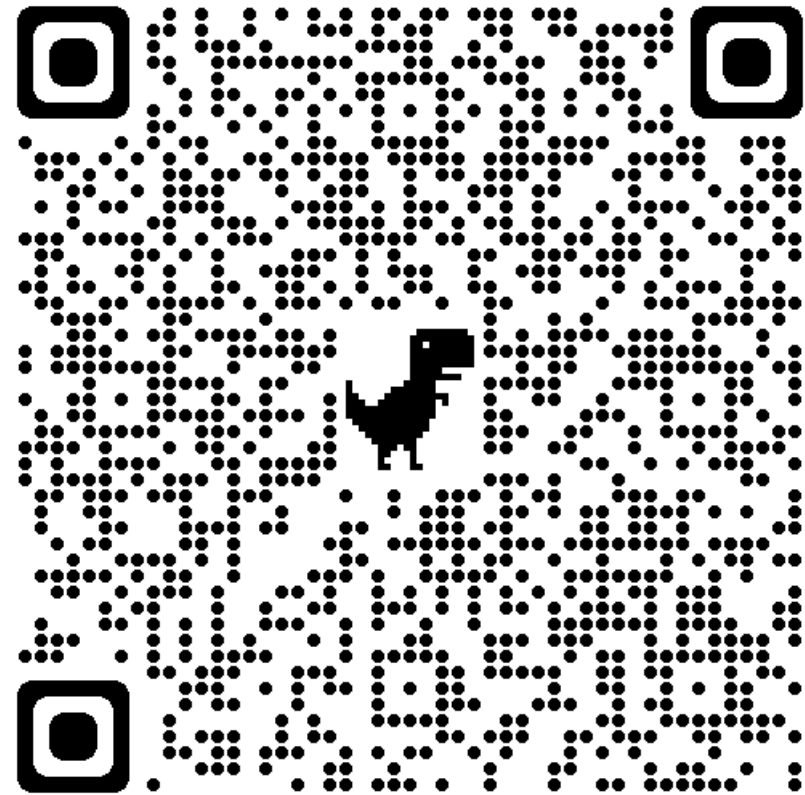
CompSci



Leaving Certificate Computer Science

The Expression of Interest process to join the CPD programme (phase 6) for LCCS is open:

<http://tinyurl.com/LCCS24-EOI>





Purpose for the Day

To further explore Computer Science as a discipline with emphasis on Embedded Systems (ALT 4)

To empower teachers to draw upon a range of pedagogical approaches for teaching LCCS so that they can confidently develop their own advanced units of work.



Key Messages

There are many ways to navigate through the LCCS specification.

LCCS can be mediated through a constructivist pedagogical approach.

ALTs provide an opportunity to teach theoretical aspects of LCCS.

Group work is a key feature in the teaching, learning and assessment of LCCS.

Digital technologies can be used to enhance collaboration, learning and reflection.

Advanced micro:bit features can be used to introduce traditionally challenging (threshold concepts) at an earlier stage.



Learning Outcomes

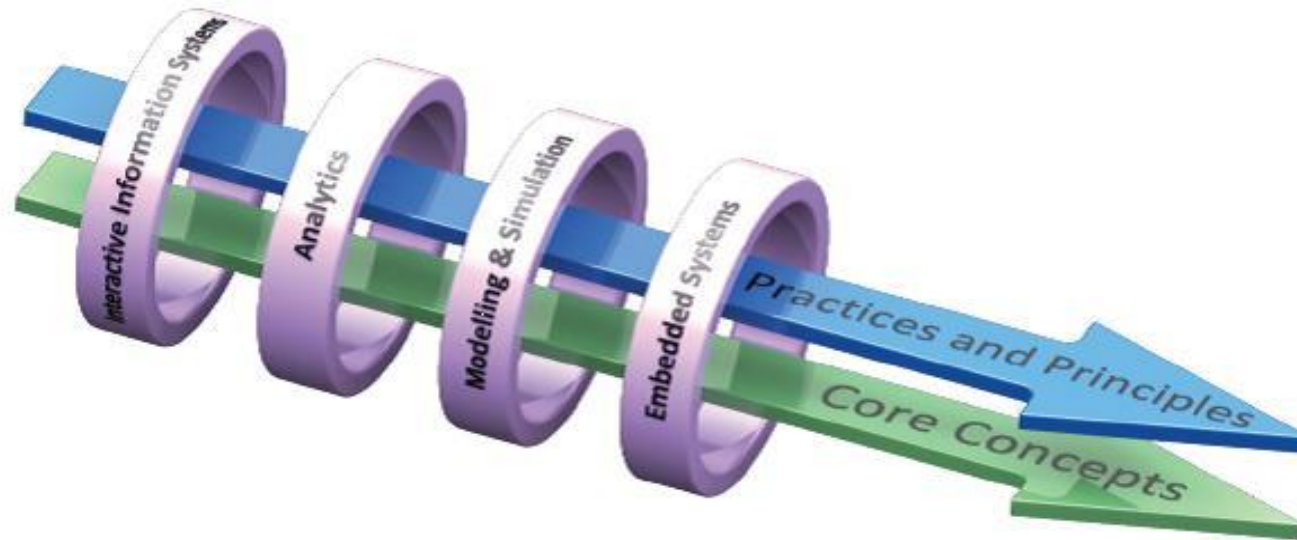


Figure 4: Structure of Leaving Certificate Computer Science



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Session 1: Radio Communications



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By the end of this session..

Participants will be enabled to...

...discuss the principles underlying radio communication on the micro:bit.

...illustrate the coding process for radio communication on the micro:bit, specifically focusing on incorporating temperature data into the code.

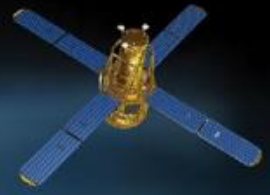
...demonstrate the process of graphing received data from micro:bit radio communication and saving it as a CSV file.

...enabled to complete a task involving radio communication on the micro:bit: including viewing received data and downloading the data to a CSV file

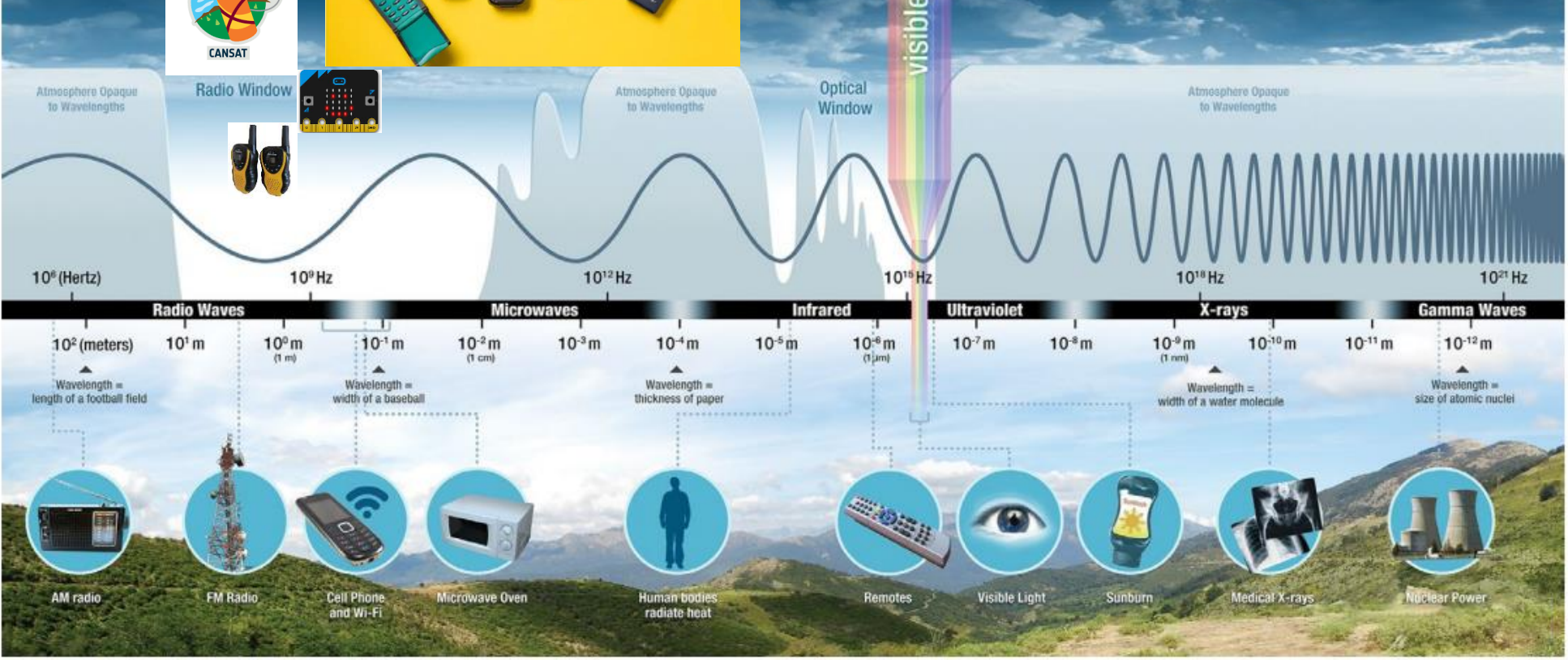


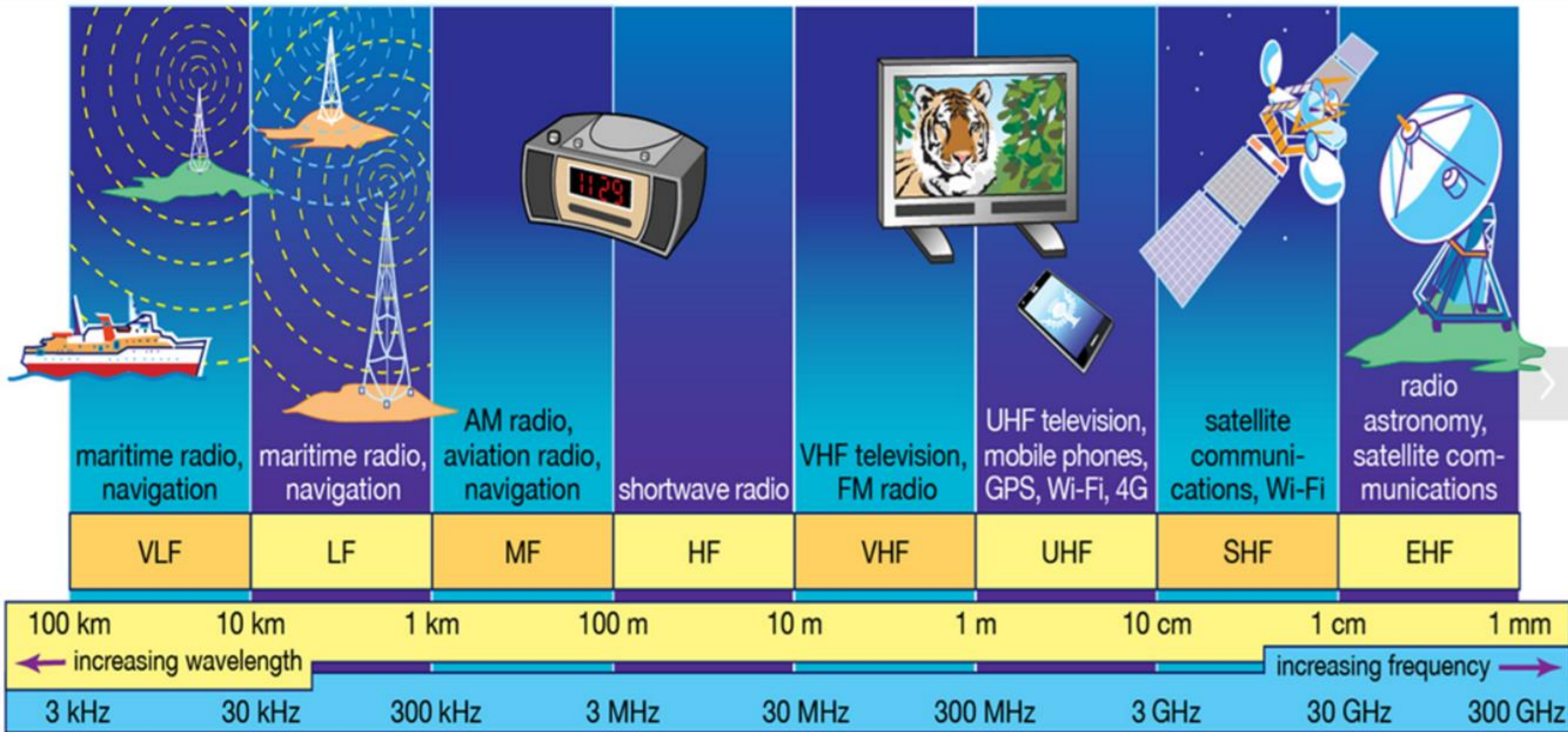
Channel Frequency Table

Channel	Frequency (MHz)	Channel	Frequency (MHz)
1	446.00625	5	446.05625
2	446.01875	6	446.06875
3	446.03125	7	446.08125
4	446.04375	8	446.09375



BBC Micro:bit
 Band: (UHF) 2.4GHz ISM (Industrial, Scientific and Medical)
 Frequency Range: 2.4GHz - 2.41GHz



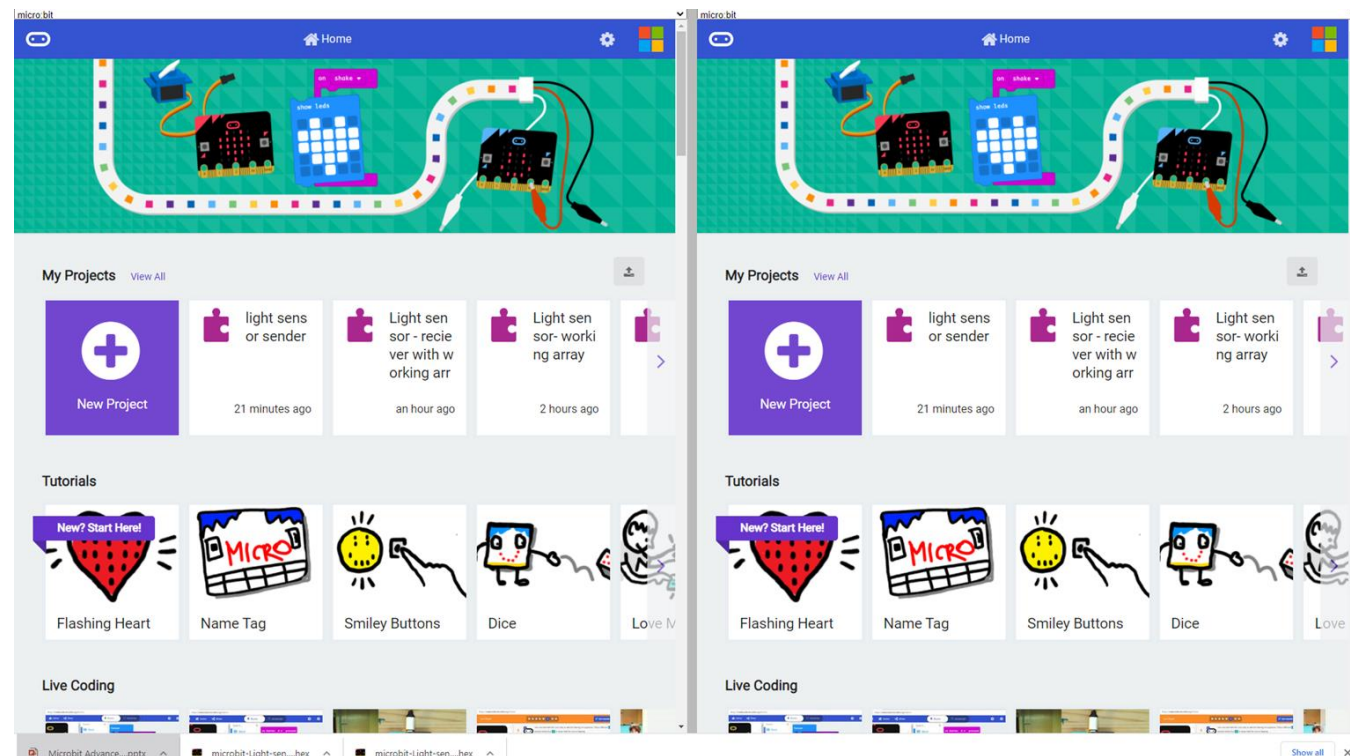




Radio Communication

[Make Code Multi Editor](https://makecode.com/multi#)

<https://makecode.com/multi#>





Radio Communication

SENDER CODE:

```
on start
  radio set group 23
  show leds
  forever
    radio send number temperature (°C)
```

RECEIVER CODE:

```
on start
  radio set group 23
  show leds
  on radio received receivedNumber
    show number receivedNumber
```



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Serial Communication



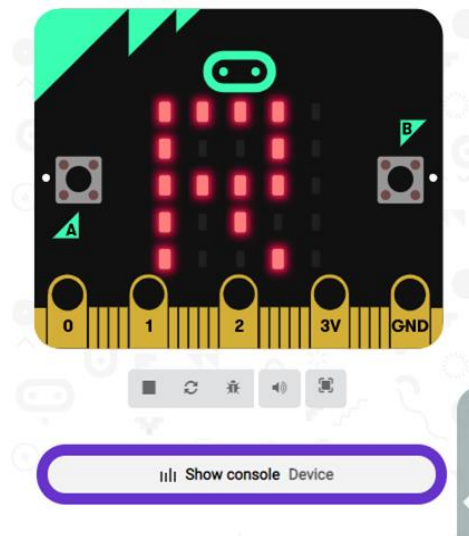
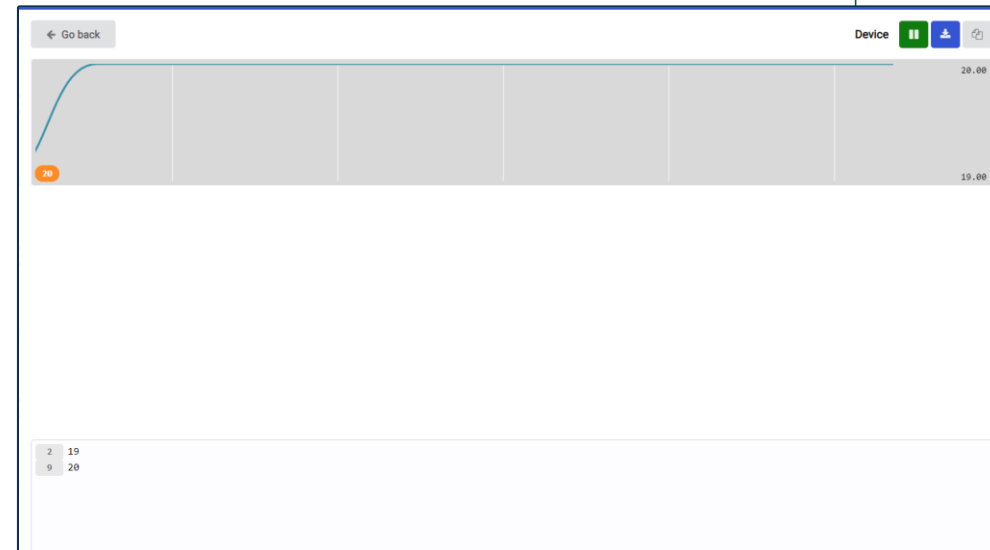
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Serial Communication

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





Group Task



Learning Activity Instructions



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Part 1:

Send light level via radio signal from one micro:bit to another.

If the light level received is below 128 then get the receiver micro:bit to display that it is dark otherwise display it is bright.

Consider the design of your display.

Test to ensure this works on the virtual micro:bits.

Part 2:

Open the receiver code in the normal micro:bit environment or in the offline version.

Now update the code so that the received data is sent across the serial port.

Don't forget to plug in and pair your device, then download the code!

View the live data on the simulator and download the .csv file of data.

Solution – Part A



SENDER

RECEIVER

The image displays two Scratch code editors side-by-side, separated by a central menu. The SENDER editor on the left contains the following code:

- on start** block containing:
 - radio set group 23
 - show leds (with a 4x4 grid of 16 blue squares)
- on button A pressed** block containing:
 - radio send number light level

The RECEIVER editor on the right contains the following code:

- on start** block containing:
 - radio set group 23
 - show leds (with a 4x4 grid of 16 blue squares)
- on radio received receivedNumber** block containing:
 - if receivedNumber ≤ 128 then:
 - show string "D"
 - else:
 - show string "B"

The central menu lists various Scratch categories: Basic, Input, Music, Led, Radio, Loops, Logic, Variables, Math, and Advanced.

Solution – Part B



The screenshot displays the Oide IDE interface. On the left, a hardware view shows a microcontroller board with a grid of red LEDs. Below it, a 'Show data Device' block is highlighted with a purple border. The central pane shows a search bar and a category list including Basic, Input, Music, Led, Radio, Loops, Logic, Variables, Math, and Advanced. The right pane shows the code editor with two main blocks: an 'on start' block containing 'serial redirect to USB', 'radio set group 23', and a 'show leds' grid; and an 'on radio received receivedNumber' block containing an 'if receivedNumber ≤ 128 then' conditional with 'show string "D"' and 'show string "B"' blocks, and a 'serial write line receivedNumber' block.

This takes a few minutes to display but then allows us to track the live data.

Added code to allow transmission via USB.

Added code to allow send the data down serial.



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Circuits



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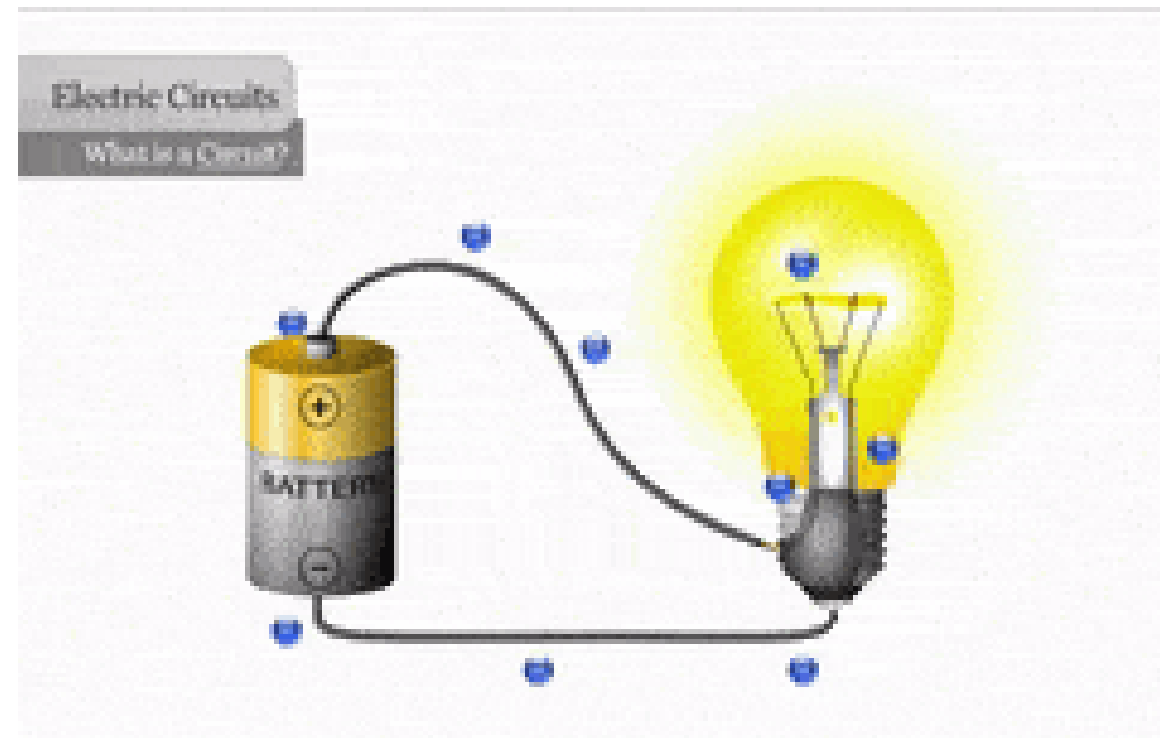
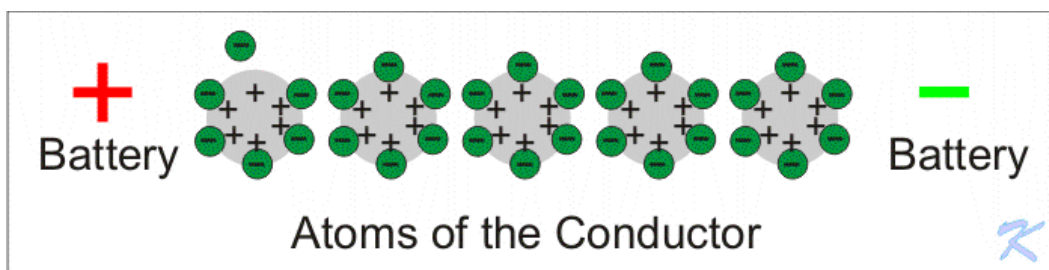




Circuits

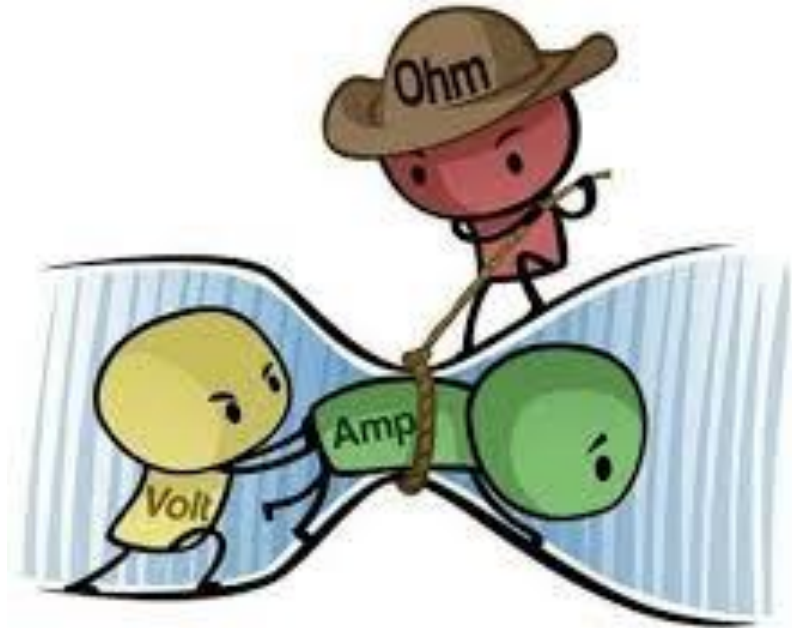
Electricity flows through the circuit from negative to positive. The circuit must be complete for the current to flow.

← **Electrons Move to the Left**
Positive Charge Moves with Missing Electron →





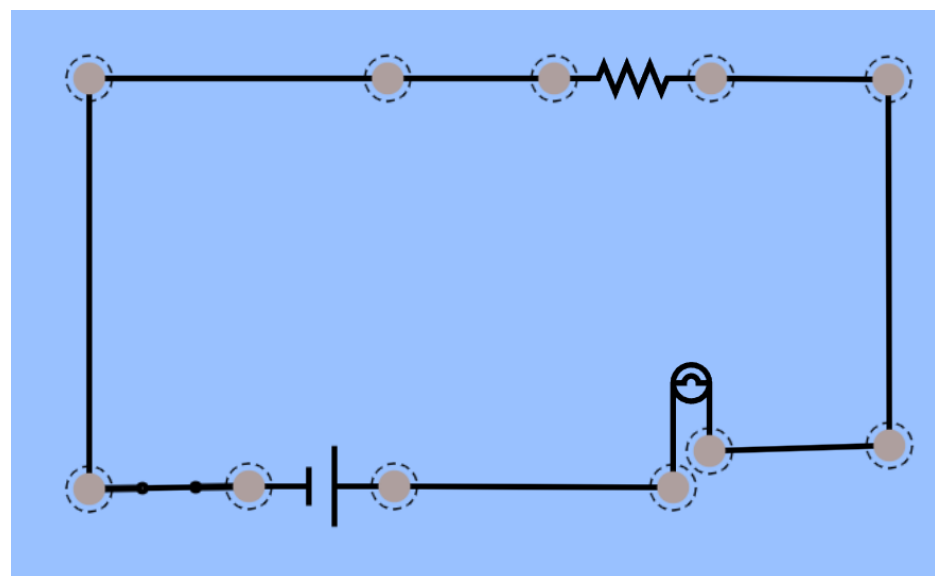
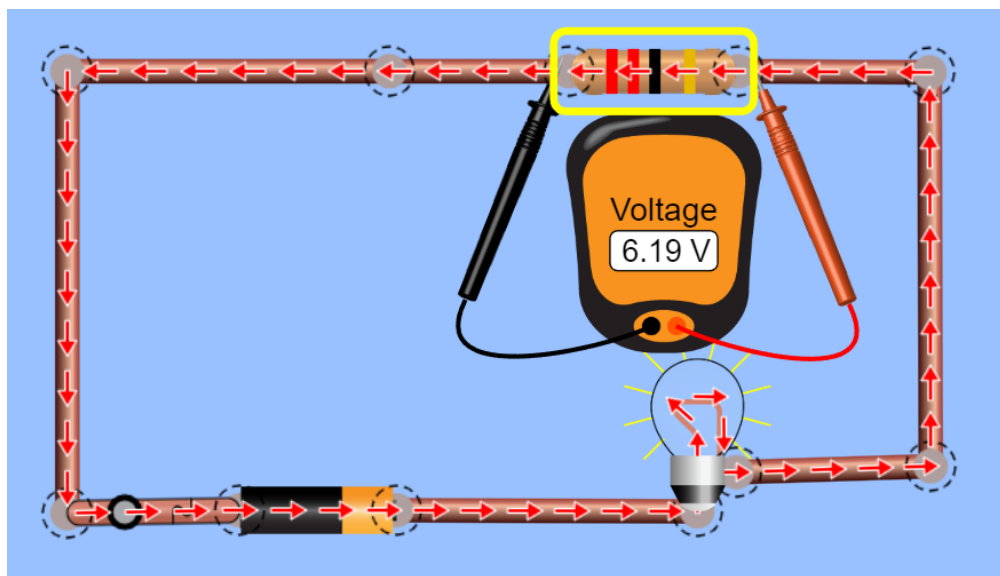
Voltage, Current and Resistance



<https://ohmify.com/courses/learn-electronics-1/>

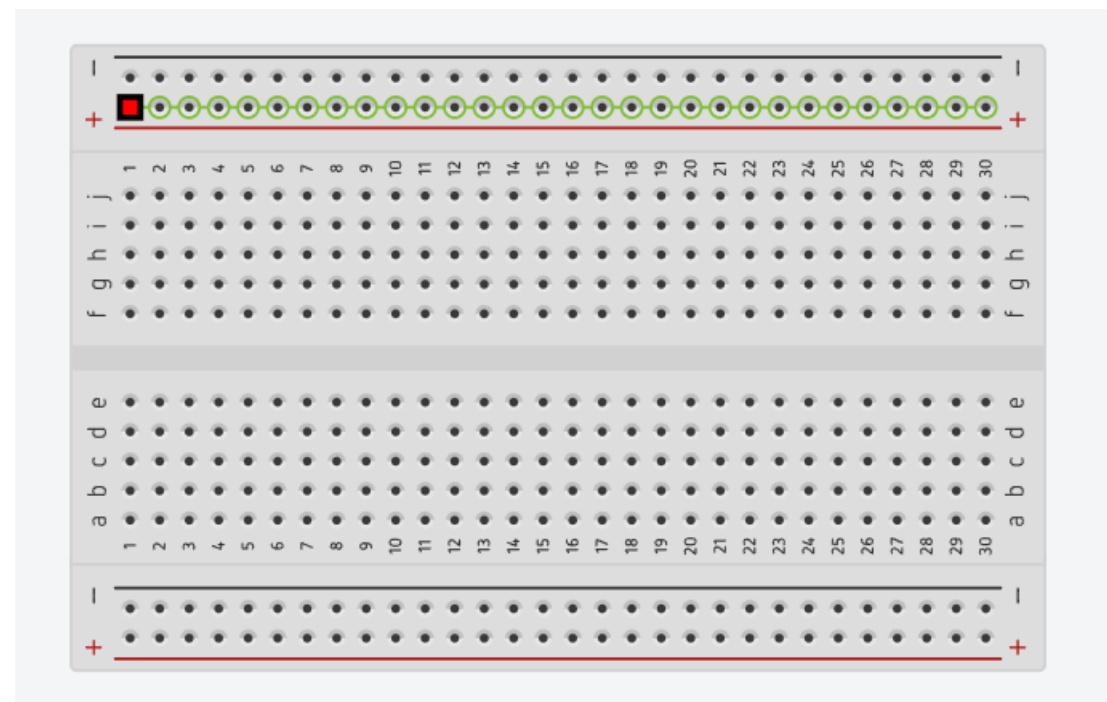
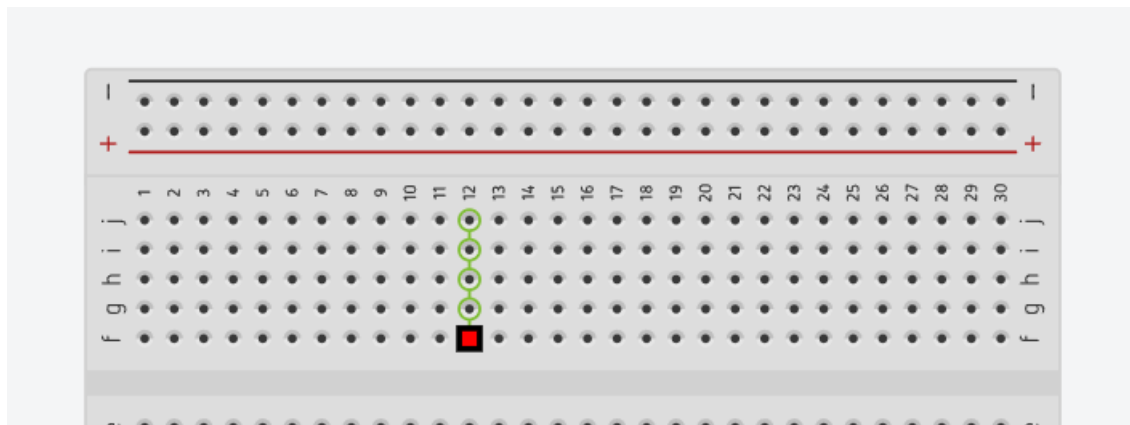


Basic circuits



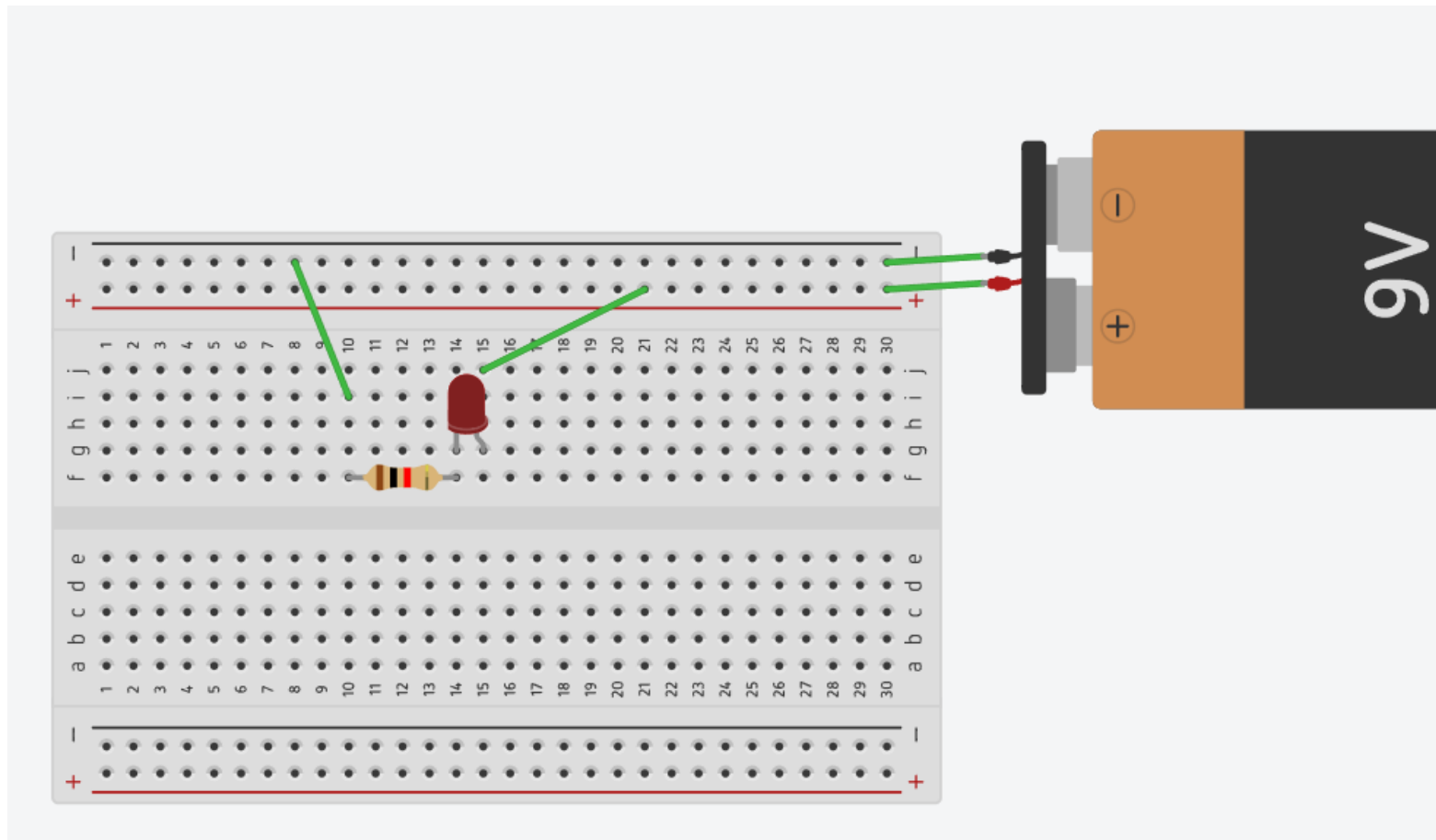


Tinkercad and breadboards





Building a simple circuit using a breadboard





Group Activity Instructions

Go to tinkercad.com

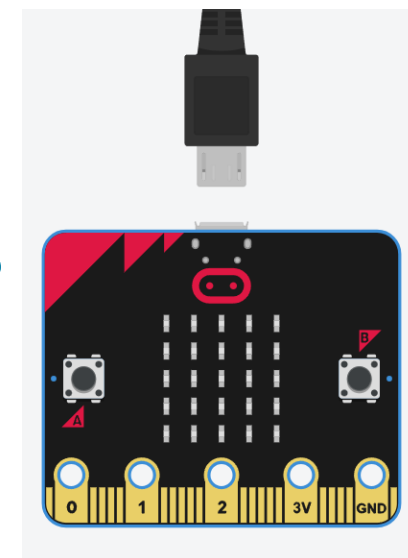
Recreate the simple circuit.

Investigate what happens if...

The LED is reversed?

The resistor is placed on the other side of the LED?

The resistance value is changed?



Modify

Using a **virtual micro:bit**, try get the LED to flash on and off.



Group Activity: Breakout





Solution

The screenshot displays the Micro:bit IDE interface. On the left, a circuit diagram shows a Micro:bit board connected to a breadboard. A red LED is connected to pin 1 (VCC) and a resistor to pin 0 (GND). A yellow LED is connected to pin 2 (VCC) and a resistor to pin 3 (GND). The central 'Blocks' panel lists categories: Basic (red), Output (blue), Input (purple), Control (orange), Math (green), and Variables (pink). The right-hand workspace contains the following code blocks:

- on start
- show icon (Micro:bit icon)
- forever loop:
 - digital write pin P0 to HIGH
 - wait 1 secs
 - digital write pin P0 to LOW
 - wait 1 secs





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Session 2: Expanding the Micro:bit with Peripherals and Sensors



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By the end of this session..

Participants will...

...learn how to physically construct and control electronic circuits using a breadboard

...understand the colour code system used on resistors

...connect a light sensor and learn how to perform an analog reading

...explore other capabilities of the micro:bit such as motors, motor driver boards, and other sensors.

...generate a voltage by blowing on a fan blade and measure this voltage

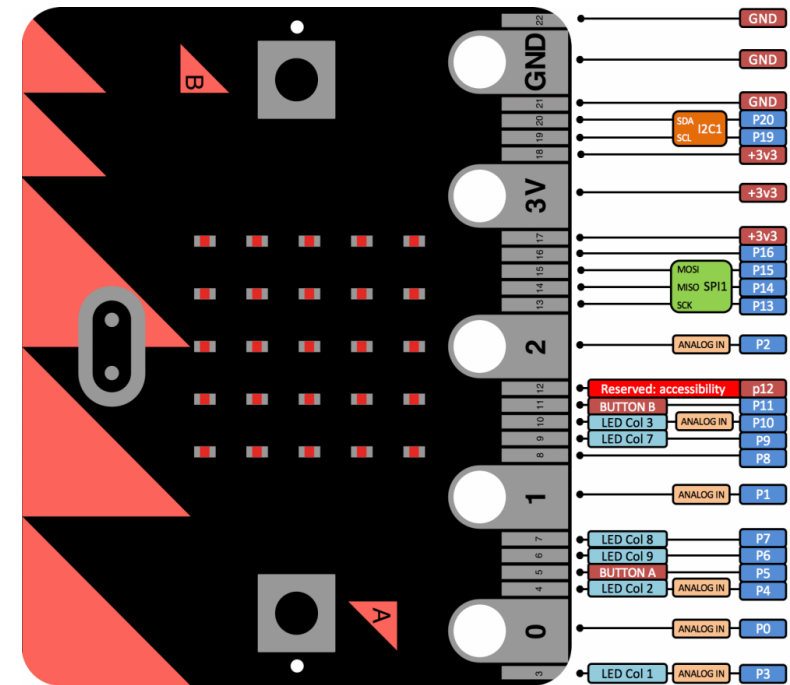


Breakout Pins

The micro:bit is capable of outputting 3v and 90mA in order to power external devices.

The micro:bit has 25 pins which can be connected to sensors, motors and other devices.

Some pins have dedicated functions and limitations.





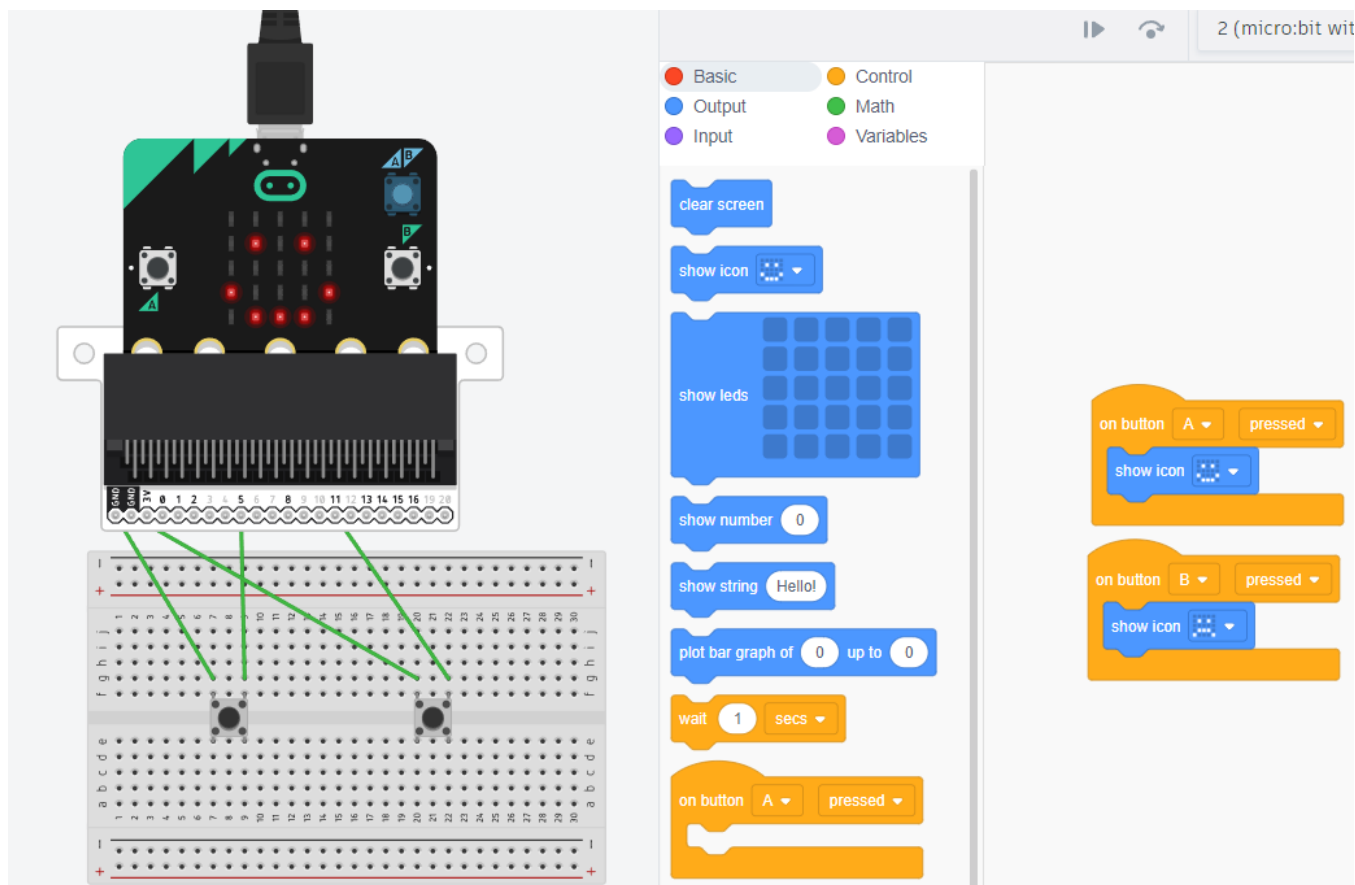
Breakout Board and Breadboards

<https://kitronik.co.uk/products/5601b-edge-connector-breakout-board-for-bbc-microbit-pre-built>





Say "Hello" to the micro:bit



T I N
K E R
C A D



Make
Physical



Reading resistors

- <https://www.calculator.net/resistor-calculator.html>

10 kΩ ±5% (J)



Number of Bands: 4 Band ▾

1st Band Color:

black brown red orange yellow

green blue violet grey white

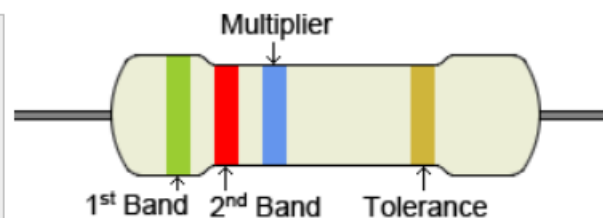
2nd Band Color:

black brown red orange yellow

green blue violet grey white

Multiplier Color:

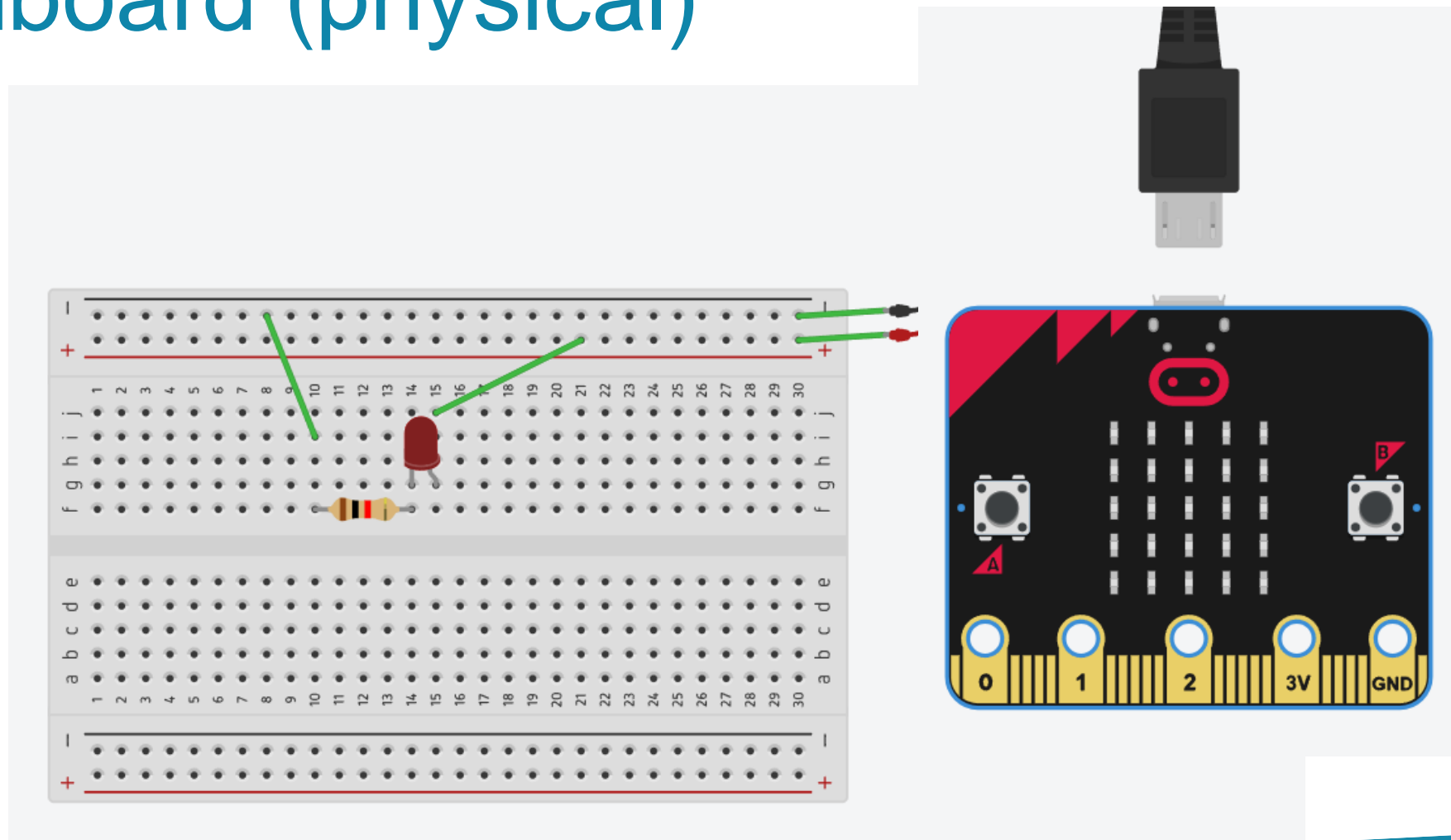
black brown red orange yellow



Color	1 st , 2 nd Band Significant Figures	Multiplier	Tolerance
Black	0	× 1	
Brown	1	× 10	±1% (F)
Red	2	× 100	±2% (G)
Orange	3	× 1K	±0.05% (W)

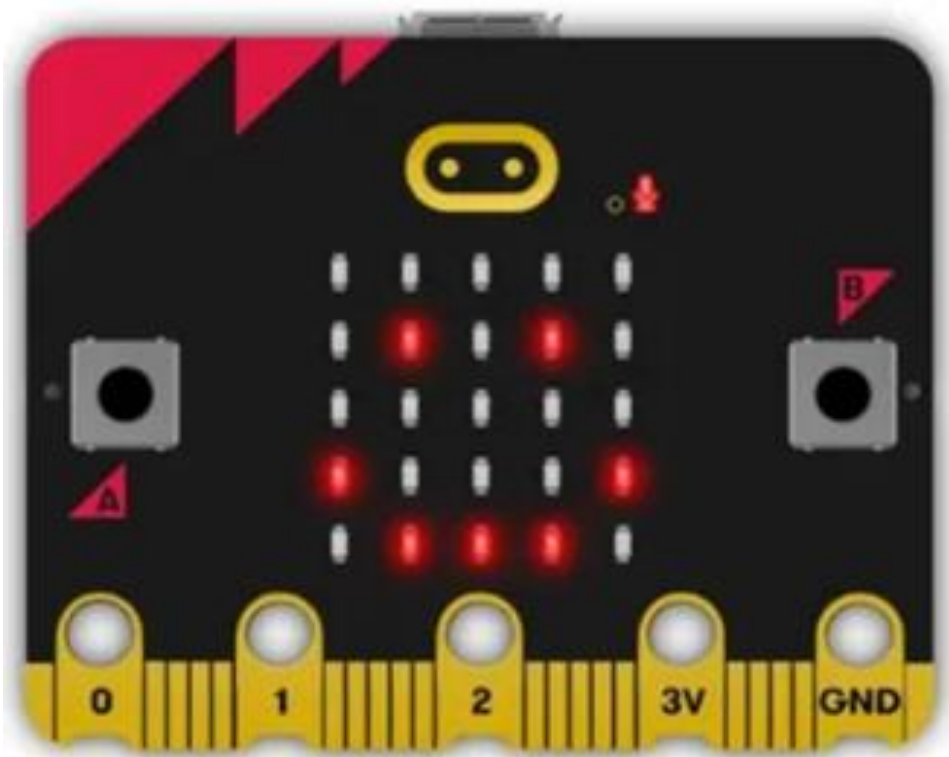


Building a simple circuit using a breadboard (physical)





Using a sensor



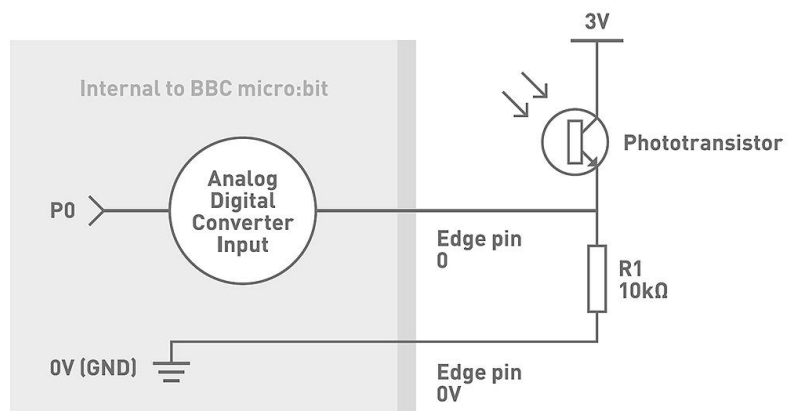
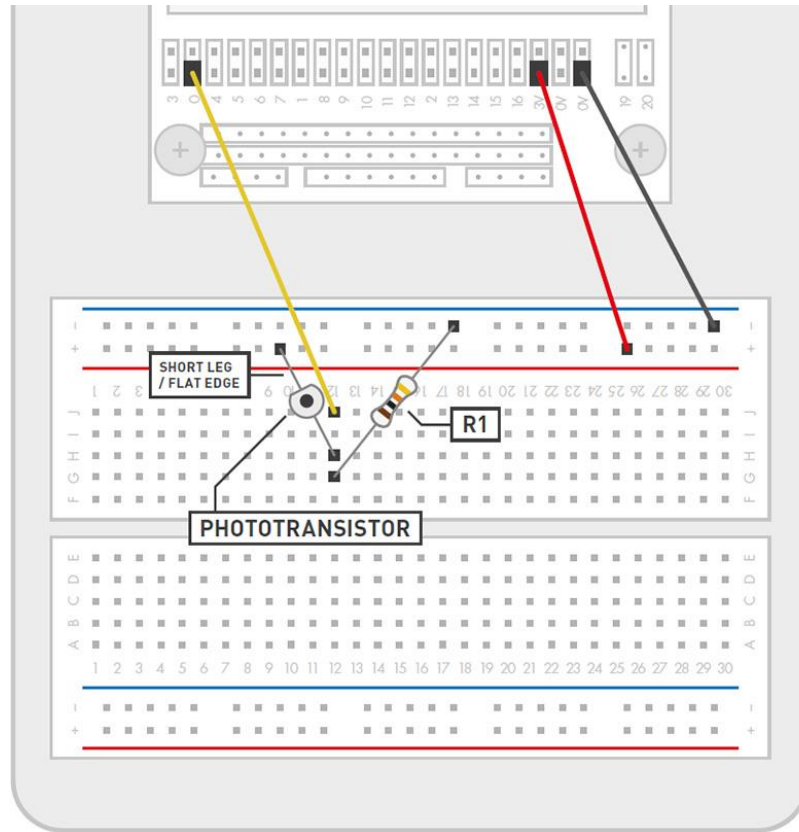
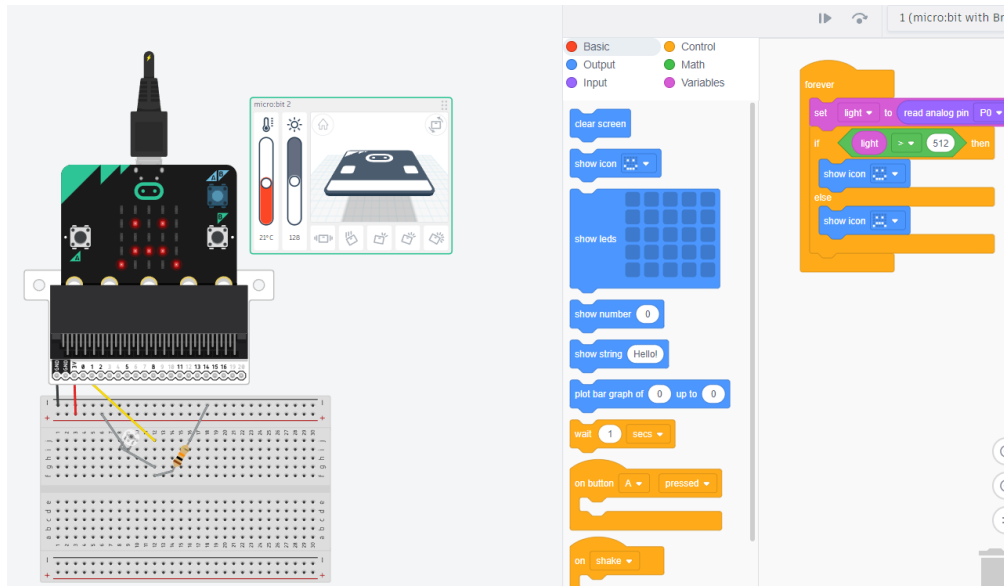
The data to/from your sensor will usually connect to pin 0, 1 or 2.

The sensor will be powered through connection to the powered, 3V pin.

Connecting the sensor to ground completes the circuit and allows electricity to flow.



Using a light sensor and analog inputs

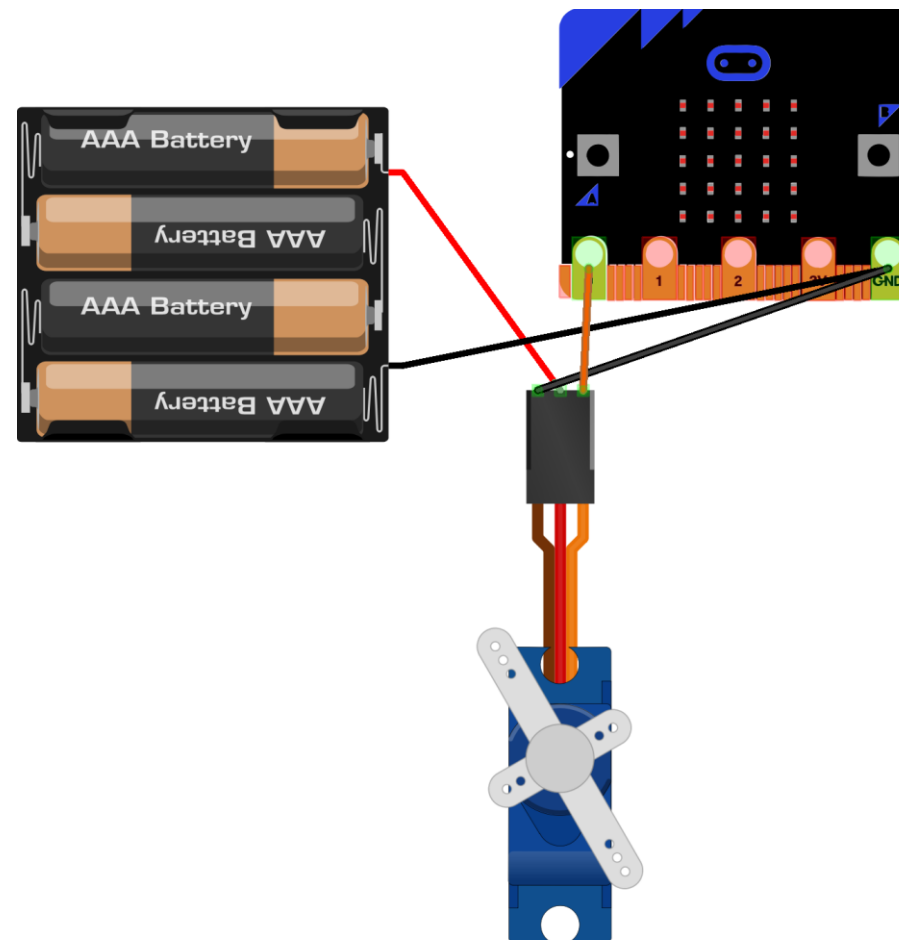


Make
Physical



Other capabilities of the Micro:Bit

- Sensors
- Basic DC Motors
- Servo Motors
- Motor Driver Boards



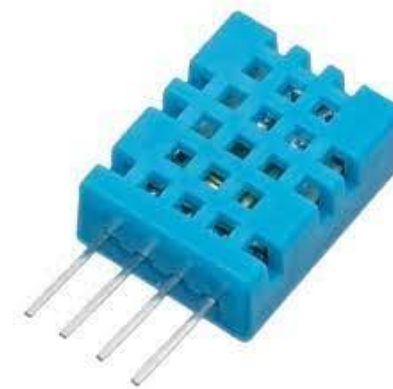
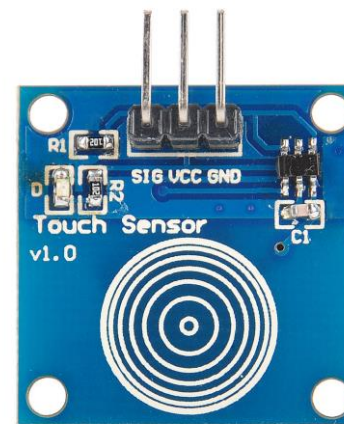


Sensors and Peripherals

Sensors and peripherals usually have 3 pins but can have 4, or sometimes even 5.

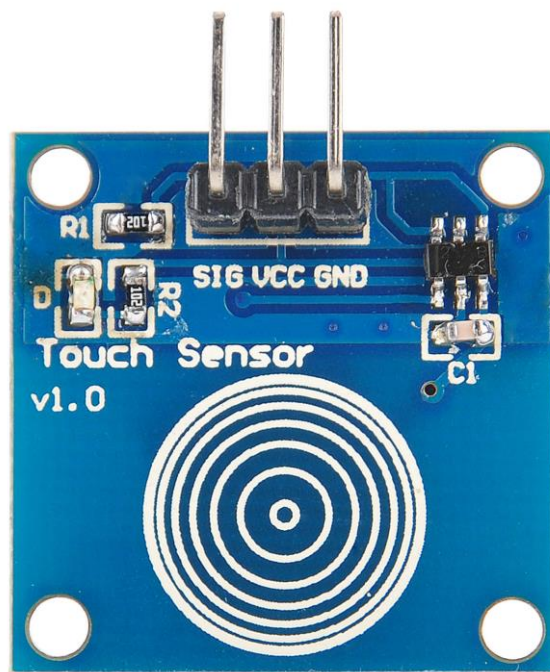
They usually have a power, ground and signal or data connection.

Sometimes the extra pins can be ignored, sometimes they are necessary.





Simple connections - Power

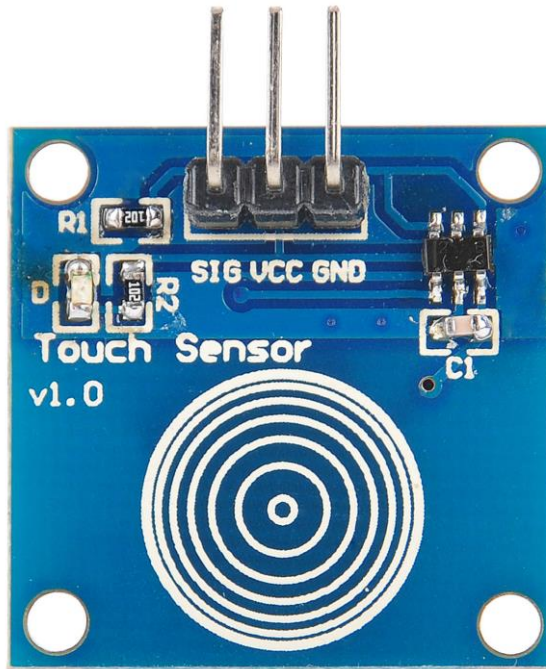


Power is labelled by VCC, or + (plus) (sometimes it is the only pin not labelled).





Simple connections - Data/Control



The data pin is usually labelled Sig, S, or D.

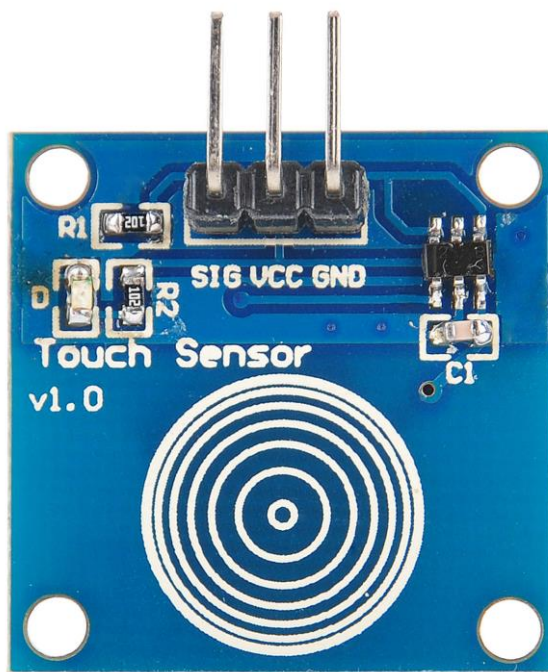
The data to/from the sensor can either be digital (zero or one) or analog (any number within a certain range).

Pins labelled DO and AO correspond to data out and analog out, respectively.





Simple connections - Ground



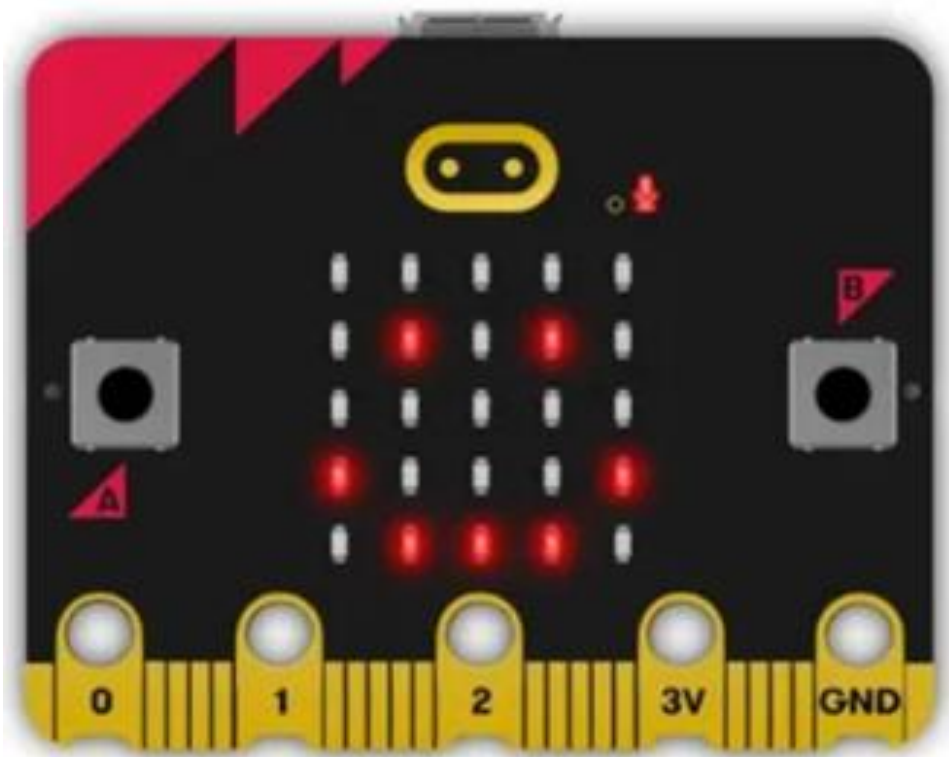
The ground pin is usually labelled Gnd, G, or - (minus).

This is required to complete the circuit and let electricity flow through the sensor.





Simple connections - Recap



The data to/from your sensor will usually connect to pin 0, 1 or 2.

The sensor will be powered through connection to the powered, 3V pin.

Connecting the sensor to ground completes the circuit and allows electricity to flow.



Basic Motors

DC Motors convert electric energy into kinetic energy.

Power ratings typically range from 3 to 6 volts for educational/recreational motors.

They are not polarized and can be reversed easily.





Servo Motors

Servo motors can take input from the micro:bit and are available in 180 and 360 degree variants.

3 volt Servos are available that are specifically designed for the MB.

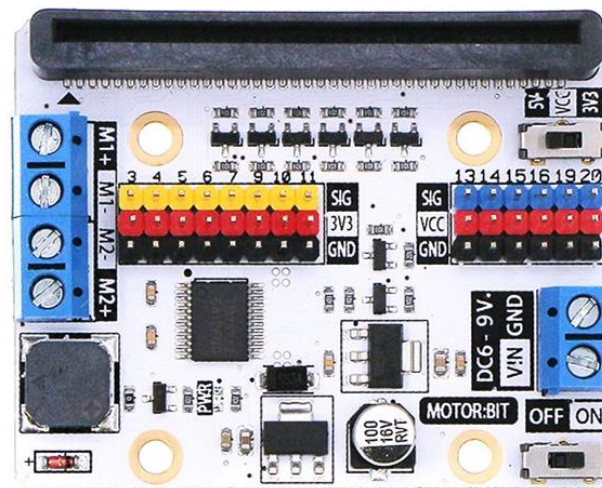




Motor Driver Boards

Motor Driver boards enable the MB to driver more powerful motors.

They do this by taking an external power input of 6 – 10.8 volts. The boards also provide pins which can used for sensors or lower powered servo's.





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Wind Power Challenge



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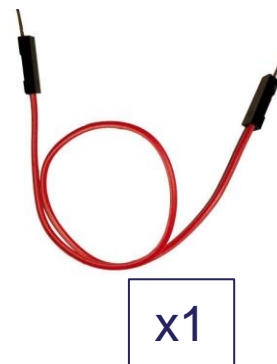
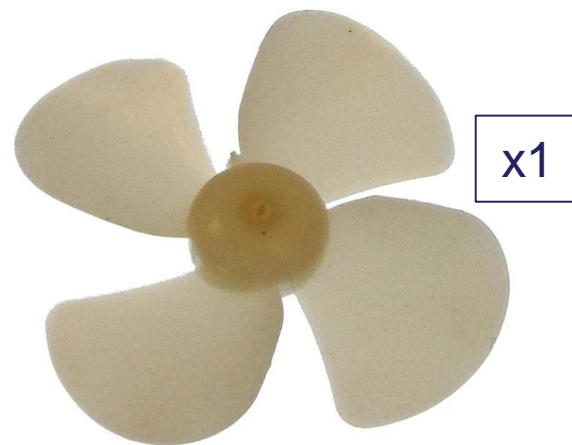
By the end of this activity..

Participants will ...

- ...generate a voltage by blowing on a fan blade to spin a motor.
- ...read the voltage using an analog input pin on the BBC micro:bit
- ...keep track of the highest reading

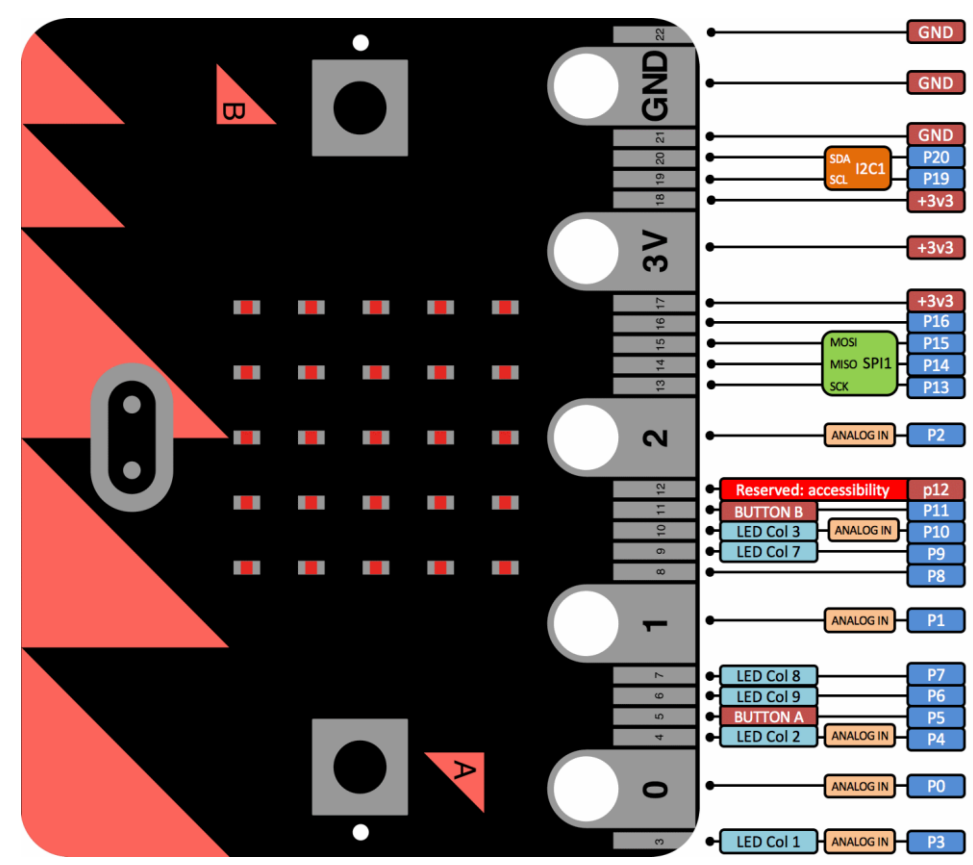


Components





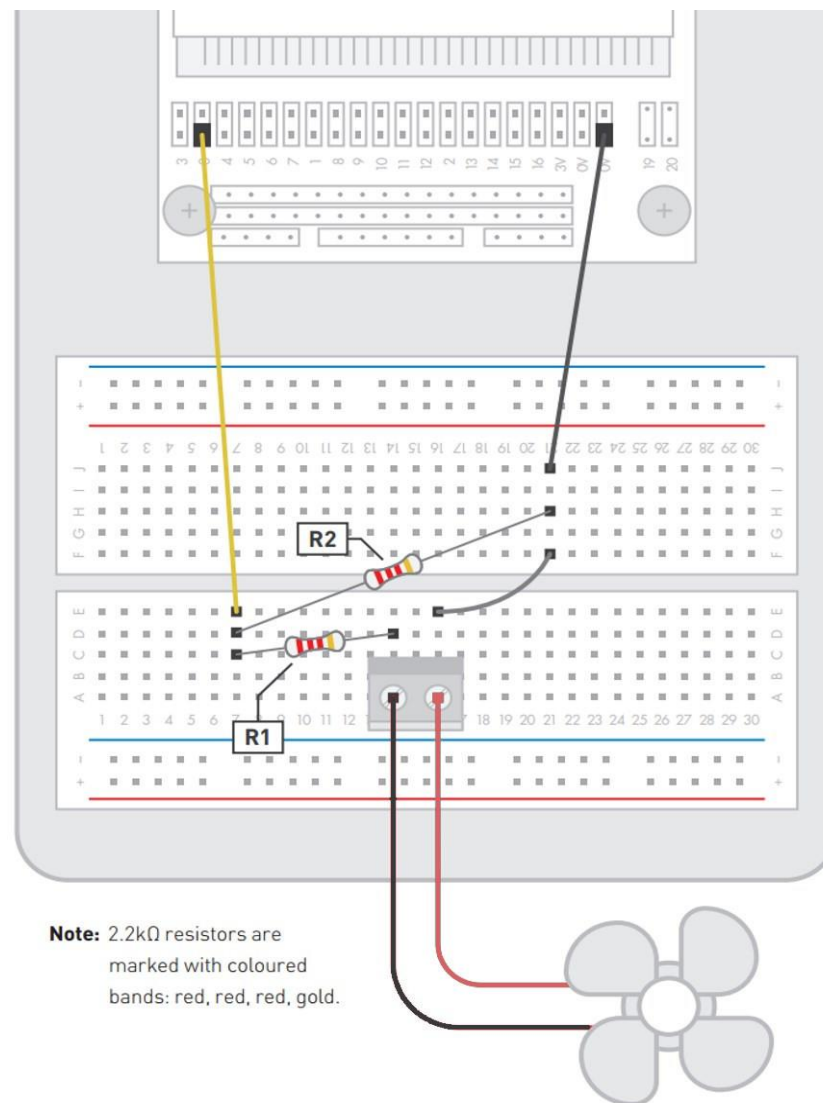
Breakout Board/Breadboard





Wiring Diagram

```
forever
  show number analog read pin P0
  serial write value "value" = analog read pin P0
```



Note: 2.2kΩ resistors are marked with coloured bands: red, red, red, gold.



Instructions

Step 1

- Code and test in simulator
- Read the voltage via the analogue input pin on the micro:bit.
- Keep track of the highest value read.
- Display the highest value on button press.

Step 2

- Wire up the physical micro:bit
- Using the wiring diagram as a guide, connect the physical micro:bit to the breadboard to complete the learning activity.

Extension activity

- Wire up an LED and get it to turn on and off based on the wind speed generated.



Group Activity





Solution1

```
forever
  set value to analog read pin P0
  if value > highest then
    set highest to value
```

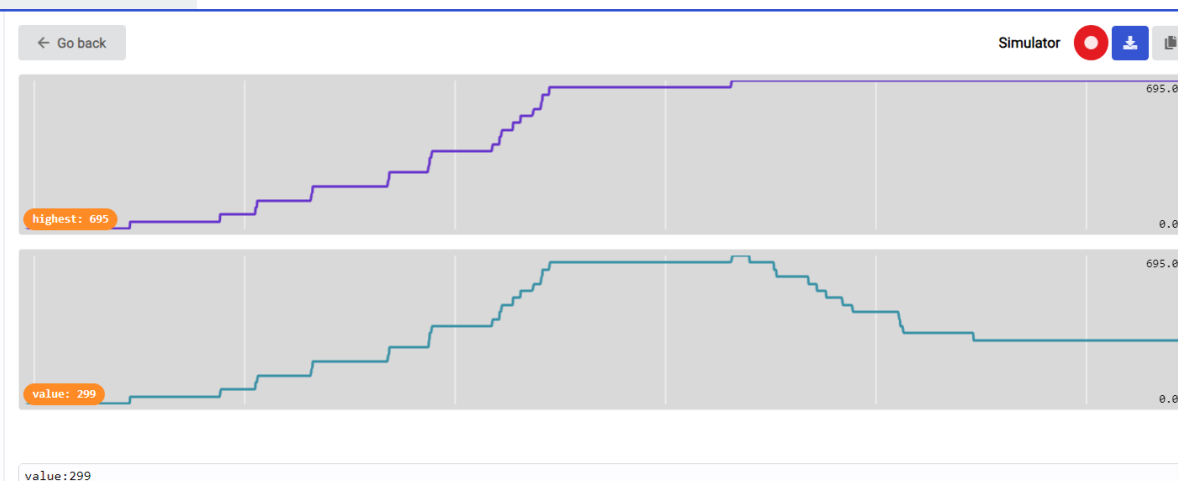
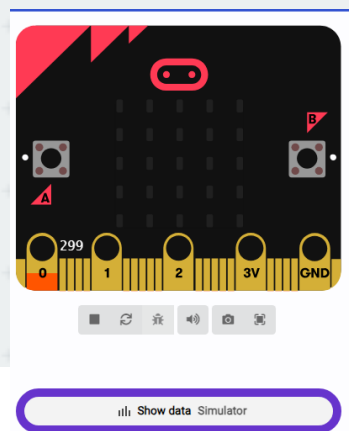
```
on button A pressed
  show number highest
```



Solution2 - Predict

```
forever
  set value to analog read pin P0
  if value > highest then
    set highest to value
  serial write value "highest" = highest
  serial write value "value" = value
```

```
on button A pressed
  show number highest
```





Solution3

```
set volt to map 0 from low 0 high 1023 to low 0 high 3
```

```
forever
```

```
set value to analog read pin P0
```

```
set volt to value / 1023 * 3
```

```
if value > highest then
```

```
set highest to value
```

```
serial write value "highest" = highest
```

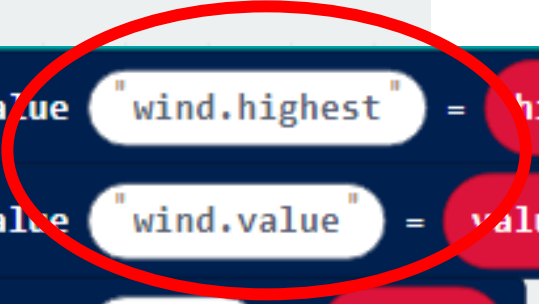
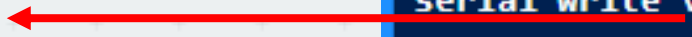
```
serial write value "value" = value
```

```
serial write value "volt" = volt
```

```
on button A pressed  
show number highest
```

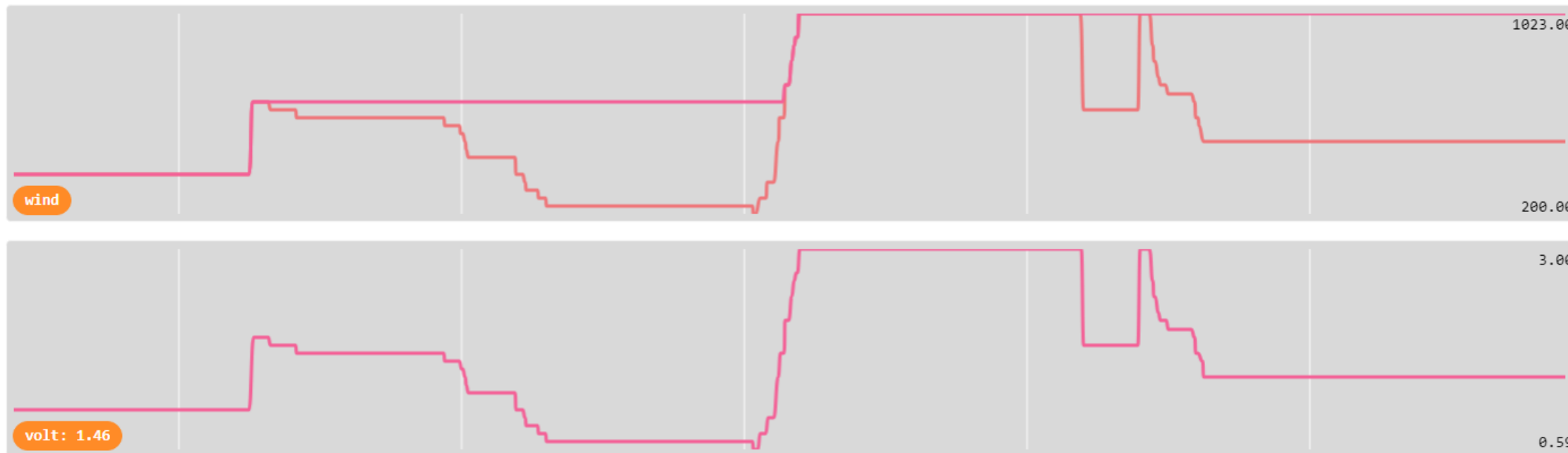
```
on button B pressed  
show number volt
```

```
serial write value "wind.highest" = highest  
serial write value "wind.value" = value  
serial write value "volt" = volt
```





Solution3: Data Analysis

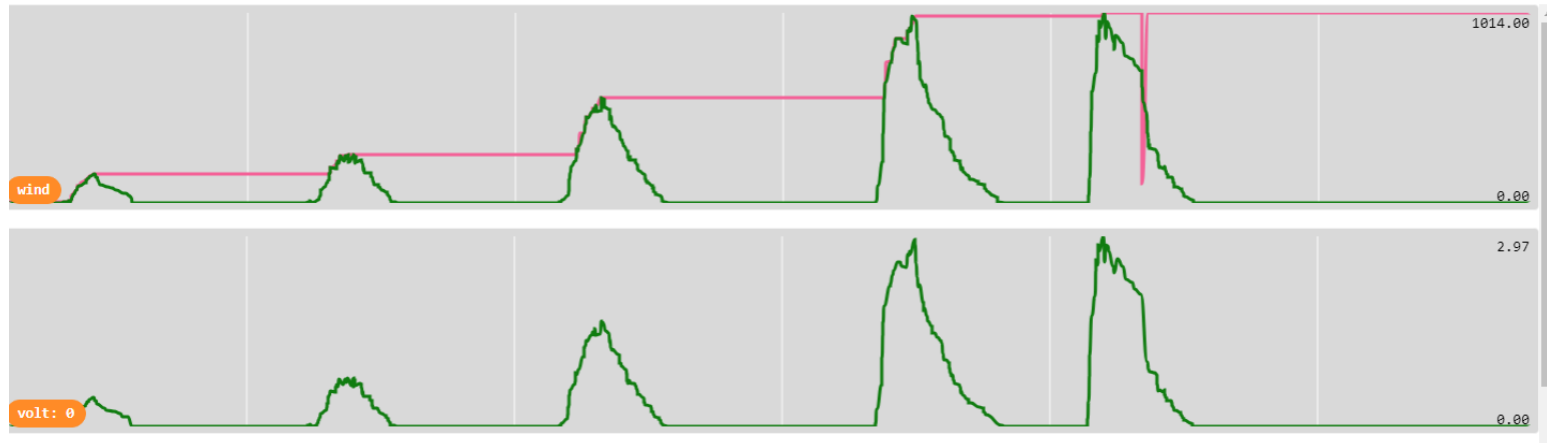




Solution3 (physical)

Show data Simulator

Show data Device





Reflection



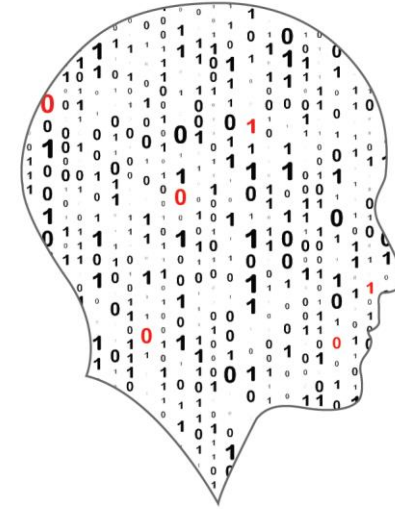


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Session 3: Arrays & The Solar Challenge



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By the end of this session...

Participants will have...

- ...explored the use of arrays in programming
- ...learned how to set up an array
- ...learned how to add and remove values to an array
- ...found total and averaged array values



- ...applied the knowledge gained to practical array examples on the micro:bit platform.
- ...initialised an array on the micro:bit
- ...adding values to an array on the micro:bit, specifically those received through radio communication.
- ...sent values them over the serial port and downloaded the corresponding CSV file
- ...demonstrated the creation of a simple graph in Excel based on array data
- ...enhanced proficiency in total and averaging operations on arrays on micro:bit



TASK

Assume: Light level is being sent via radio signal from one micro:bit to another.

AIM:

Take the light level received and store it in an array.

When button A pressed the array data is analysed to do the following:

Get the total of all the values in the array

Get the average value for that day

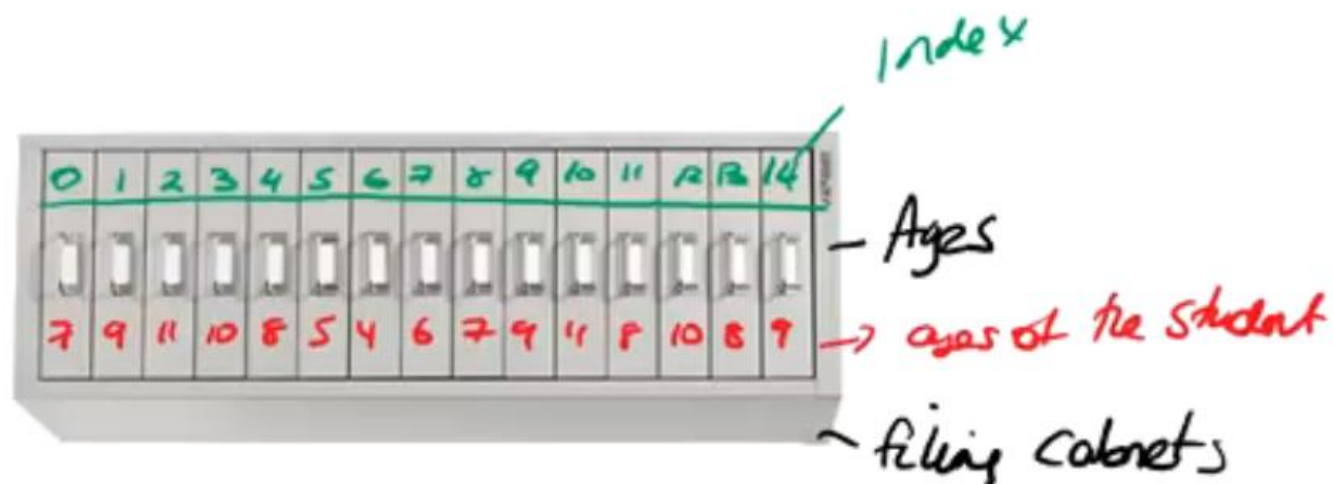
When Button B is pressed all data in the array is:

Displayed

Sent via the serial port.



What is an array?



Name of Array = Ages

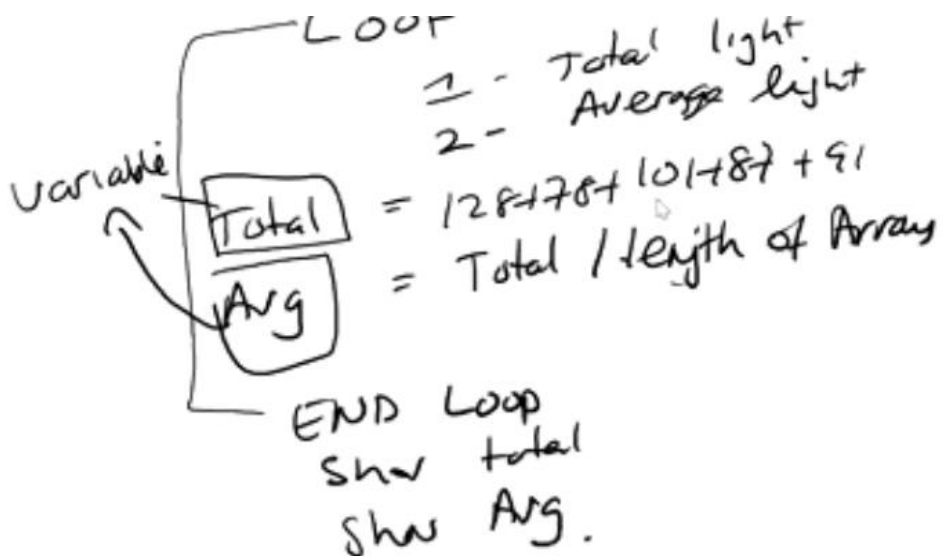
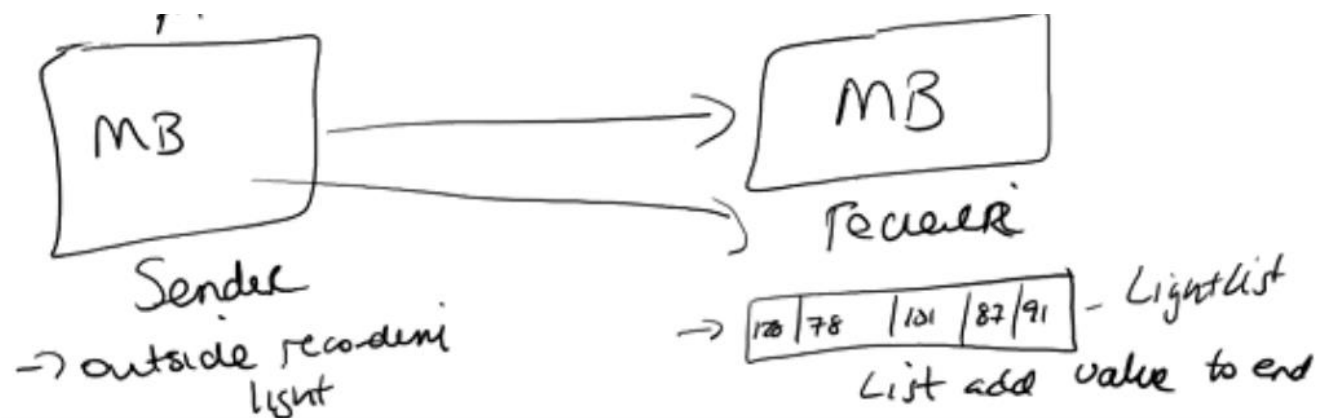
Index of Array =

Ages (5) = 5

Ages (14) = 9



Pseudocode





Use of Arrays to save multiple values.

Next Step is to code this on the micro:bit.

<https://makecode.com/>

Set values in array

```
on button B pressed
  set list to array of 9 11 3 22 4
```

Initialise Array

```
on start
  set list to empty array
```

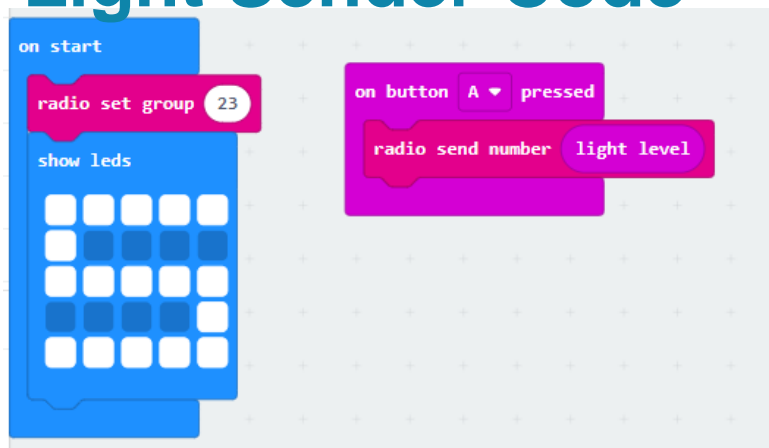
Loop through all values in Array

```
on button A pressed
  for element value of list
    do
      show number value
```



Use of Arrays to save multiple values.

Light Sender Code



OnStart – Here the radio channel is set and an S is displayed so when powered it is easy to see that this micro:bit is the sender.

OnButtonAPressed – Here the light level from the sender micro:bit is sent to the receiver.



Use of Arrays to save multiple values.

This is the Receiver Code.

This is explained on the next slide.

```
on start
  serial redirect to USB
  radio set group 23
  show leds
  set lightList to empty array

on radio received receivedNumber
  lightList add value receivedNumber to end

on button A pressed
  set total to 0
  for index from 0 to length of array lightList - 1
  do
    set total to total + lightList get value at index
  show number total
  set average to total / length of array lightList
  show number average

on button B pressed
  for element value of lightList
  do
    show number value
    serial write line value
```



Receiver Code with Array and Serial Explanation:

OnStart –Ensure data can be sent via the USB, Set radio channel to 23, show the letter R to indicate that this micro:bit is the receiver and finally initialise the array to an empty array.

OnRadioReceived- This receives the light level from the sender and adds the value to the end of the array.

OnButtonAPressed – In this part we are looping through the array and getting the total and the average for the values in the array.

OnButtonBPressed - This part loops through the array and sends all the values along the serial port. This can be used to generate a CSV file or to be picked up by another application like Python or be sent to storage in a database.

We are also showing each value after it is sent but this is not essential it is just a debugging part of the code to ensure that the values are processed.



Oide

Tacú leis an bhFoghlaim
Ghairmiúil i measc Ceannairí
Scoile agus Múinteoirí

Supporting the Professional
Learning of School Leaders
and Teachers

Group Activity



LEAVING CERTIFICATE
COMPUTER SCIENCE





Group Activity

Make something based on today's learning:

- Using a sensor
- An array
- Radio



Oide



An Roinn Oideachais
Department of Education

