

Getting Started With JavaScript Blocks: Rock Paper Scissors

Rock Paper Scissors

Overview

The tenth project plays the game of rock paper scissors using the random command and the LEDs. A addition of the game score is also included.

Step by step

A step by step guide is given at <https://pxt.microbit.org/projects/rock-paper-scissors>

.hex File

Final version of the .hex file called "10 rock paper scissors.hex"

POS Reference

Designs simple algorithms using loops, and selection i.e. if statements. (AL)

Declares and assigns variables. (AB)

Uses a variable and relational operators within a loop to govern termination. (AL) (GE)

Uses logical reasoning to predict outcomes. (AL)

Detects and corrects errors i.e. debugging, in algorithms. (AL)

Creates programs that implement algorithms to achieve given goals. (AL)

Understands that programming bridges the gap between algorithmic solutions and computers.(AB)

Uses nested selection statements. (AL)

I can statements

The students can:

- Create a randomly generated variable
- Use an IF...THEN...ELSE
- Use the inbuilt score system

Challenges

A number of challenges could be based upon this basic task.

- Display animations for the different options
- Change it for Rock Paper Scissors Spock Lizard

Next Steps

Lesson 11 uses an inbuilt sensor to measure magnetism.

