



Train the Trainer Resources

Hex Files Here - <https://goo.gl/mQoVRV>

The micro:bit has the ability to generate rudimentary sounds. This achieved by manipulating the current outputted to the Pins.

To hear the sounds created a speaker or headphones need to be connected to Pin 0 and Pin GND.

Explore this webpage to discover how. <https://makecode.microbit.org/projects/hack-your-headphones>

The simulator will play the sound through the speakers connected to a computer.



Task

Generate a sound. Use the start melody command and an event handler such as a button to

How could these be used in micro:bit programs?

Task

Watch this famous clip from the *Close Encounters of the Third Kind* - <https://www.youtube.com/watch?v=AphKxQ2NsQo>
The notes used are Middle G, A, F, Low F and Middle C

Code the micro:bit to play these notes and to show digital representations of the hand gestures



Topic 5

Now that's NOT what I call music

Learning Objectives

1. Learn how to create audio as an output from the microbit
2. Learn how to manipulate audio output using loops
3. Add audio to enhance the user experience of a program

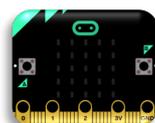


Computing Concepts

Create simple audio output as a result of program action

Learn how to manipulate audio output to create very simple tunes

Experiment with how audio can enhance the user experience



What have you learnt in this topic?

What else do you think you need to know about this topic and how will you find this out?

How might you introduce this topic to other teachers?

What areas of this topic might be difficult to teach or understand for other teachers?

Topic 5

Now that's NOT what I call music

Practice exercises

Write a basic tune using the micro:bit

Piano Music available at <http://www.choose-piano-lessons.com/kids-songs.html>

Code the theme to Star Wars

Music notes available at - <http://www.musicnotes.com/sheetmusic/mtd.asp?ppn=MN0127456>



Build a daylight alarm

Build a Rain Alarm

Build a multimedia Dice

