

Getting Started With JavaScript Blocks: Answering Machine

Answering Machine

Overview

First project using the micro:bit and the JavaScript Blocks editor. This lesson is an introduction to the micro:bit. Focuses upon a basic written algorithm, either in a flowchart or pseudocode. Students develop their own program and test on the micro:bit.

.hex File

Final version of the .hex file called "01 Answering Machine.hex"

POS Reference

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

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)**

I can statements

The students can:

- Drop and drag blocks from the library to the workspace.
- Edit the program.
- Download the .hex file and load it onto the micro:bit.
- Test the file on the micro:bit
- Edit the program following testing

Challenges

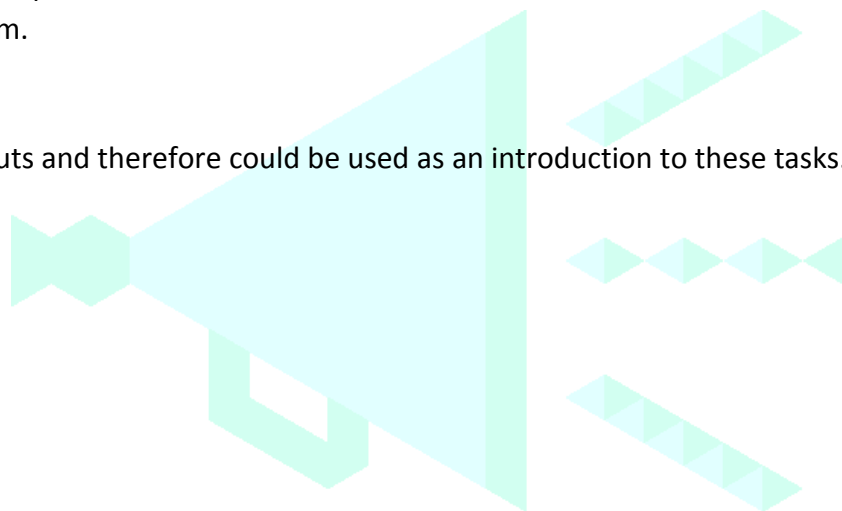
A number of challenges are based upon this basic task.

<https://www.microbit.co.uk/blocks/lessons/answering-machine/challenges>

- Adding a Yes & No buttons.
- Introducing a shake input.
- Add a scoring system.

Next Steps

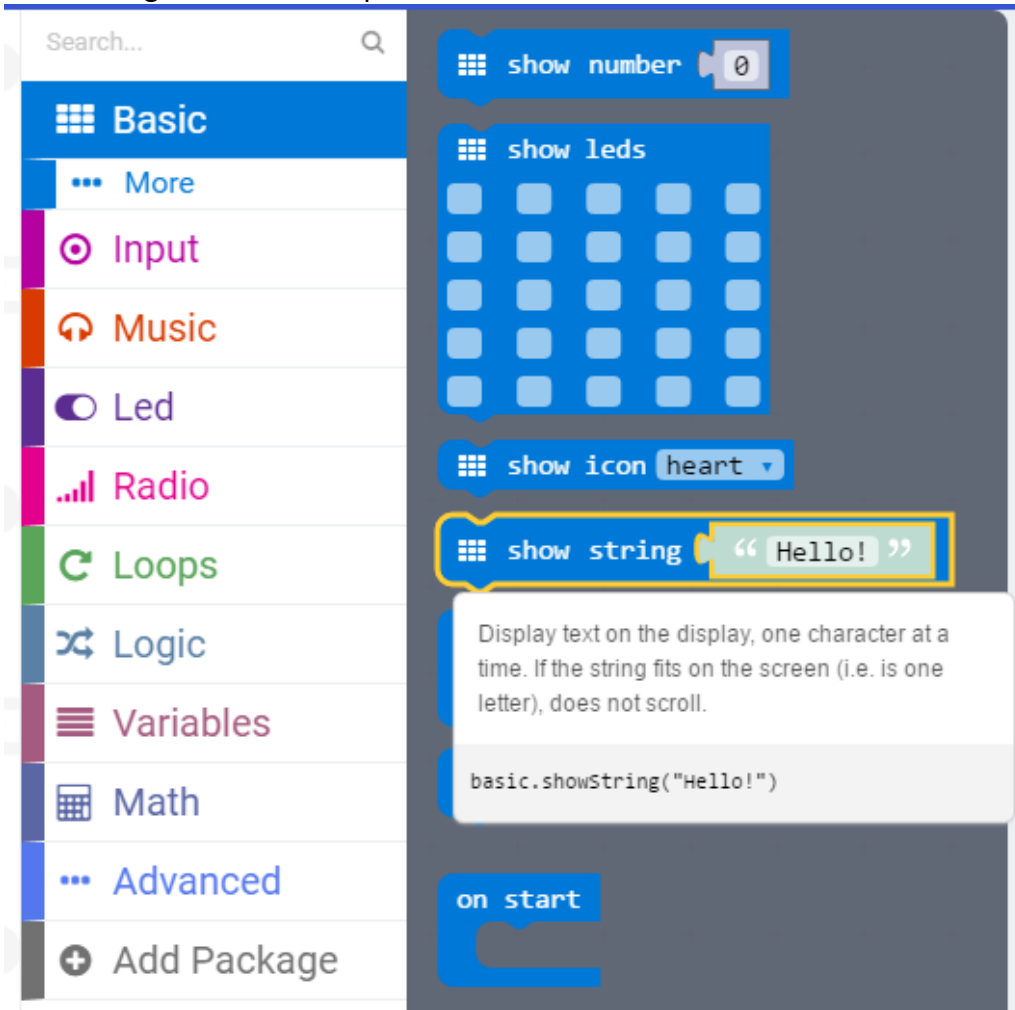
Lesson 2 looks at using inputs and therefore could be used as an introduction to these tasks.



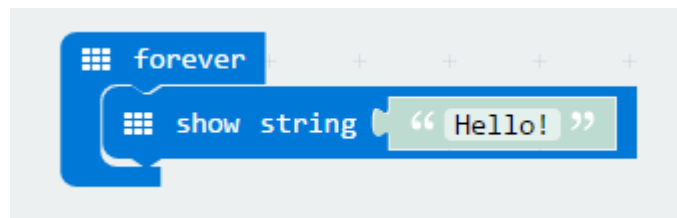
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Step by Step

In the JavaScript Blocks editor select the basic option from the block menu and find the “show string” block and drag onto the workspace.

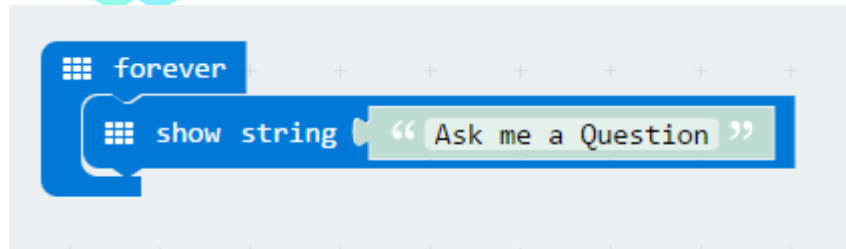


Place the show string block within a forever loop. If a forever loop is not on the workspace when loaded, this can be found within the basic option within the blocks as well. The show string will display the text that the user enters within the variable box.



Edit the string by clicking on the word “Hello!” and typing in “Ask me a Question”.

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Save the project and download to the micro:bit.