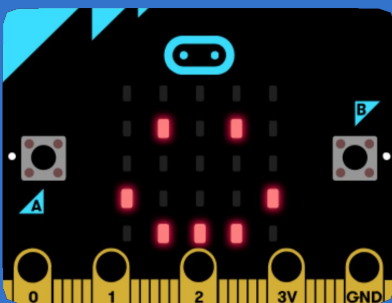


micro:bit Cards



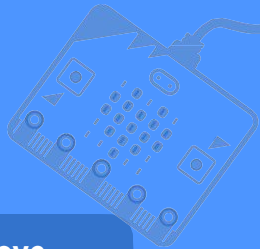
Make projects that connect to the
physical world with micro:bit!

micro:bit Cards

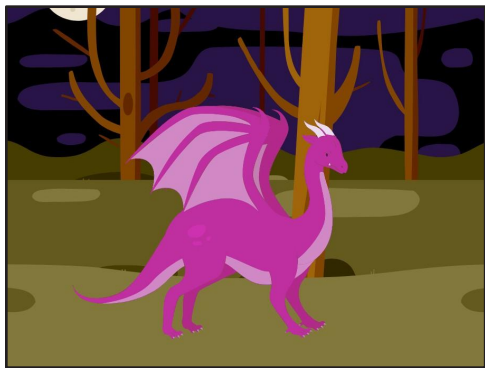
Try these cards in any order:

- **Cast a Spell**
- **Squeak**
- **Move Around**
- **Press a Button**
- **Jump**
- **Move Back and Forth**
- **Create an Emoji**

Cast a Spell

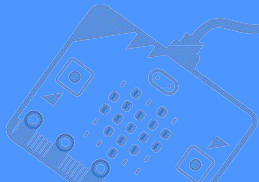


Make something happen when you move the micro:bit.



Cast a Spell

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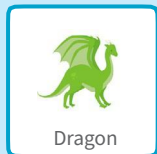
GET READY



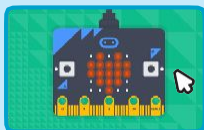
Choose a
backdrop.



Choose a
sprite.

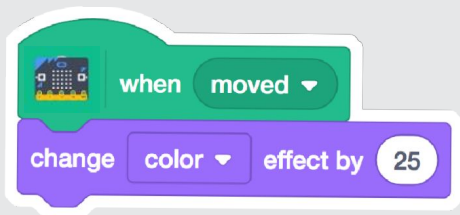


Click the
Extensions
button.



Then, click to add the
micro:bit
extension.

ADD THIS CODE

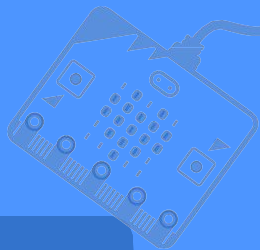


TRY IT

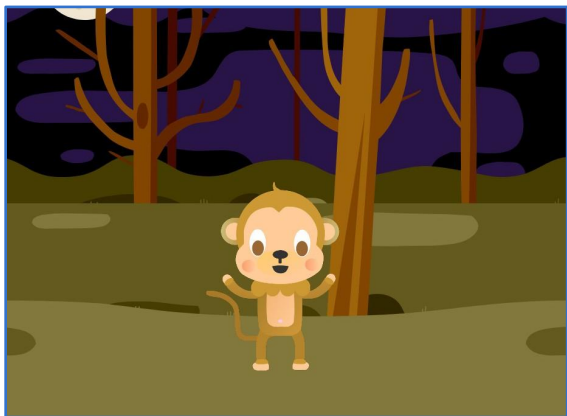
Move the micro:bit to
start.



Squeak



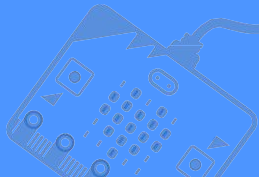
Make a sound when you
shake the micro:bit.



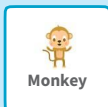
Squeak

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t

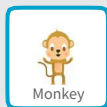


GET READY

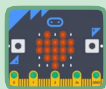


Choose a sprite, like
Monkey.

ADD THIS CODE



TRY IT



Shake the
micro:bit to start.



Click the stop sign
to reset the pitch.

TIP

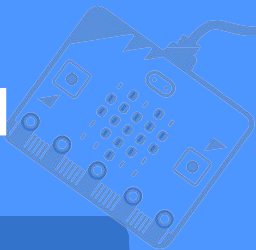


You can click the **Sounds** tab
to view your character's
sounds.



Click this button to add a
sound from the Sound
library.

Move Around

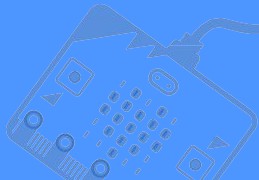


Make a character glide around the screen.

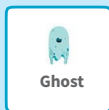


Move Around

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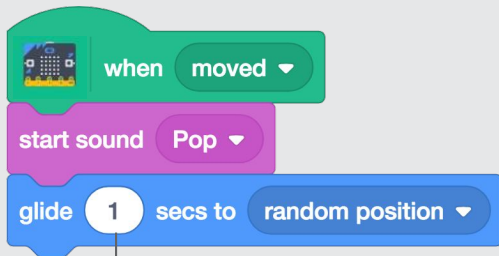
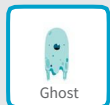


GET READY



Choose a sprite, like Ghost.

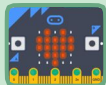
ADD THIS CODE



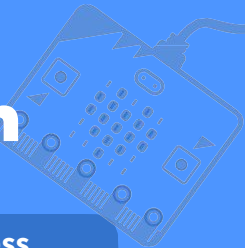
To move faster, type a smaller number, like 0.5

TRY IT

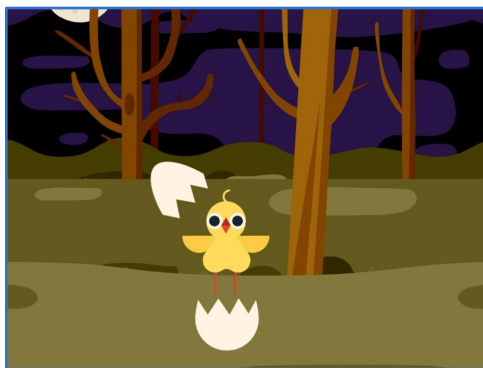
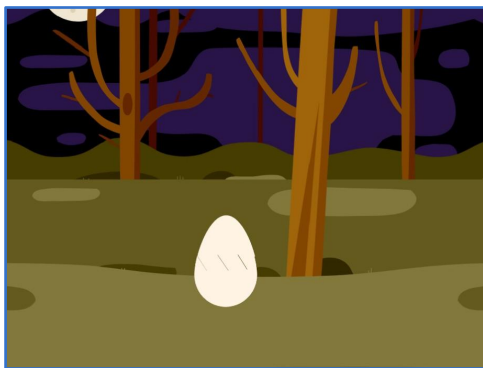
Move the micro:bit to start.



Press a Button

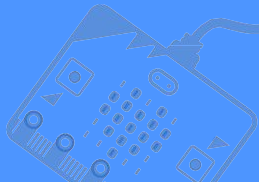


Make something happen when you press the micro:bit button.



Press a Button

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GET READY



Hatchling

Choose a sprite with multiple costumes, like Hatchling.

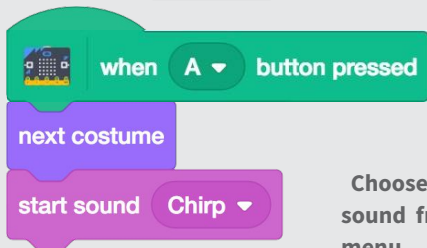
Click the  Sounds tab.



Choose a sound, like Chirp.

ADD THIS CODE

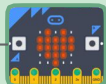
Click the  Code tab.



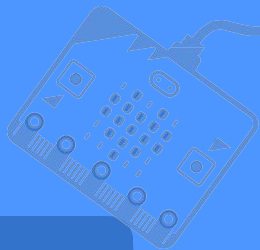
Choose your sound from the menu.

TRY IT

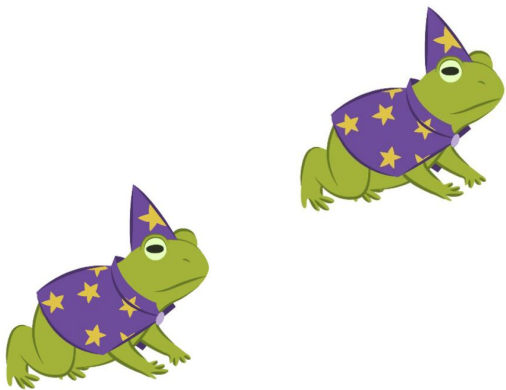
Press the A button on the micro:bit to start.



Jump

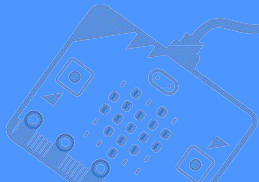


Have a character jump up
and down.



Jump

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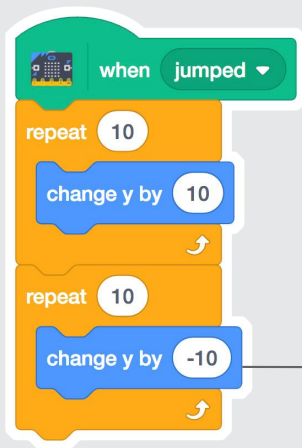


GET READY



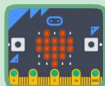
Choose a sprite, like Wizard-toad.

ADD THIS CODE



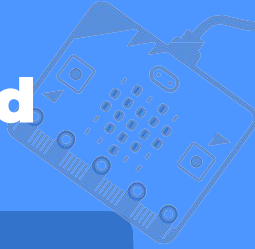
Type a minus sign to move down.

TRY IT



Jump with the micro:bit to start.

Move Back and Forth



Move a character from side to side when you tilt the micro:bit



Move Back and Forth

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GET READY



Witch House

Choose a backdrop, like Witch House



Witch

Choose a sprite, like Witch

ADD THIS CODE

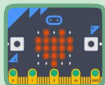


Witch

Insert the tilt angle block into the set x block.

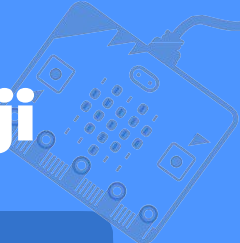
```
when clicked
  forever
    set x to tilt angle right
```

TRY IT

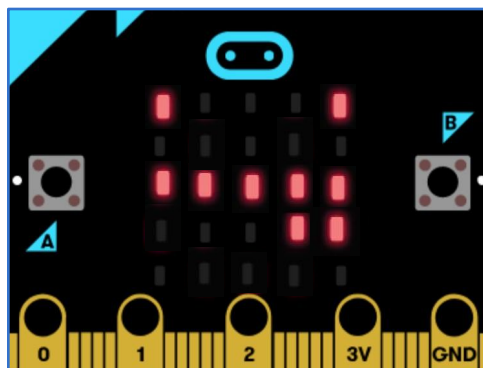
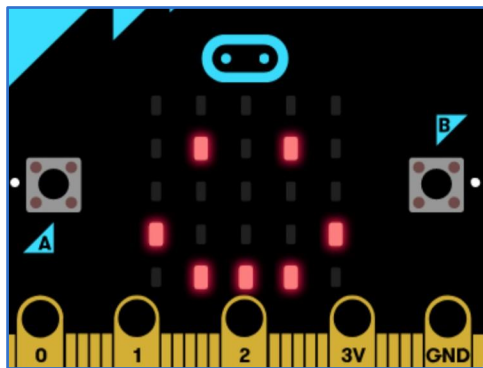


Tilt the micro:bit to move your character from side to side.

Create an Emoji

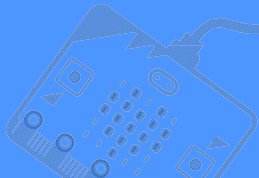


Make your own emoji on the micro:bit display.



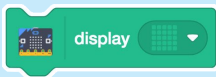
Create an Emoji

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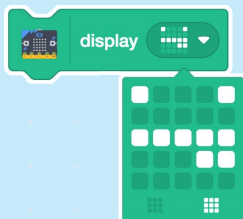
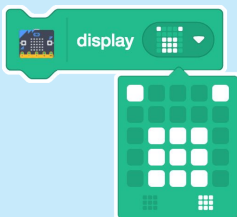


GET READY

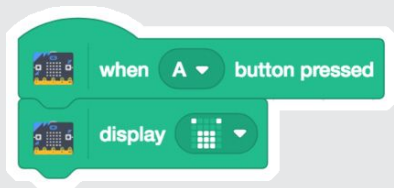
Drag out a  display  block and click on the grid.



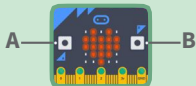
Click the individual squares to turn them on or off in your design.



ADD THIS CODE



TRY IT



Press the A and B buttons to show your emojis on the micro:bit.