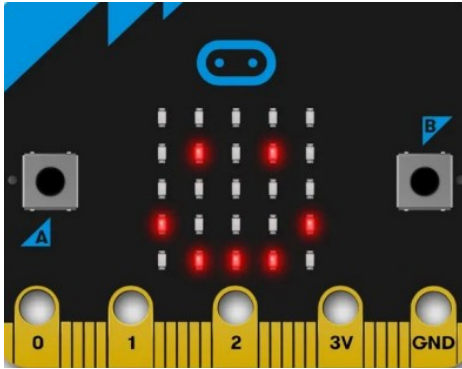




Y5 Thinking like a Computer Scientist

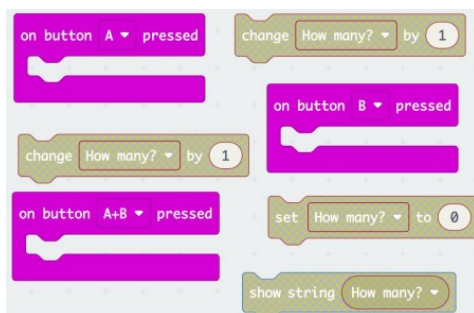
Microbit Score Counter

Your challenge is to design and code a simple counter which can be used to keep track of scores in various PE games.



Key Knowledge:

This project focuses on variables. A variable is a small piece of memory used to store information in a program. This information is then used in the program when it is run. For example, a variable might be used to store the player's score, or the answer they give in a quiz.



Key Vocabulary

Micro:bit, program, code, algorithm, problem, variable, selection, input debug

Learning Questions

Can I explore Microbit and find out what it is used for?

Can I plan a project for Microbit?

Can I create my Microbit project?

Does my project work correctly?

What else do you know?