

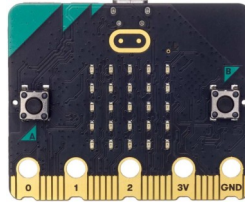


Y6 Thinking like a Computer Scientist

We are going to learn how to code a
Micro:bit computer

What is a micro:bit computer?

The micro:bit (originally the BBC micro:bit) is a tiny, pocket-sized programmable computer designed to teach coding and electronics. It combines software and hardware by letting users build real-world creations like fitness trackers, games and musical instruments.



What can I use a micro:bit computer for?



Name Tag

A micro:bit can be used to perform a number of tasks using the on-board features it has to offer. The features can be used through MakeCode, which allow users to code various tasks using block coding or Python (a more sophisticated coding language). The uses of Micro:bit computers include games, digital name tags and fitness trackers.

In addition, Micro:bits can sense temperature, light level, motion and compass direction. The latest version can also measure sound.



Rock Paper Scissors

Micro:bit	The BBC micro:bit is a small programmable computer used for learning coding. It has buttons, LEDs, sensors, and can run programmes you create.
Programme	A programme is a set of instructions written in code that tells the micro:bit what to do.
Code	Code is the language used to write programmes (like Python or block-based coding in MakeCode). It's how you communicate instructions.
Input	Input is data the micro:bit receives. This might be the pressing of a button, shake of the device or the temperature sensor reading.
Hardware	Computer hardware is the physical components of a computer system. Simply put, it is any part of the computer you can physically touch or see, such as the screen, keyboard, and the internal microchips.
Software	Computer software is a collection of programmes, instructions, and data that tells a computer's physical hardware exactly how to operate and perform specific tasks.
Algorithm	A step-by-step set of instructions or rules followed by a computer to solve a specific problem.

Learning Questions

What is a Micro:bit computer?

What did you learn when creating your name tag and game?

What do you want to achieve in your own project?

How did you develop your own project?

What was effective and what would you improve next time?