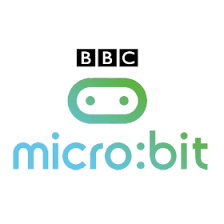
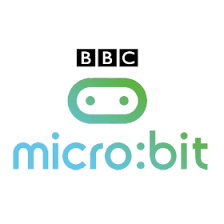
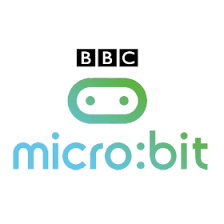
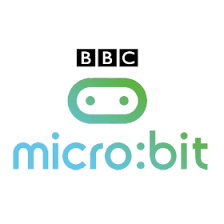
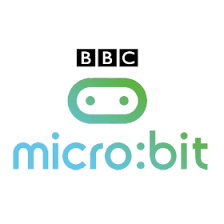
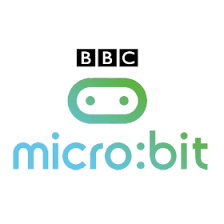
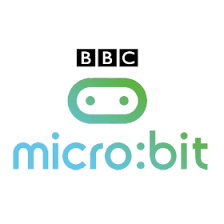
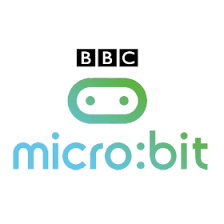
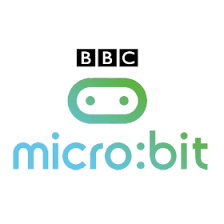
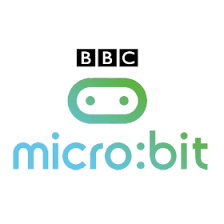
**WORKSTATION 1: MICRO:BIT**



**LEARNING OUTCOMES:**

**ST3-2DP-T**

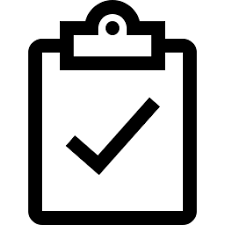
**plans and uses materials, tools and equipment to develop solutions for a need or opportunity**

**ST3-3DP-T**

**defines problems, and designs, modifies and follows algorithms to develop solutions**

**ST3-11DI-T**

**Explains how digital systems represent data, connects together to form networks and transmit data**

**Task: Workstation 1**

**For this task you will write a program to teach a Micro:Bit how to play *Rock-Paper-Scissors*, and even create a radio game that works with many more players.**

1. **Watch the introduction video http://bit.ly/intromicrobitvid**
2. **Go to http://makecode.org and select Micro:bit.**
3. **Select the game *Rock-Paper-Scissors* and follow the instructions in the tutorial. At each step put the sensor over the light bulb for detailed instructions.**
4. **Download the program onto a Micro:Bit and test your program**
5. **If you have time: Go back to the main tutorial and check out the radio game: Rock, Paper, Scissors http://bit.ly/radiopasiro (see if you can make two Micro:Bits play against each other)**

