

Name:

Date:

Instructions

In this activity, you will design and create your own original Micro:bit project using the coding and problem-solving skills you have learned throughout the unit. You may create a game, tool, animation, or other interactive project that uses inputs and outputs such as buttons, lights, or sounds. As you build your project, you will test, revise, and improve your code while practicing creativity, debugging, and computational thinking.

Requirements:

- Your project must use the Micro:bit.
- Your project must work without being connected to the computer.
- Your project should include at least one input and one output.
- Be prepared to explain how your project works.

Step 1: Connect your Micro:bit device to the MakeCode site.

Step 2: Review [beginner Micro:bit tutorial examples](#) for inspiration and ideas.

Identify the project you selected, and why

→

Step 3: Choose and plan your own Micro:bit project. Your project may be a game, tool, animation, counter, or other interactive design.

Step 4: Create, test, debug, revise, and finalize your project.

Add a screenshot of your completed project here



Suggested Grading Rubric

Item		Pts Possible
<i>Code & Create Project</i>		
Screenshot present		10
Completed program task		30
<i>Learning Practices and Reflection Questions</i>		
Class time was used responsibly to complete this assignment		5
Questions were answered in complete sentences.		5
Total		50