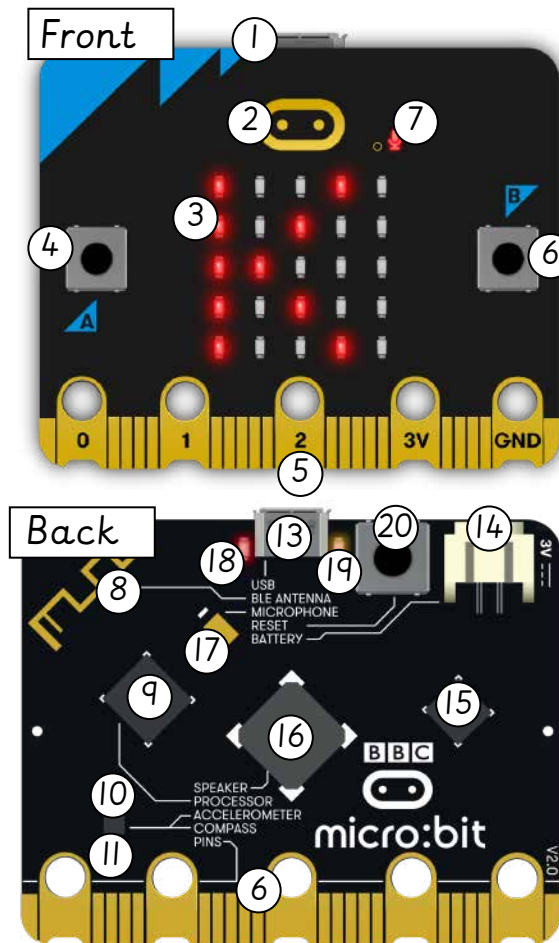


The micro:bit

The micro:bit is a small physical programming device that can be programmed to react, display, sense and play sounds.

1. USB connector.
2. Touch logo.
3. 25 LED lights.
4. Button A.
5. Button B.
6. Pins.
7. Microphone indicator.
8. Radio and Bluetooth antenna.
9. Processor and temperature sensor.
10. Compass.



11. Accelerometer.
12. Micro USB socket.
13. Battery socket.
14. USB interface chip.
15. Speaker.
16. Microphone.
17. Red power LED.
18. Yellow USB LED.
19. Reset and power button.

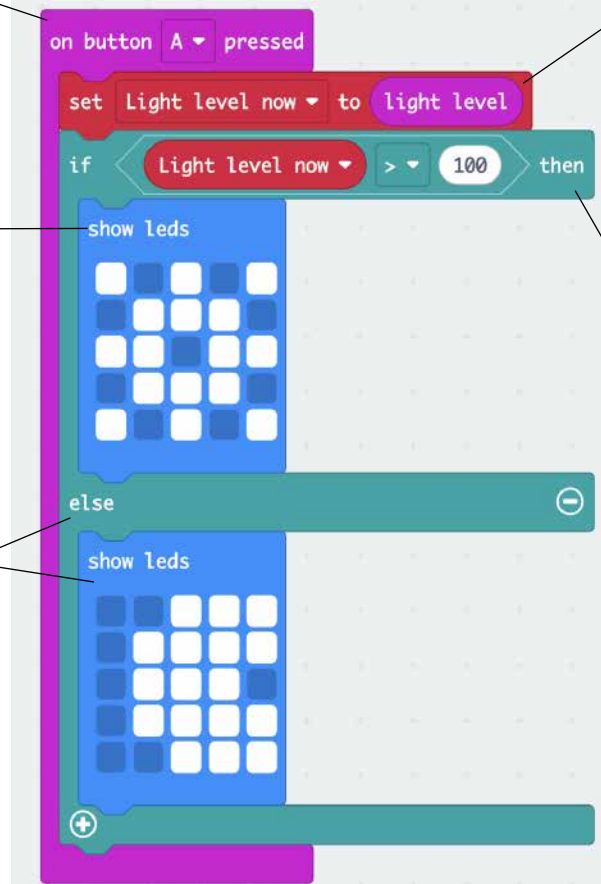


Example code: Light sensor

This is an input block. When button A is pressed, it starts the program.

This shows a sun icon to mean the light level is high.

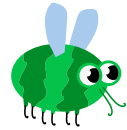
If the condition is not true (the light level is 100 or less), this second set of instructions runs. This shows a moon icon to mean the light is low.



This block is a conditional statement. It checks if the light level is more than 100. If this is true, the first set of instructions runs.

This variable block stores the light level reading from the micro:bit's light sensor. This helps the program remember the brightness value to use later.

Mission: Debug!



1. **Test in steps:** run one part at a time to check what works.
2. **Check your blocks:** look carefully to see if any blocks are missing or in the wrong place.
3. **Check conditions:** make sure your conditional statements are correct.
4. **Try the emulator:** test your code in MakeCode before using the micro:bit.
5. **Re-run and reset:** download your code again or press reset if it does not work.