




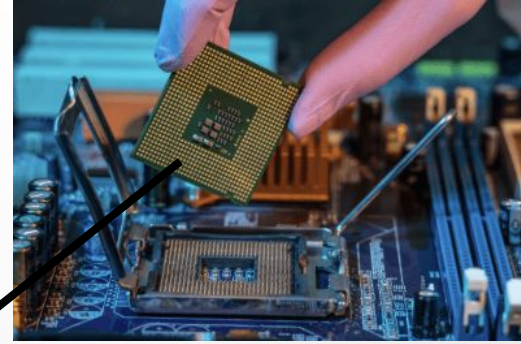
# **FROM CIRCUITS TO MICRO:BITS**

AN INTRODUCTION  
TO  
MICROELECTRONICS

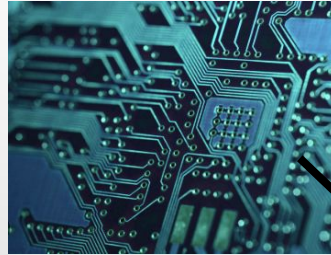


# What will we learn today?

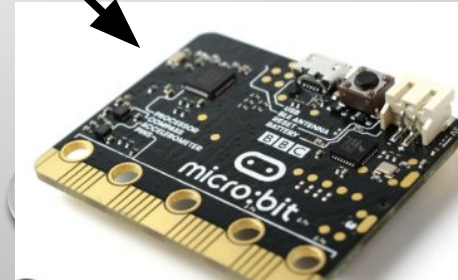
**Microelectronics** are the brains of electronic devices. These super tiny parts include circuits.



A **circuit** is a path that electrons travels.

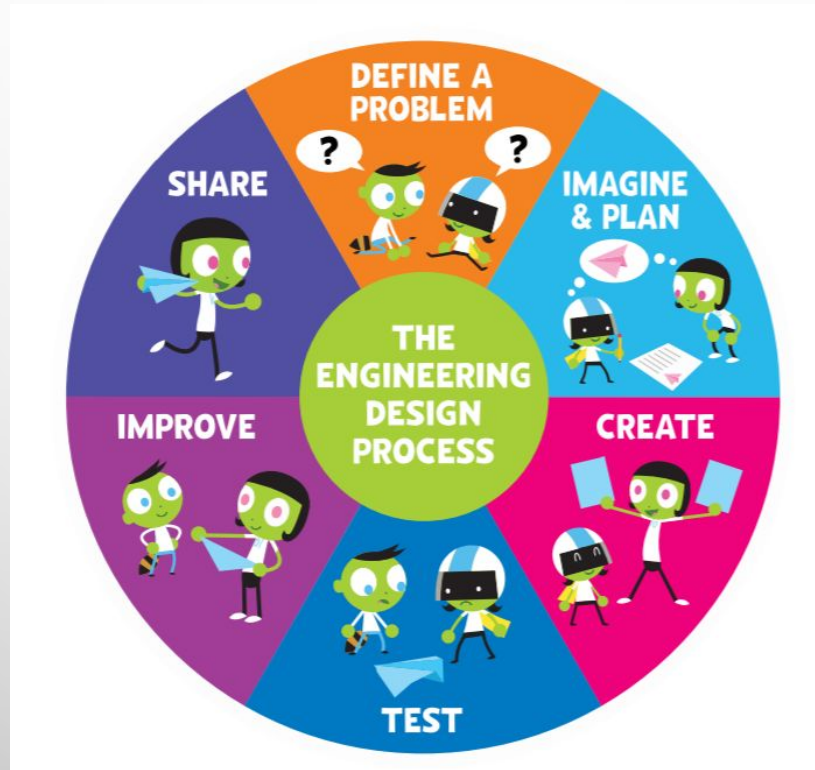


**Micro:bit** is a small computer that includes a full of microelectronics and circuits connecting everything.



The background is a dark, high-contrast image of a circuit board. The board is covered in intricate patterns of copper traces and various electronic components, including integrated circuits, capacitors, and resistors. The lighting is dramatic, highlighting the metallic surfaces and creating deep shadows. Numerous water droplets of various sizes are scattered across the board, some appearing as bright highlights and others as dark, reflective shapes. The overall aesthetic is technical and industrial.

# PIPE CLEANER CIRCUITS



# CLIENT LETTER

Define

**To:** Student Engineers

**From:** Brightwear Co., Design Team

**Re:** Challenge Response to New Accessory

Dear Student Engineers!

We need your help! Our company, Brightwear Co., wants to make a brand new accessory that lights up. People love items that glow because they're fun to wear and help keep them safe in the dark.

Your job is to create a light-up accessory using the materials you're given. It could be a bracelet, a badge, a backpack clip, a key chain, a light-up animal, or anything else you imagine. It doesn't have to be perfect — we just want to see your creative ideas and how you make the light turn on.

We know you'll do an amazing job, and we can't wait to see what you design.

Thank you for being part of our team.

Sincerely,

Alex Rivera

# ELECTRONICS BACKGROUND

Learn

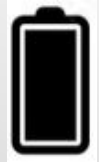
- How an electric current works
- The roles of conductors and insulators
- Series and parallel circuits

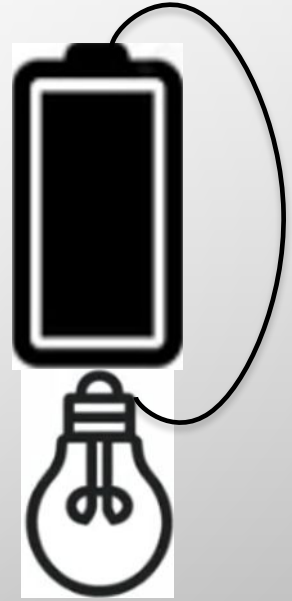
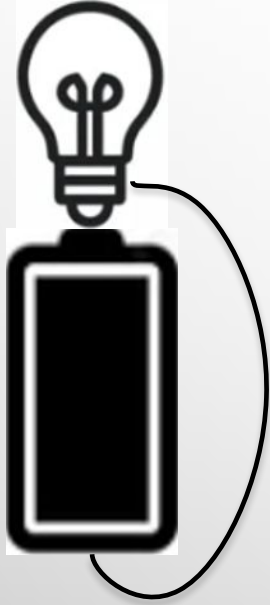
# LIGHT THE BULB!

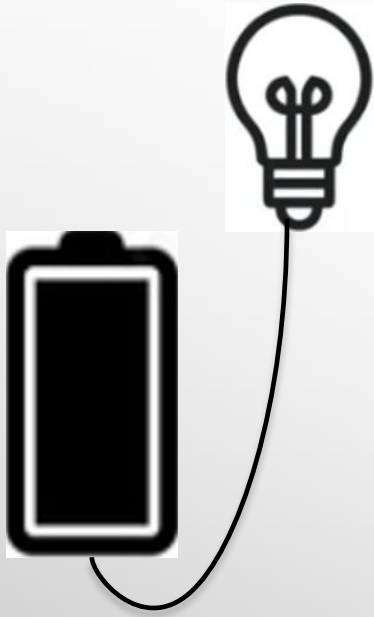
Learn

Imagine

- How to light a bulb using a battery and a wire



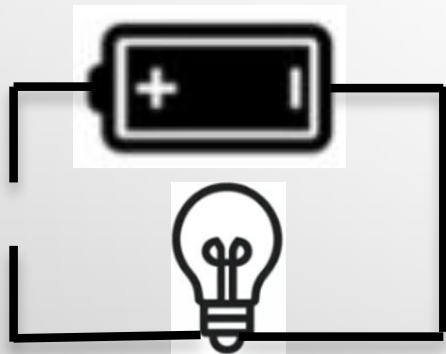




Learn

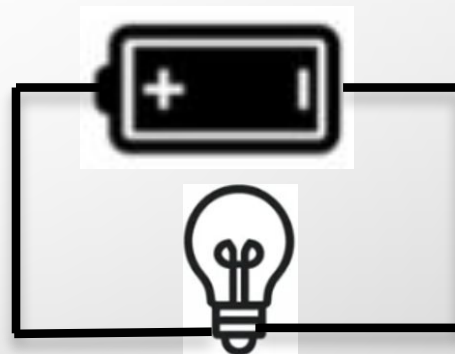
# OPEN CIRCUIT VS CLOSED CIRCUIT

Imagine



Open

VS



Closed

Cathode



Anode

Learn

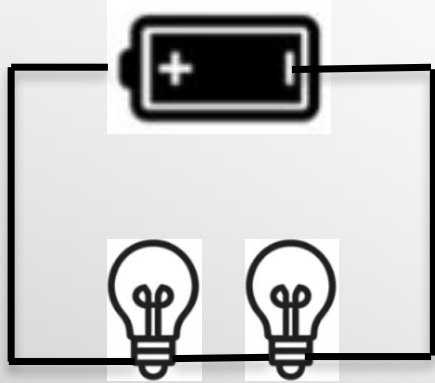
# LIGHT THE BULBS!

Imagine

- How to light TWO light bulbs using a battery and 3 wires

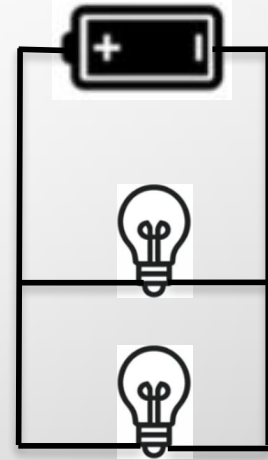


# MANY BATTERIES AND MANY BULBS



- Series circuit
  - Electricity follows **one single path**
  - If one-part breaks, the whole circuit stops working

In our project ,  
we'll mostly use  
simple series  
circuits!



- Parallel circuit
  - Electricity has more than one path
  - If one-part stops working, the others can still stay on

Learn

Imagine

# CIRCUIT MATERIALS

To make electricity flow, we need special types of materials.

Conductors: materials that let electrons move through them (often metals)



Insulators: materials that stop electrons from flowing

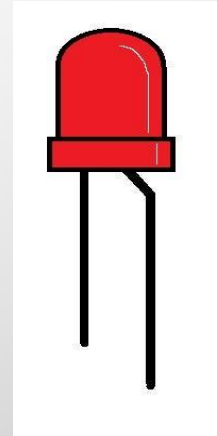
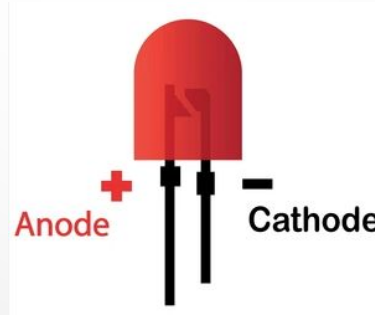


# MATERIALS LIST

- LED bulb
- Pipe cleaners
- Battery (coin cell)
- Tape
- Rubber band
- Decorations (beads, shapes, googly eyes)
- Clothespin
- Popsicle sticks

# PREPARING THE LED

1. Find Anode(+) & Cathode(-)
2. Gently bend the long leg outward
3. Keep the legs clean



# PREPARING THE PIPE CLEANERS

1. Remove fuzz from the ends
2. Twist metal ends around LED legs
3. Make sure metal touches metal

# Connecting Pipe Cleaners and Batteries



1. Take two pipe cleaners
2. Remove fuzz from each end
3. Make connection to diodes by twisting together



It's time to design a light-up accessory for Brightwear Co.!

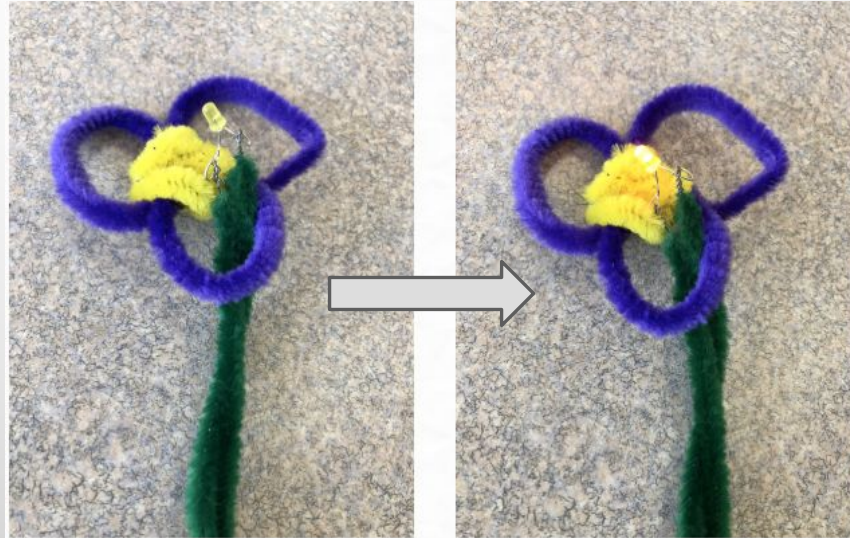
With your teammates, create plans for three different designs and sketch them. Make sure to label all materials you are planning to use.

# DESIGN YOUR PROTOTYPE

Try

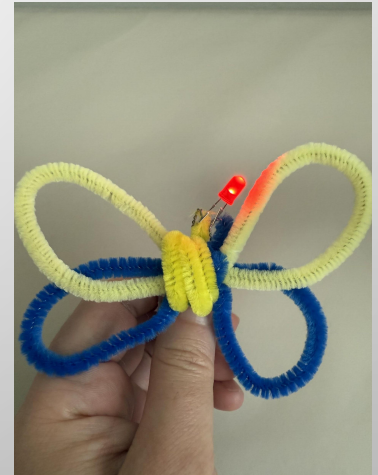
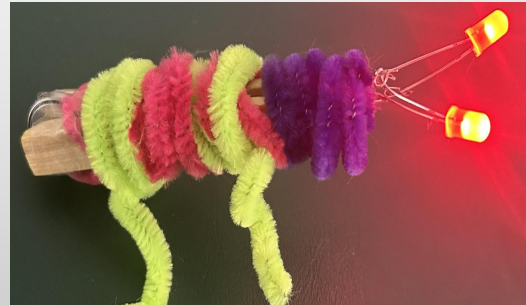
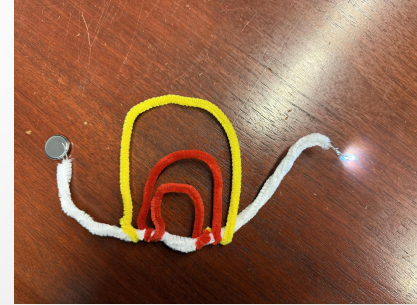
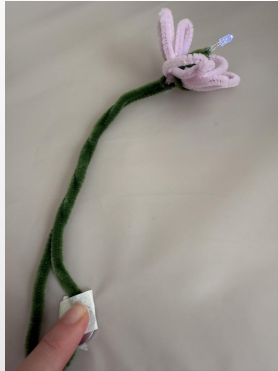
Test

- If the bulb lights up, that means your design is successful!
- Is it fun to wear?
- Does it help keep people safe in the dark?



# DESIGN YOUR PROTOTYPE

Decide

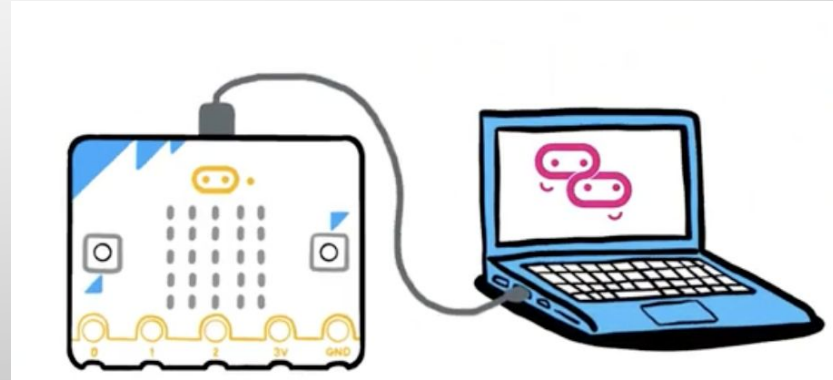




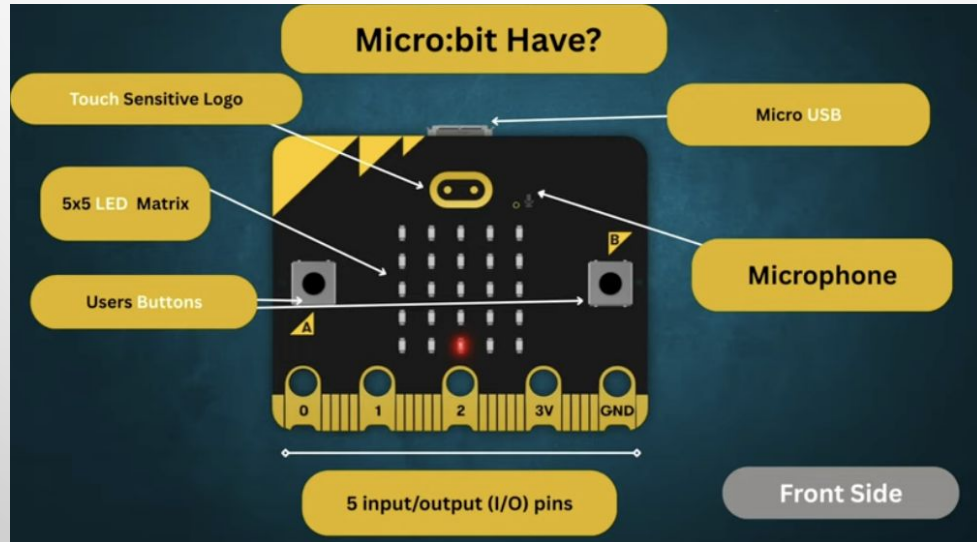
# THE MICRO:BIT CHALLENGE GAMES

# WHAT IS A MICRO:BIT?

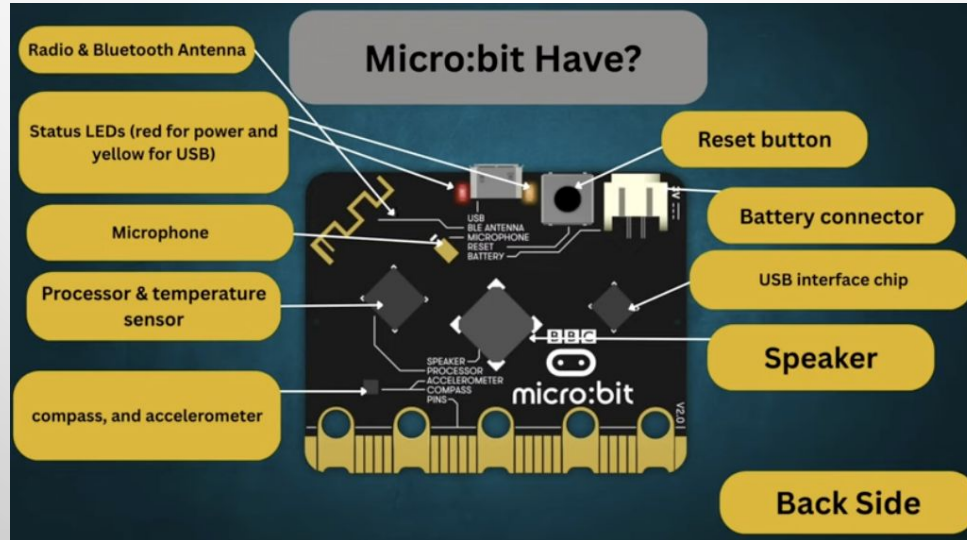
- A small computer
- You write instruction in code, and it does what you tell it to do
- It has an LED display output
- <https://mbit.io/lessons-microbit-video>



# FRONT SIDE



# BACK SIDE



# OFFLINE CODING

on button B pressed

show icon



on start

show string "Hello!"

show icon



show number 10

show icon



play tone Middle C for 1 beat until done

on button A pressed

show string "Hello!"

show icon



forever

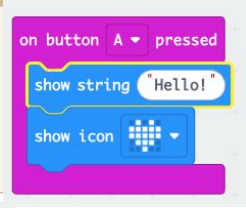
show string "Amanda"

show icon



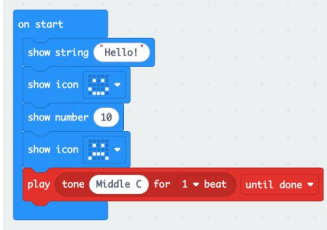
on shake

show number pick random 0 to 6

**Code****→ Scenario**

```
on button A pressed
  show string "Hello!"
  show icon
```

The MicroBit will display "hello" and a heart when Button A is pressed.



```
on start
  show string "Hello!"
  show icon
  show number 10
  show icon
  play tone Middle C for 1 beat until done
```

The MicroBit will display "hello", smiley face, number 10, frown face, and then play a short beat.



```
on button B pressed
  show icon
```

The MicroBit will display a heart when Button B is pressed.



```
on shake
  show number pick random 0 to 6
```

When the MicroBit is shaken, it will generate a random number between 0 and 6.

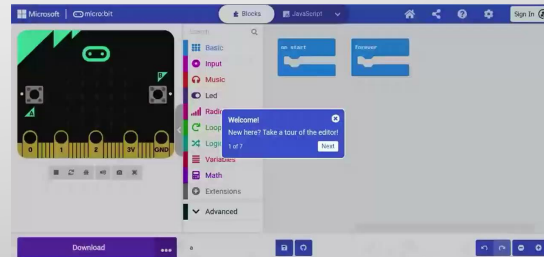


```
forever
  show string "Amanda"
  show icon
```

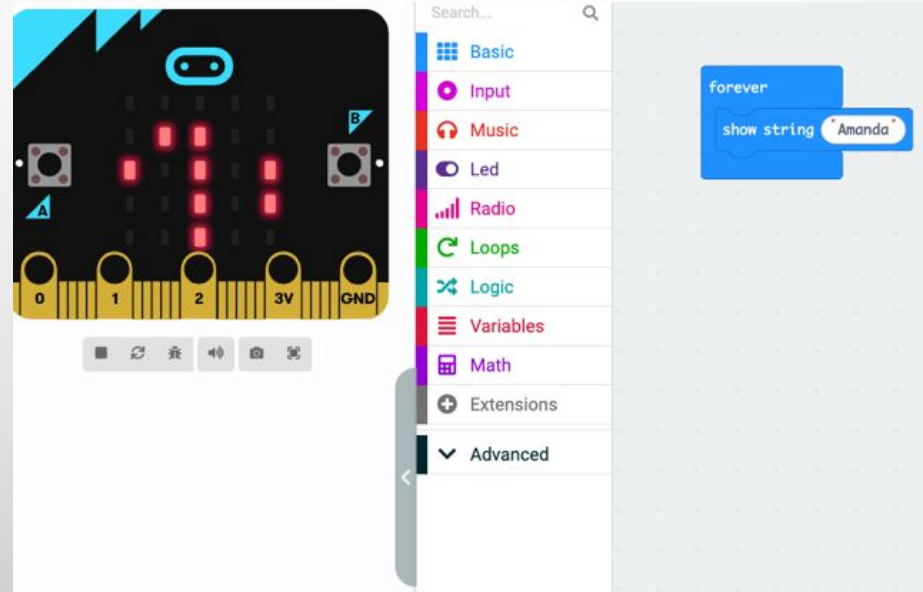
The MicroBit will display Amanda and then a heart (forever).

# MAKE CODE Instructions

1. Go to [makecode.microbit.org](https://makecode.microbit.org)
2. No need to sign in, just click “New Project”
3. Give your project a name (something cool) and click Create
4. You are now on the code editor
5. Complete the “tour of the editor”



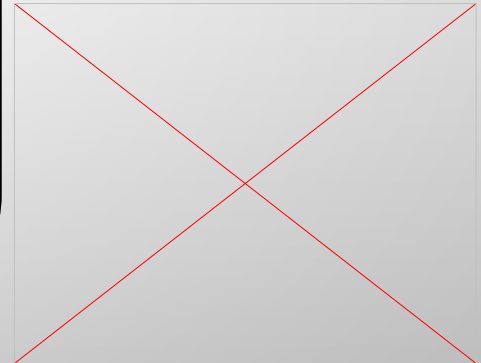
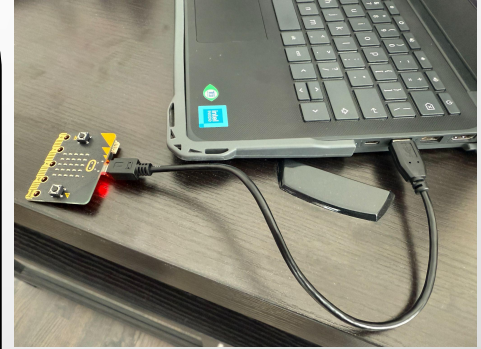
# LET'S MAKE A NAME BADGE - Together



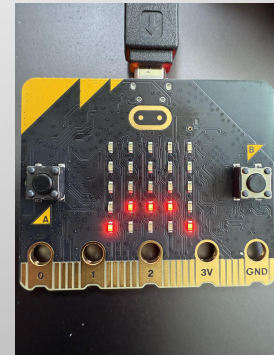
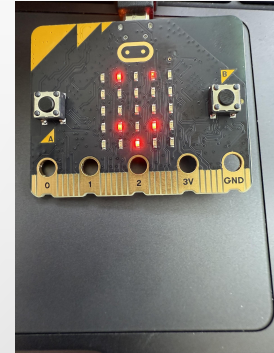
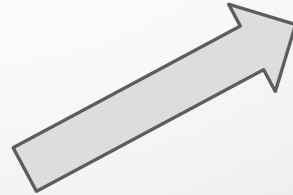
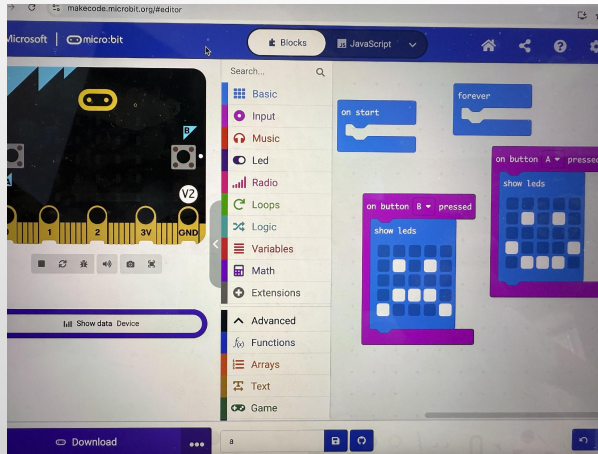
# MAKE CODE Instructions

1. Connect one end of the cable to your Micro:Bit and the other end into your computer (don't worry about the battery pack)
2. Follow the order of the steps shown in the video.
3. After you finished your coding ideas, click the download button on the bottom left corner of the screen.

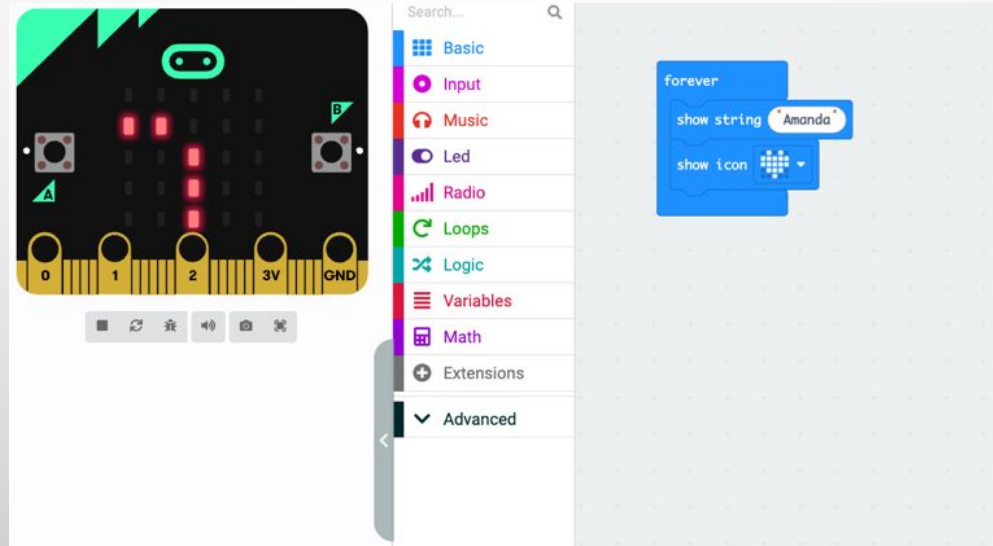
Download



# The Micro:Bit displays your code!



# LET'S MAKE A NAME BADGE WITH AN ICON - Together

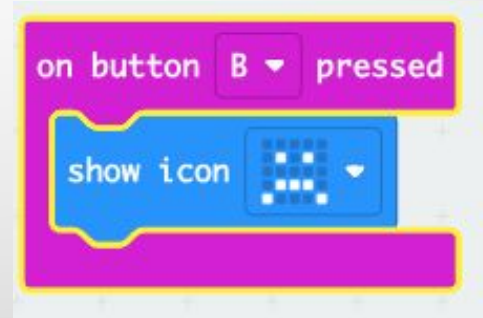
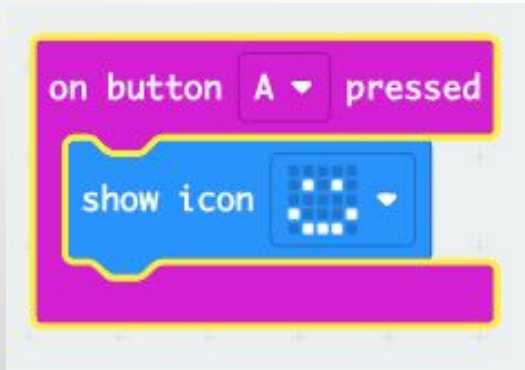


# LET'S MAKE A NAME BADGE WITH ALL TEAM MEMBERS' NAMES!

1. The first team member drags the "show string" block into the loop and enters their name
2. The second team member copies this block and then replaces the text with their name
3. Continue until all team members' names are shown on the name badge



# LET'S CODE OUR FEELINGS - Together



CODE IT TO SHOW HOW YOU FEEL NOW!



**This is  
the  
correct  
answer!**



Dear Contestant,

Welcome to Mr. Beast's Micro:Bit Challenge Games! This is only the first stage of the challenge, but you must complete the following 4 tasks in order to advance to the next stage of the competition. In addition, your school might even be featured on the channel!

- First, you must program the micro:bit to play a musical note for 1 beat when Button A is pressed.
- Next, you must modify your program to display any type of icon (you can create your own!) when Button B is pressed.
- Now, you must program your micro:bit to display a random number between 1 and 10 when the micro:bit is shaken.

Once you complete all of the tasks, please give your teacher your completed Mr. Beast Challenge Sheet.

Best of luck,

Mr. Beast



<b>Code You Wrote</b>	<b>Output of the Code</b>
<p><b>Challenge 1: Play a musical note when Button A is pressed?</b> <i>Code you wrote</i></p>	<p>Output of the code:</p>
<p><b>Challenge 2: Display an icon when Button B is pressed</b> <i>Code for music:</i></p>	<p>Output of the code:</p>
<p><b>Challenge 3: Display a random number (1-10) when shaken?</b> <i>Code for interaction:</i></p>	<p>Output of the code:</p>

Dear Contestants,

Congratulations on advancing to the second round of Mr. Beast's CodeBeast Ultimate MicroBit Challenge Games! In this second and final stage of the challenge, you must create an animation on the LED screen of your MicroBit. The character for the animation can be an icon (heart, arrow, etc.), an animal (duck, cat, etc.), or other character that you come up with. Because it is an animation, the character must move. Bonus points will be added for including sound, interaction (for example, the character says "Hello" when Button A is pressed), and/or a special creative feature that you include.

Once you complete this task, please show your MicroBit and completed Challenge Sheet to your teacher.

Best of luck,

Mr. Beast

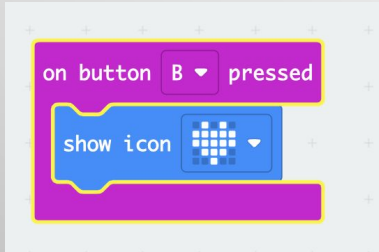


<b>Code You Wrote</b>	<b>Output of the Code</b>
<p><b>What is your character? What does your character do for animation?</b> <i>Code for character and animation:</i></p>	<p>Output of the code:</p>
<p><b>Bonus: Does your animation include music?</b> <i>Code for music:</i></p>	<p>Output of the code:</p>
<p><b>Bonus: Is there interaction with your character?</b> <i>Code for interaction:</i></p>	<p>Output of the code:</p>
<p><b>Bonus: Does your character do anything else that is special?</b> <i>Code that makes your character special:</i></p>	<p>Output of the code:</p>

# CODES



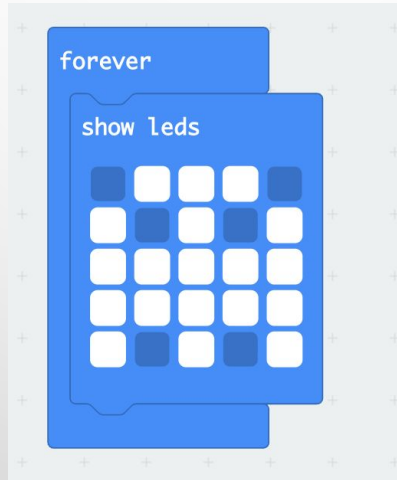
```
on button A pressed  
  play tone Middle C for 1 beat until done
```



```
on button B pressed  
  show icon
```



```
on shake  
  show number pick random 0 to 10
```



# EXTRA CHALLENGE

If you were able to complete all 4 of challenges of the first stage, Mr. Beast has a harder task for you that builds on to the last challenge (random number generator). Your task now is to program the micro:bit so that if it is shaken and the button A is pressed (at the same time), then it should display a random number from 0 to 10 to the screen of the micro:bit. If this number is 7, the micro:bit should play the tone “Middle C,” if this number is 5, the micro:bit should play the tone “High B,” for any other number, the micro:bit should play the tone “Low C”

# EXTRA CHALLENGE SOLUTION

```
forever
  if is shake gesture and button A is pressed then
    set num to pick random 0 to 10
    show number num
    if num = 7 then
      play tone Middle C for 1 beat until done
    else if num = 5 then
      play tone High B for 1 beat until done
    else
      play tone Low C for 1 beat until done
```

The image shows a Scratch code block for a 'forever' loop. The code is as follows:

- forever** (blue block)
- if** `is shake gesture` **and** `button A is pressed` **then** (purple block)
- set** `num` **to** `pick random 0 to 10` (red block)
- show number** `num` (red block)
- if** `num = 7` **then** (teal block)
- play tone** `Middle C` **for** `1` **beat** **until done** (red block)
- else if** `num = 5` **then** (teal block)
- play tone** `High B` **for** `1` **beat** **until done** (red block)
- else** (teal block)
- play tone** `Low C` **for** `1` **beat** **until done** (red block)
- Two empty teal blocks with a plus sign (+) at the bottom of the loop.