



Microbit How Tos

Activity 1 Jump to the moon

instructions

```

on start
  show string "Press A to start"
  set timer to 0

```

1. Create a variable for Timer, and set it to zero.

2. Using the button A pressed box, include a repeat loop. Add a while loop inside the box which will show a count down from 30 to 0.

This code will make this happen three times!

challenges

Easy challenge: is to change the number of times this will happen.

Medium challenge: can you change the number it counts down from?

Hard challenge: is to change the amount of 'rest' time between each set, try different numbers in the pause command and see what happens?

```

on button A pressed
  repeat 3 times
  do
    show string "Start to Jump!"
    while timer < 30
    do
      change timer by 1
      show string timer
    end while
    show icon [grid icon]
    show string "Rest"
    pause (ms) 30000
    set timer to 0
  end repeat
  while timer < 30
  do
    change timer by 1
    show string timer
  end while
  show string "FINISHED!!!!"

```