

























Mr Bit Exercises – What new things you learn

1	 <p>BEAUTIFUL IMAGE</p>	<p>Make an image UNTIL TIME condition WHEN TIME gives a flash</p>
2	 <p>SMILEY & FROWNY</p>	<p>Use 'gets pressed' condition with button Use a 'gesture' input for condition</p>
3	 <p>SNOWFALL</p>	<p>Make an animation Link UNTIL to empty space to make 'exit' (forever) Use 'gesture' input with WHEN and UNTIL</p>
4	 <p>ANSWERING MACHINE</p>	<p>Use buttons and gesture conditions</p>
5	 <p>FLASHING HEART</p>	<p>Add a second instruction Use a <u>Pause</u> module</p>
6	 <p>GLOWING SWORD</p>	<p>Use a <u>Pulse</u> module Make an image fade</p>
7	 <p>LUCKY 7</p>	<p>Use a <u>Counter</u> module Display Counter value Use 'is not equal to__' condition</p>
8	 <p>MAGIC ARROW</p>	<p>Drag a line from UNTIL to WHEN to make WHILE Use 'tilt' gesture</p>
9	 <p>SECRET MESSAGE</p>	<p>Use UNTIL 'shake' condition Use 'face down' gesture condition</p>
10	 <p>SPIRIT LEVEL</p>	<p>Use 'Graph' display type (point) on LEDs Use a 'tilt' sensor (pitch & roll)</p>
11	 <p>NIGHT LIGHT</p>	<p>Alter the brightness of a message</p>
12	 <p>GUESS THE NUMBER</p>	<p>Use a random number variable (<u>Assign</u> module)</p>

13	 <p>ROCK PAPER SCISSORS</p>	Use WHEN shaken condition
14	 <p>COUNTING UP & DOWN</p>	Use 2 Counter modules (up & down)
15	 <p>LOVE METER</p>	Use a 'touch' input Use 'Graph' display type (1 bar) on LEDs
16	 <p>ZOOMER</p>	Use an 'acceleration' sensor Use a <u>Calculation</u> module
17	 <p>TRUTH OR DARE</p>	Use the 'Message array' display type on LEDs
18	 <p>SPINNER</p>	Use the 'Image array' display type on LEDs
19	 <p>DIE ROLL</p>	Revision: Use a Gesture input (shaken) Use the 'Image array' display type on LEDs
20	 <p>KNOW YOUR TABLES</p>	Revision: Use a <u>Counter</u> module Use a <u>Calculation</u> module
21	 <p>DIGITAL PET</p>	Revision: Make an animation Link UNTIL to WHEN to make WHILE
22	 <p>SQUARES</p>	Revision: Use a <u>Counter</u> module Use a <u>Calculation</u> module
23	 <p>SPEED BUTTON</p>	Revision: Use a <u>Counter</u> module Use an <u>Assign</u> module to set a variable
24	 <p>STOPWATCH</p>	What's New? Use a <u>Timer</u> module.