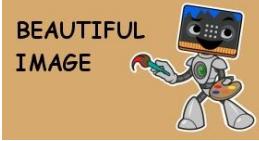


Mr Bit Exercises – What new things you learn

1		Make an image UNTIL TIME condition WHEN TIME gives a flash
2		Use ‘gets pressed’ condition with button Use a ‘gesture’ input for condition
3		Make an animation Link UNTIL to empty space to make ‘exit’ (forever) Use ‘gesture’ input with WHEN and UNTIL
4		Use buttons and gesture conditions
5		Add a second instruction Use a <u>Pause</u> module
6		Use a <u>Pulse</u> module Make an image fade
7		Use a <u>Counter</u> module Display Counter value Use ‘is not equal to ___’ condition
8		Drag a line from UNTIL to WHEN to make WHILE Use ‘tilt’ gesture
9		Use UNTIL ‘shake’ condition Use ‘face down’ gesture condition
10		Use ‘Graph’ display type (point) on LEDs Use a ‘tilt’ sensor (pitch & roll)
11		Alter the brightness of a message
12		Use a random number variable (<u>Assign</u> module)

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