Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Activity 1.3a

Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Classwork Scavenger Hunt

LT: I can identify the components of drag and drop coding, and explain the function of these parts.

1. In which drawer do you find a block that would allow you to add or subtract?
2. In which drawer are you able to change a tone from a “C” to a “G”?
3. In which drawer can you find and rename an “item”?
4. In which drawer do you find blocks that begin with a “repeat” command?
5. In which drawer do you find blocks to help you send a wireless command to another micro:bit?
6. In which drawer do you find blocks that allow you to use the A and B buttons on your micro:bit?
7. In which drawer can you set certain lights to light up on your micro:bit?
8. In which drawer can you adjust a compass heading?
9. In which drawer can you find a block to create a light pattern on your micro:bit grid?
10. In which drawer can you find a block to pause a light pattern?
11. In which drawer can you find a control to measure temperature?
12. In which drawer can you find blocks that begin with “while” and “for” commands?
13. In which drawer can you find blocks that will help you create a game?
14. Which menu will help you to better review or understand the function of these blocks?