

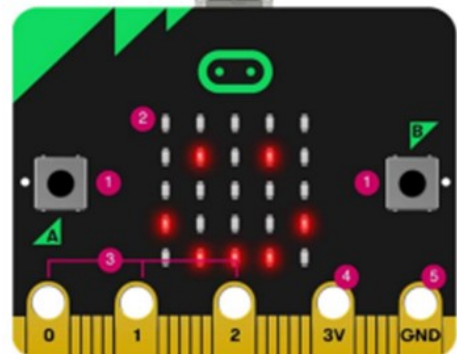
Key features of the microbit

On-board motion detector or "accelerometer" that can detect movement and tell other devices you're on the go. Featured actions include shake, tilt and freefall.

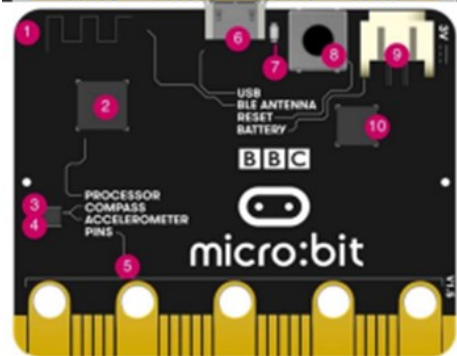
A built-in compass or "magnetometer" to sense which direction you're facing, your movement in degrees, and where you are.

Bluetooth Smart Technology to connect to the internet and interact with the world around you.

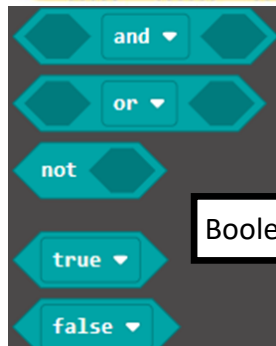
Five Input and Output (I/O) rings to connect the microbit to devices or sensors using crocodile clips or 4mm banana plugs.



1. Buttons
2. LED display & light sensor
3. Pins - GPIO
4. Pin - 3 volt power
5. Pin - Ground



1. Radio & Bluetooth antenna
2. Processor & temperature sensor
3. Compass
4. Accelerometer
5. Pins
6. Micro USB socket
7. Single LED
8. Reset button
9. Battery socket
10. USB interface chip



Comparison Operators

Boolean

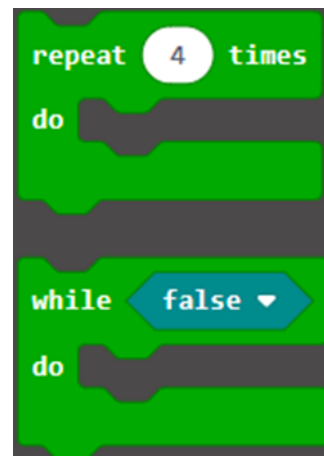
Making/ Using a Variable



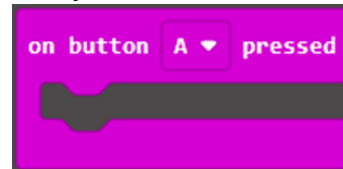
Selection Statement - Using an IF



Iteration - Use of loops/ Repetition



Input from a button



Computational thinking	The thought process involved in finding a solution to a problem.
Abstraction	The removal of unnecessary detail within the program to focus on the more important aspects.
Decomposition	Breaking a problem down into smaller, more manageable pieces
Pattern Recognition	Looking for patterns within the problem to allow them to be solved together.
Micro:bit	A device that we will use to program.
Sequence	Putting instructions in a suitable order for your program to function properly.
Selection	A decision within a program which can either be Yes/No, True/ False. Allowing your program to take different paths. (IF statements)
Iteration	Repeating something – either using Forever, For, While or Repeat.
Variable	A piece of memory in a program that can store data
Arithmetic operator	The symbols used for calculating numbers. + - * (multiply) / (divide)
Comparison Operator	The symbols to allow us to compare values. > < == (equal to) != (not equal to)
Accelerometer	A device for measuring the acceleration of movement (shaking and tilting in the case of the Microbit)
Block editor	The visual programming language for the microbit.
Algorithm	A set of instructions used by the computer.