Maker Skill: micro:bit Built-in Buttons

Your micro:bit has 2 built-in buttons- you can program your micro:bit to do things when the buttons are pressed. These buttons are a kind of input for your micro:bit. An input is a sensor that gives information to the micro:bit about the world around it. The buttons can sense whether or not they are being pressed.
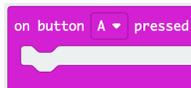
To get started:

- Head to https://makecode.microbit.org/ and click on "New Project"
- If you are planning to code a physical micro:bit (not just the on-screen simulator), make sure your micro:bit is plugged in and connected correctly.
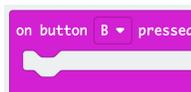- Check out this tutorial to learn how to download a program to your micro:bit.

To code your buttons:

- Click on [⊙ Input] to display the magenta "Input" coding blocks.

  Blocks to Try:

  This block is shaped similarly to "on start" and "forever," with space inside for more coding blocks. The micro:bit will run whatever code blocks you put inside the "on button A pressed block" one time whenever you press button A on the left side of the micro:bit.

  You can use the same block to create code for Button B. To change the block to button B, Click on the letter A on the block and select B instead. The micro:bit will run whatever code blocks you put inside the "on button B pressed block" one time whenever you press button B on the right side of the micro:bit.

  You can use the same block to create code that runs when you press both button A and B together. Click on the letter A or B on the block and select "A+B" instead. The micro:bit will run whatever code blocks you put inside the "on button A+B pressed block" one time whenever you press both buttons at the same time.

- Try it out! Try some of these coding challenges using the built-in buttons.
  - Create code that switches between two different symbols using the A and B buttons.
  - Create code that sends one message when you press the A button and another message when you press the B button.
  - Create code that does 3 completely different things using buttons A, B, and A+B.