Using the micro:bit

You can use a BBC micro:bit for all sorts of cool creations, from robots to musical instruments – the possibilities are endless.

The device has loads of features like 25 red LED lights that can flash messages and two programmable buttons that can be used to control games. The micro:bit can also detect motion and tell you which direction you're heading in! You can make music, control robots and even code your own Hogwarts Sorting Hat.

In the Suffolk Libraries micro:bit box you will find

- 1 x micro:bit
- 1 x micro USB lead
- 1 x safety and quick start guide
- 1 x battery pack accessory
- 2 x AAA batteries (probably already in the battery pack)

Getting started

Read the micro:bit safety and quick start guide included in the box.

You can also download the safety and quick start guide (PDF)

https://microbit.org/assets/documents/microbit-safety-guide-090617.pdf

Using the micro:bit with a laptop or pc

Connect the micro:bit to your pc or laptop using the USB cable (it should appear as a removable drive). Once you have done this, head over to the micro:bit website to get coding – www.microbit.co.uk

There are a number of different editors you can use on the site, such as 'JavaScript Blocks Editor' and 'Python' (for the more advanced).

Micro:bit's new JavaScript editor makes it easy to program your micro:bit in Blocks and JavaScript Anyone can have a go at writing code, and see how it would play back on the micro:bit by using the online simulator.

Once you have created some code online, click download and then drag the downloaded .hex file to the micro:bit.

The micro:bit will now run your code! Each time you send a .hex file to the micro:bit, your previous file is deleted.

When the micro:bit is connected to your computer with the micro USB, it doesn't need another power source. When your micro:bit isn't connected to your computer, you will need 2 x AAA 1.5 V batteries to power it (as found in the box!)

Having trouble with the micro:bit?

Visit the support page to get some help:

https://www.microbit.co.uk/getting-started

Using the micro:bit with a tablet or smart phone

You can download a micro:bit mobile app that lets you send your code to your micro:bit over Bluetooth (without using a USB cable) and more.

Your device will need to have Bluetooth, and this needs to be switched on to pair with the micro:bit. If you have trouble pairing, try visiting this help page: https://www.microbit.co.uk/mobile

 https://itunes.apple.com/gb/app/micro-bit/id1092687276?mt=8

 https://play.google.com/store/apps/details?id=com.samsung.microbit

Extra

There are loads of websites with micro:bit projects and tricks for you to try:

http://microbit.org/ideas/

http://microbitgadgets.co.uk/microbit-projects

https://make.techwillsaveus.com/

Disclaimer: Suffolk Libraries is not responsible for any damage to your computer or smartphone and the device is used at the owner's risk. Anyone borrowing a micro:bit from Suffolk Libraries will be responsible for its use and will be liable for any damage or repair of all loaned components. All websites recommended are, to the best of Suffolk Libraries' knowledge, legitimate and trusted websites which are appropriate for young people to visit.