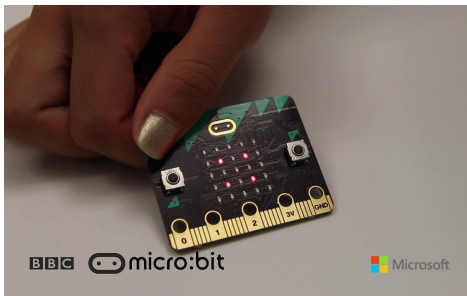
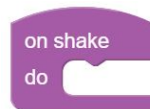


die roll activity



Welcome! This tutorial will help you create a die. Let's get started!

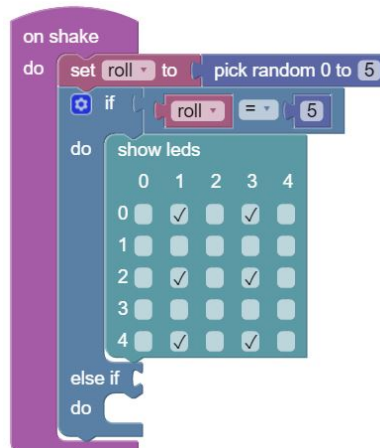
Let's create a condition for when the BBC micro:bit is shaken.



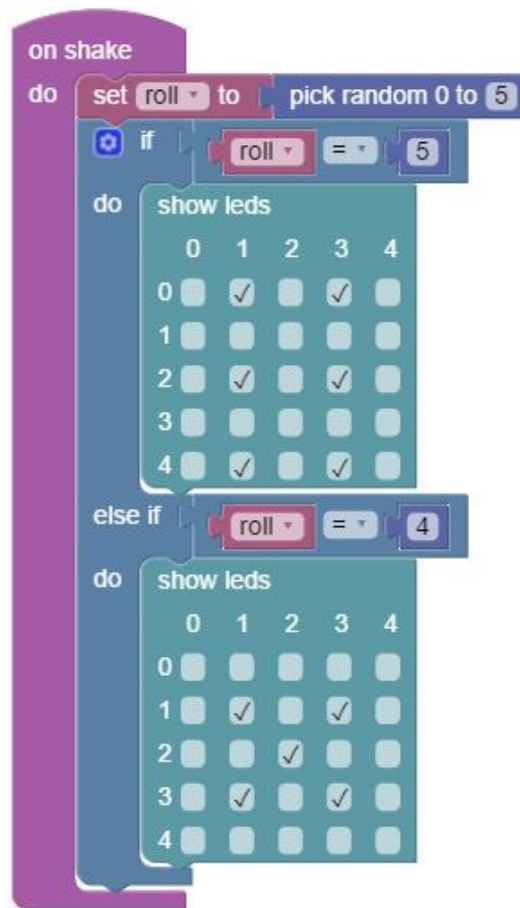
We need to show a random value from 1 to 6 on our die. So let's make a local variable called **roll**.



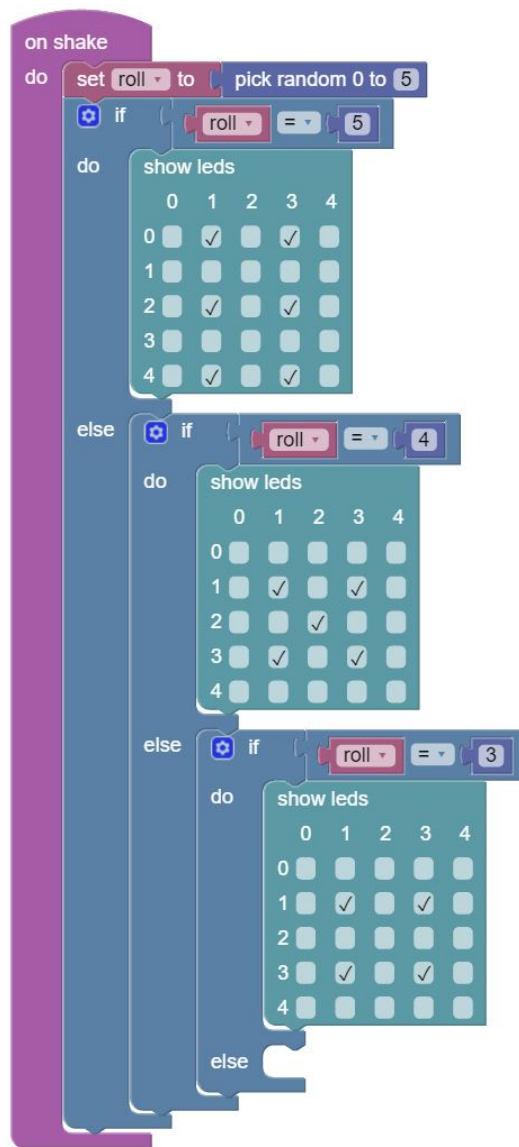
We need a condition for if **roll** is 5. We will show a **6** if **roll** is 5 because **roll** has a range from 0 to 5. We can use **show LEDs** to display the side of a die that shows 6.



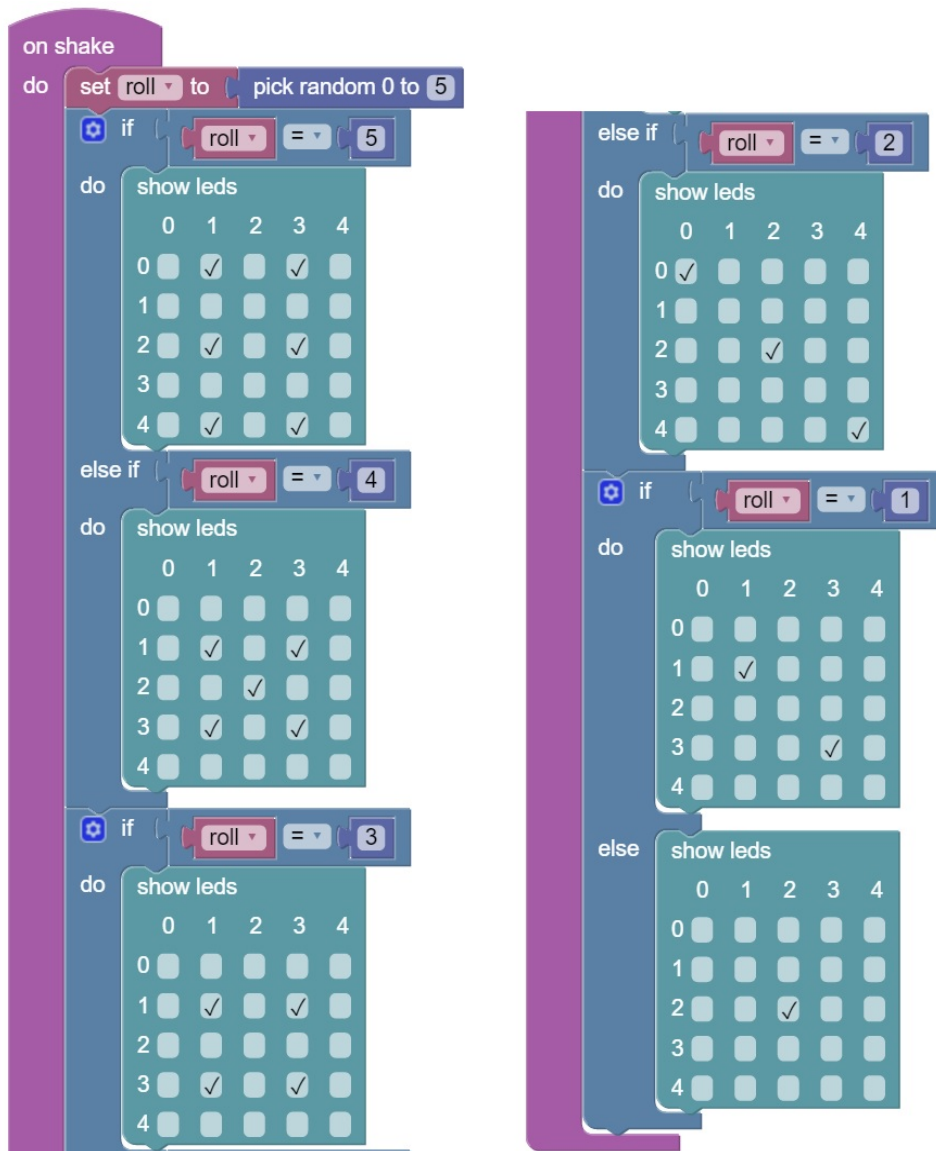
Let's use an **else if** condition for if **roll** is 4. If **roll** is 4 we can show 5 dots on the die.



Now we need to repeat the same steps for if **roll** is 3. If **roll** is 3 we will show **4** on the die.



Let's also repeat these steps to show the 3, 2, and 1 on the die. We are almost done with our die!



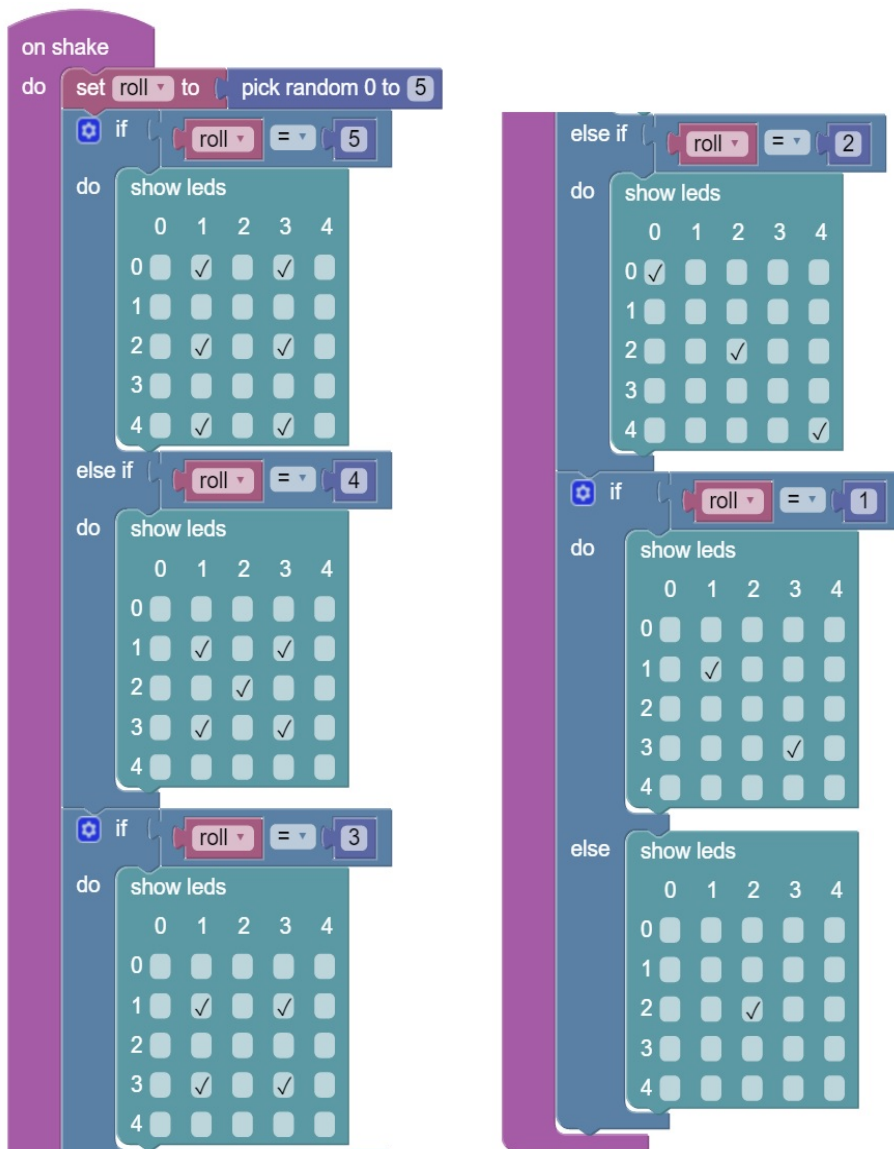
Excellent, you're ready to continue with the **challenges**
(<https://www.microbit.co.uk/blocks/lessons/die-roll/challenges>)
 !

die roll challenges

Before we get started

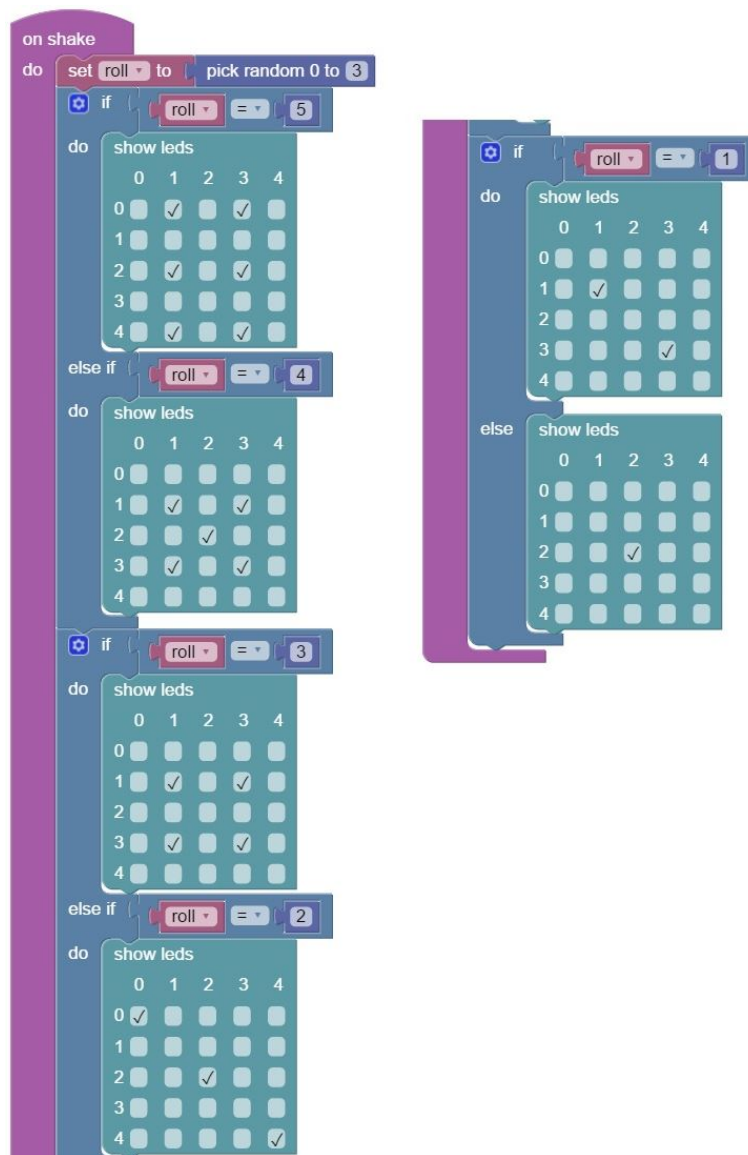
Complete the following **guided tutorial**

(<https://www.microbit.co.uk/blocks/lessons/die-roll/activity>), your code should look like this:



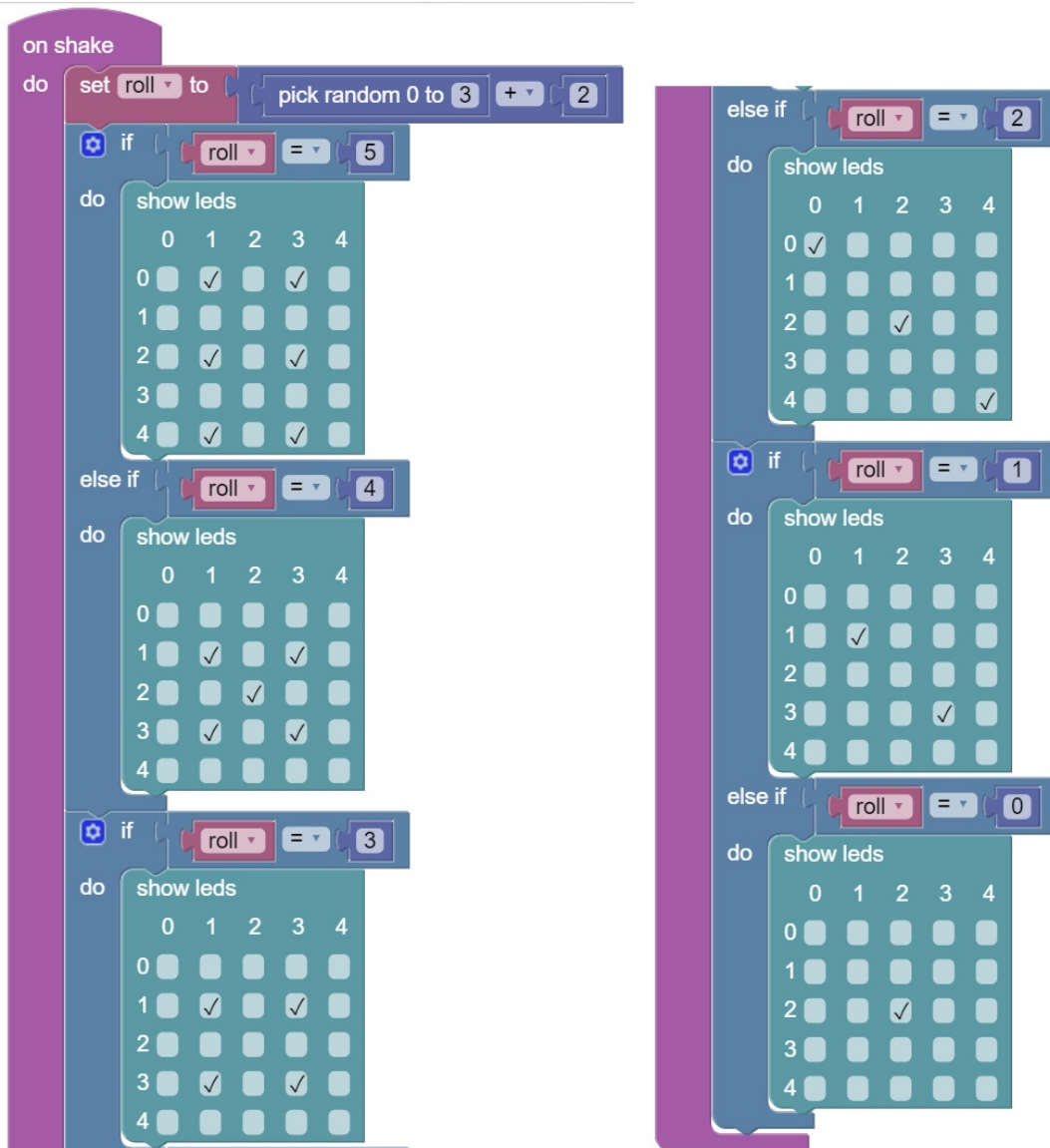
Challenge 1

Modify the line of code with **pick random** so that only number 1-4 can appear on the die.



Challenge 2

Let's make a trick die! Modify the line of code with `pick random` so that only numbers 3-6 can appear on the die. Also note that we need to ensure `roll = 0` when only 1 dot is shown on the BBC micro:bit.



Challenge 3

Add a couple more conditions so that the BBC micro:bit randomly chooses a number between 1 and 8.