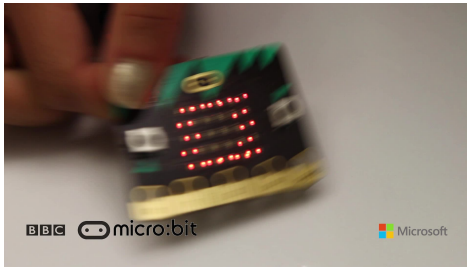


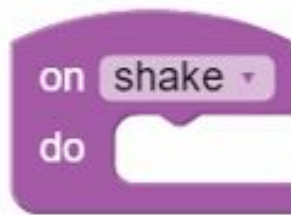
rock paper scissors activity



Welcome! This tutorial will help you create a game of rock paper scissors with the BBC micro:bit. Let's get started!

To create a new script, go to the **Create Code** (<https://www.microbit.co.uk/create-code>) page and tap *New Project* under **Touch Develop**.

We want the BBC micro:bit to choose rock, paper, or scissors when it is shaken. Let's begin by creating an on shake condition so the micro:bit will run code when it is shaken.



Next, create a variable and store pick random number from 0 to 2. On shake, a number will be randomly picked from 0-2. We will randomly display an image based on the random number returned.



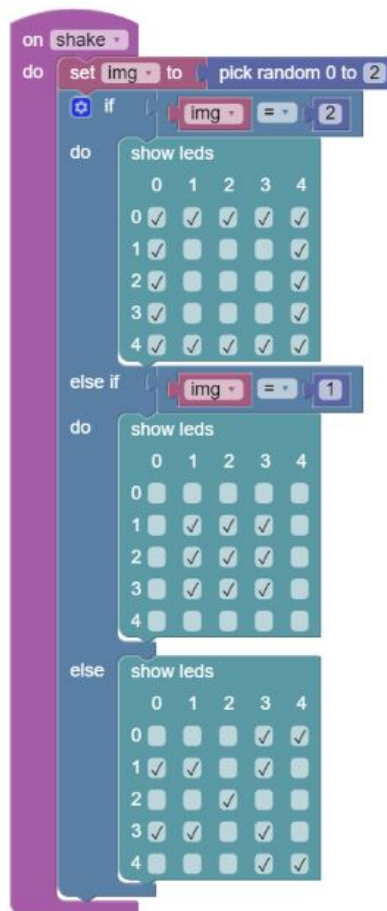
The BBC micro:bit will look like it's showing 1 frame of the image by displaying the whole image when pick random is equal to 2. We can help the BBC micro:bit randomly decide which image to use by pick random. The BBC micro:bit will randomly pick the image to display with show LEDs and the pick random function.

rock paper scissors challenges

Before we get started

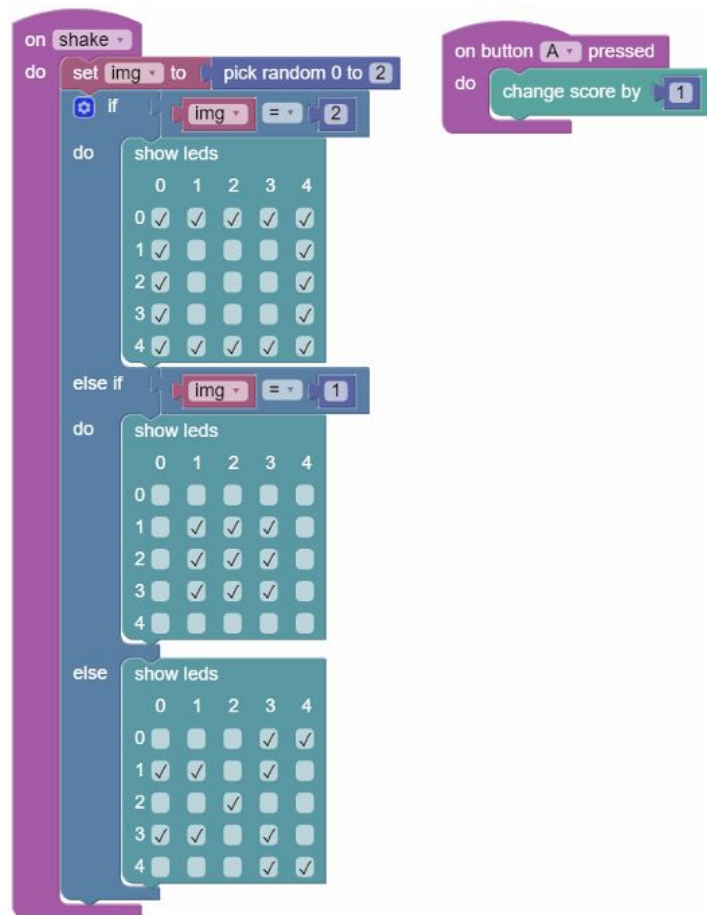
Complete the following **guided activity**

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



Challenge 1

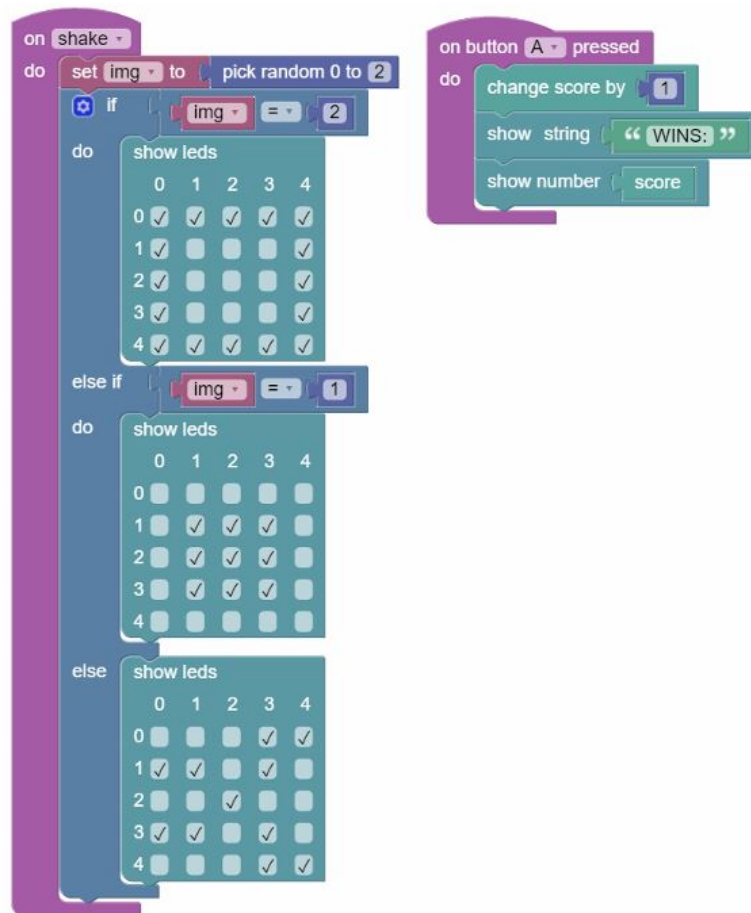
When the A button is pressed, increment the score by 1. You can select Game drawer then add change score by 1.



- Click *run* to execute your code in the simulator

Challenge 2

After incrementing the score, display the total number of wins you have.



- Run and compile the code to see if it works as expected.

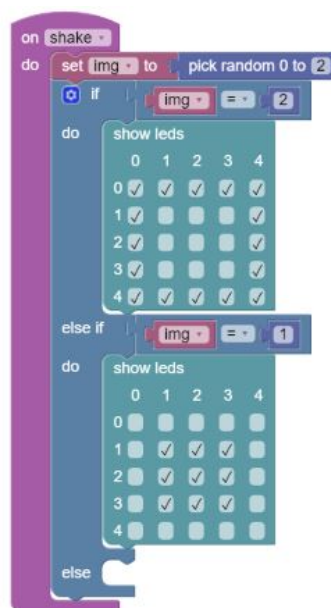
Challenge 3

You have successfully tracked and displayed the number of wins on the BBC micro:bit! However, what about losses? Use the Game drawer to change score by -1 when button **B** is pressed.

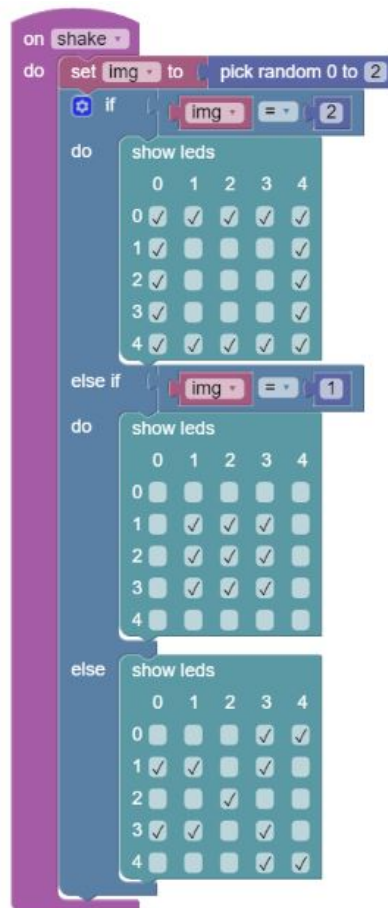
- Run and compile the code to see if it works as expected.



The BBC micro:bit will look like it's showing 1 frame of the image by displaying the whole image when pick random is equal to 1. We can help the BBC micro:bit randomly decide which image to use by pick random. The BBC micro:bit will randomly pick the image to display with show LEDs and the pick random function.



The BBC micro:bit will look like it's showing 1 frame of the image by displaying the whole image when pick random is not equal to 2 and not equal to 1. We can help the BBC micro:bit randomly decide which image to use by pick random. The BBC micro:bit will randomly pick the image to display with show LEDs and the pick random function.



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