

# Marty the Robot Workbook

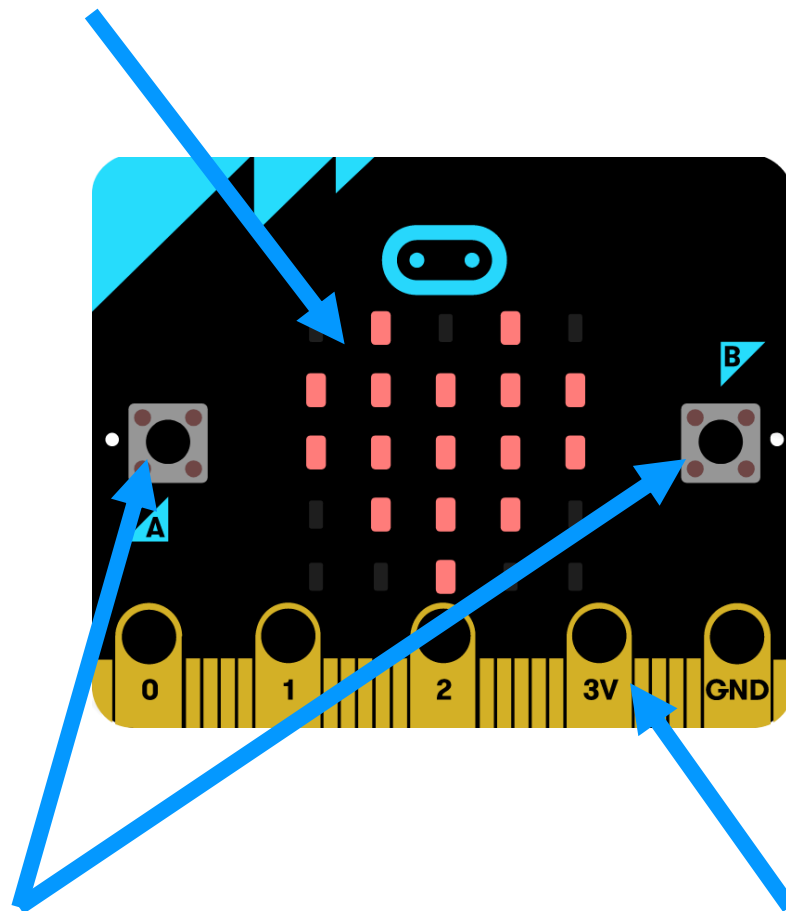
Marty and the Micro:Bit

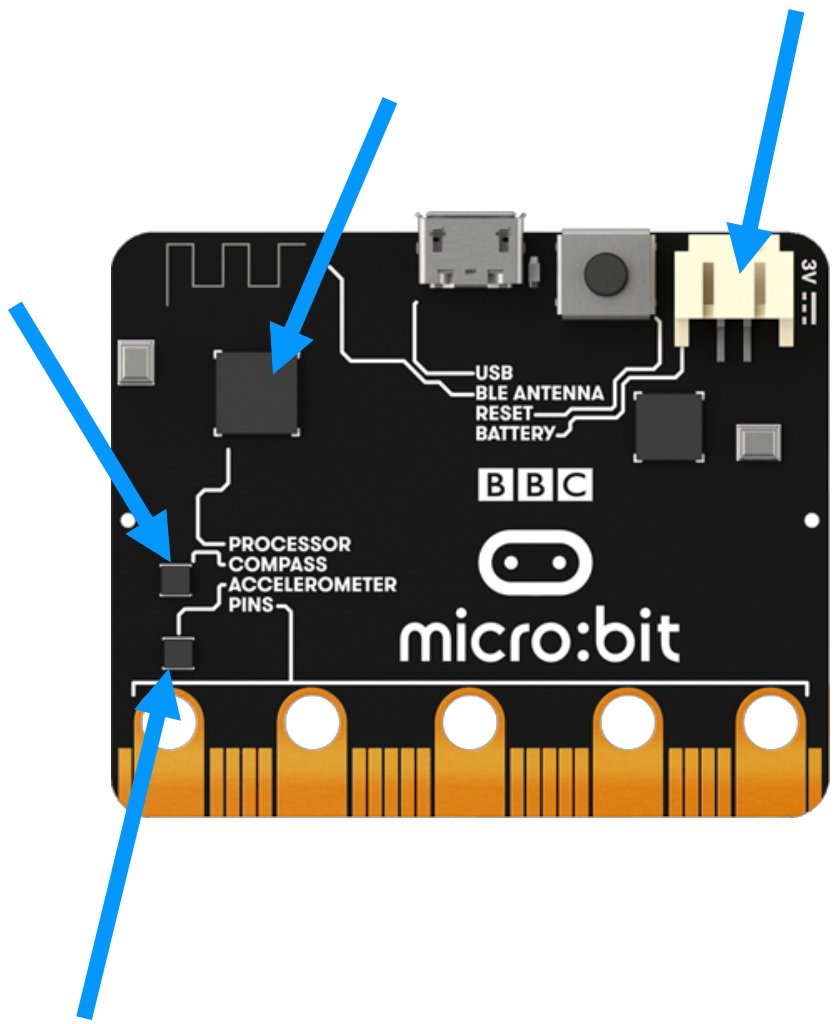
Student Name:



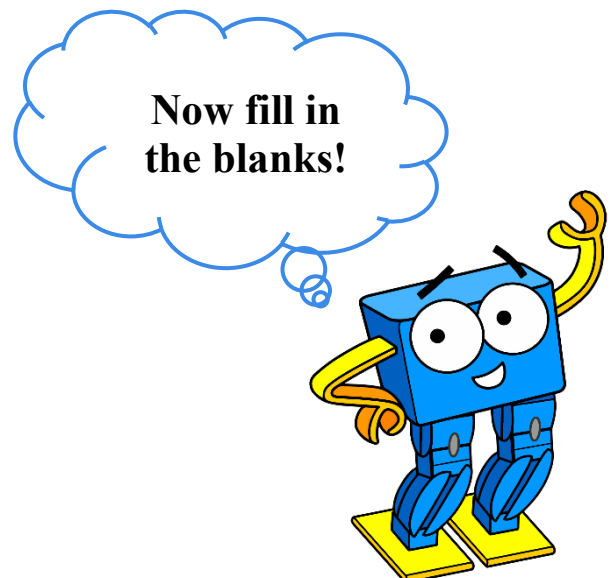
## Lesson 1 – Marty Micro:Bit Bingo

Label the different parts that make up the Micro:Bit





The Micro:Bit is a \_\_\_\_\_ - \_\_\_\_\_ that is  
like a small \_\_\_\_\_. It has many sensors including  
an \_\_\_\_\_ that can detect when the device is  
being moved around.



**Tick off the different actions once you have programmed them!**

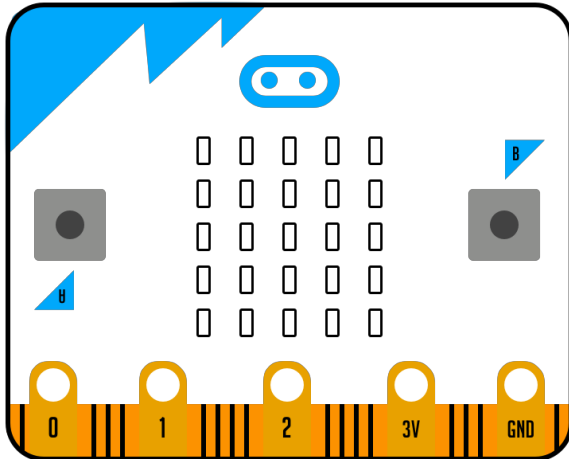
▪ **Micro:Bit Dice**

▪ **Marty Dice**

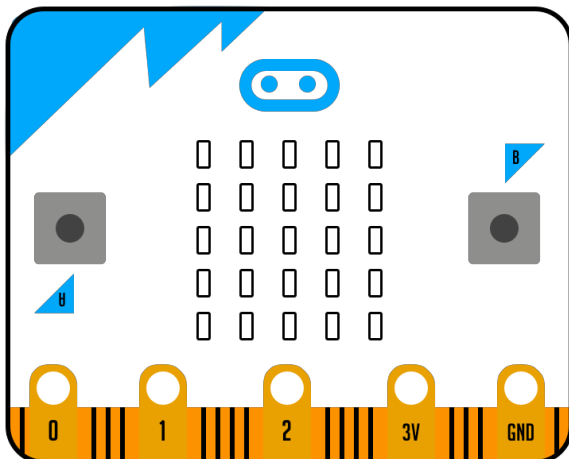
<b>Click Button A</b>	<b>Kick Right Foot</b>	<b>Jump with the Micro:Bit</b>	<b>Wiggle</b>
<b>Tilt the Micro:Bit Right</b>	<b>Shake the Micro:Bit</b>	<b>Sidestep Left</b>	<b>Click Button B</b>
<b>Circle Dance Left</b>	<b>Walk Forwards</b>	<b>Tilt the Micro:Bit Left</b>	<b>Walk Backwards</b>

## Lesson 2 – Using the Micro:Bit Display

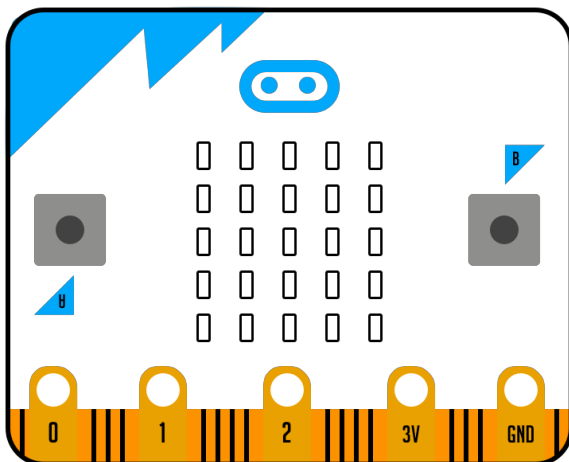
Think of 6 feelings and plan out how to represent them by colouring in the LEDs on the Micro:Bit display below!



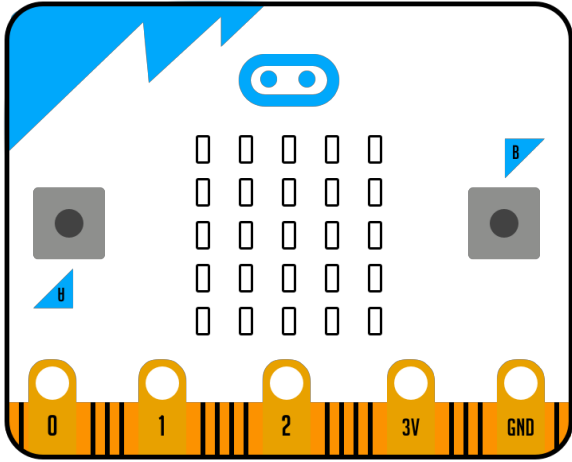
Feeling
How to Represent



Feeling
How to Represent

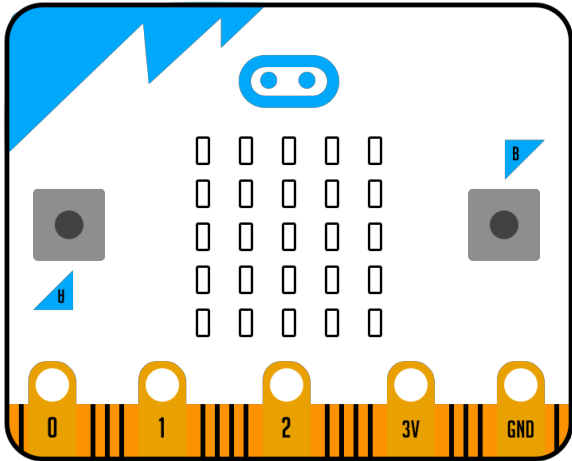


Feeling
How to Represent



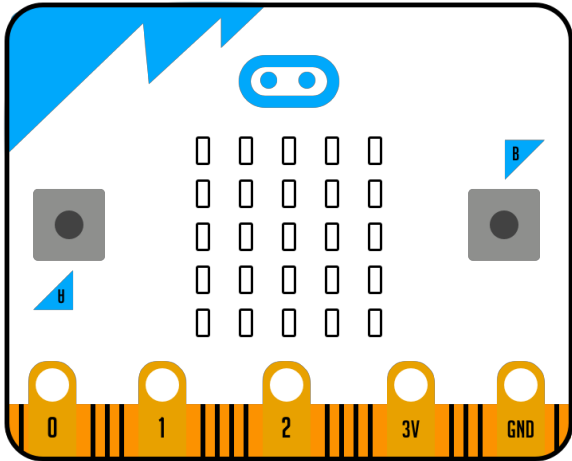
Feeling

How to Represent



Feeling

How to Represent



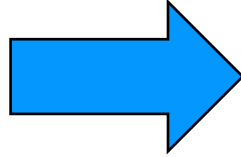
Feeling

How to Represent

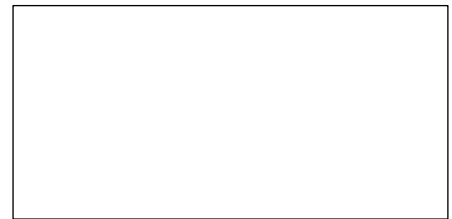
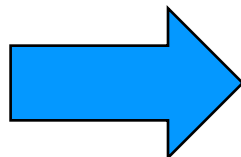
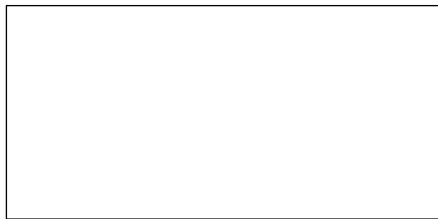
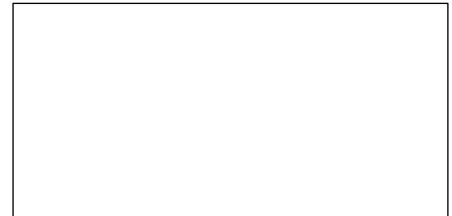
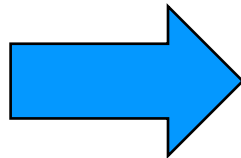


## Lesson 3 – Marty Football

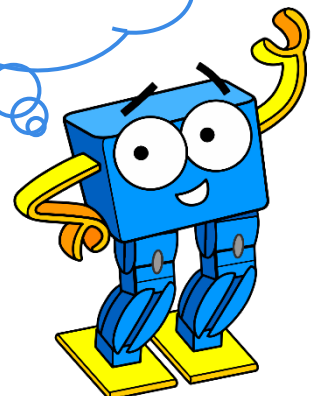
Walk forwards

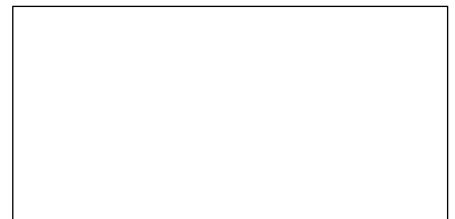
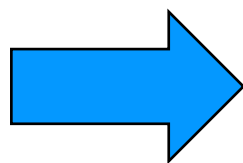
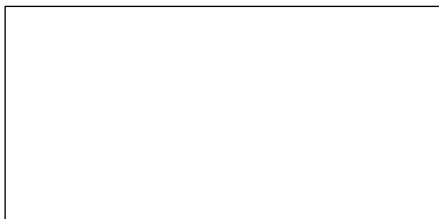
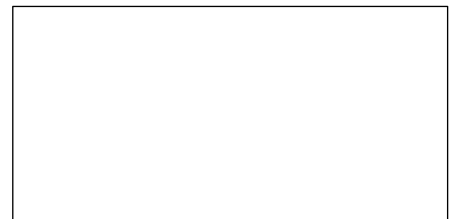
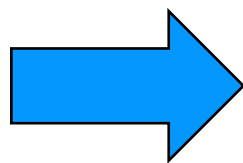
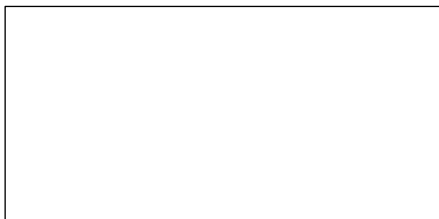
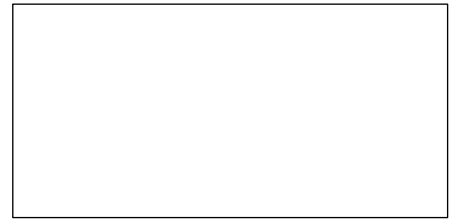
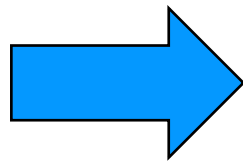
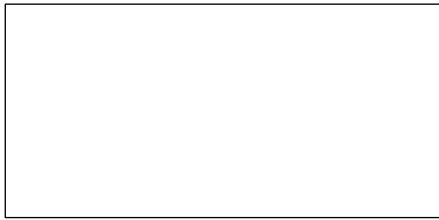
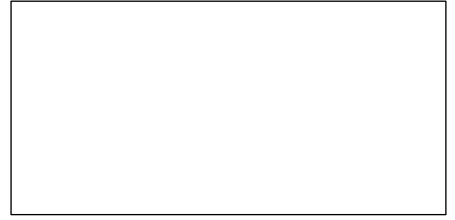
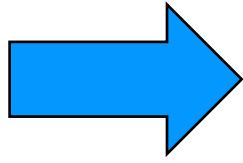
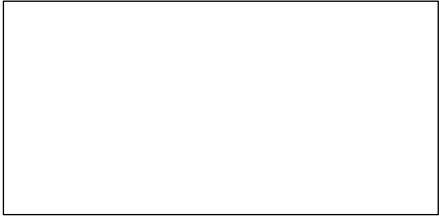
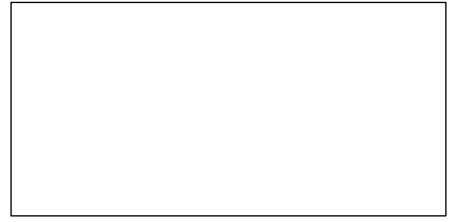
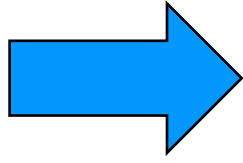
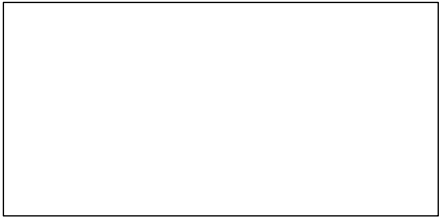


Tilt the Micro:Bit forwards



**Plan out what  
moves I need to  
do to play football**





## Lesson 4 – Fastest Reaction

**Write out some rules for the fastest reaction game – be sure to add some of your own rules as well!**

**The game ends when Marty reaches an End of Game square**

## Lesson 5 – Hack Snakes & Ladders

**Write out some rules for the snakes and ladders game – be sure to add some of your own rules as well!**

**If you land on a snake, you have to roll again and go backwards**



