

# micro: virtual pet

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Duration: 3 hours

LEVEL	SUBJECTS	PROVINCES / TERRITORIES	TOOL
Age 7+	Language Arts and Technology	Across Canada	Unplugged & micro:bit

#### Overview

Students will plan and design their own micro: virtual pet. Then students will animate their own pets. This lesson includes three different options for students to animate their pet (based on age and ability).

\*Recommended to run the lesson over three sessions

# Prep Work

- Some previous experience with micro:bit would be beneficial
- Instructor should review Micro:bit Quick Start Guide: <a href="https://microbit.org/guide/quick/">https://microbit.org/guide/quick/</a>
- Crafting materials (for micro: virtual pet) including: cardboard, plastic cups, cans, duct tape, pipe cleaners, popsicle sticks, foam, etc.
- Unplugged: Prototype Design Plan & Reflection
   Sheet (photocopy for each student)

#### Lesson

- 1. Review micro:bit functions
- 2. Hand out Prototype Design Planning Sheet and allow time to complete (for exemplars of

# **Key Coding Concepts**

- Algorithms
- V Function
- Design Thinking and Innovation

# **Terminology**

**Algorithm Thinking**: a step-by-step set of operations to be performed to help solve a problem

**Function:** a type of procedure or routine that performs a distinct operation

**Loops:** running the same sequence multiple times

#### References

Micro:bit Quick Start Guide for

- projects see MakeCode micro:bit Pet Project <a href="http://bit.ly/micro-pet-project">http://bit.ly/micro-pet-project</a>)
- 3. Provide students with crafting material and allow them to create their micro: virtual pet. (\*note: The pet should be able to hold the micro:bit and battery pack. The micro:bit's face should be showing. Also, the micro:bit should be able to be easily turned on and off)

#### 4. Animate your virtual pet:

#### Option A (already created code):

Micro-pet: includes videos, detailed instructions and exemplars. Students will download the already created code to animate their own pet. <a href="http://bit.ly/bbc-micro-pet-advanced">http://bit.ly/bbc-micro-pet-advanced</a>

#### Option B (basic):

Create a basic animation (such a happy and sad face)

Micro:bit MakeCode Smiley Buttons Activity <a href="http://bit.ly/smiley-buttons-activity">http://bit.ly/smiley-buttons-activity</a>

#### Option C (intermediate):

Complete Code.Org micro:bit Functions for a Digital Pet Lesson (approximately 60 minutes) In this task students will create their own micro:bit pet with 3 function calls. Inserting icons or changing LEDs can create a new pet. Students will tell a story about their pet and why it does the actions they chose. http://bit.ly/functions-digital-pet

#### Teachers

https://microbit0.blob.core.win dows.net/pub/tovulwsd/Quick-Start-Guide-for-Teachers.pdf

MakeCode micro:bit Pet Project <a href="https://makecode.microbit.org/courses/csintro/making/project">https://makecode.microbit.org/courses/csintro/making/project</a>

Tech Will Save Us: Micro-pet https://make.techwillsaveus.com/microbit/activities/micro-pet-advanced

\*includes student examples (scroll to bottom of website)

Micro:bit MakeCode Smiley
Buttons Activity
<a href="https://microbit.org/en/2017-03">https://microbit.org/en/2017-03</a>
-07-smiley-buttons/

Virtual Pet (Code.Org)
<a href="https://microbit.org/en/2017-12">https://microbit.org/en/2017-12</a>
-04-code org course e functio
ns 2/

Digital Maker: Virtual Cat 3-4 hours intermediate project (extension activity) https://www.imda.gov.sg/digital maker/make/2017/07/12/virtua l-cat

# Assessment

Create your own design rubric or use the one provided (see below).

Code.Org micro:bit Functions for a Digital Pet Lesson includes a short answer quiz on the use of functions:

http://bit.ly/functions-digital-pet

### Extensions

### Challenges:

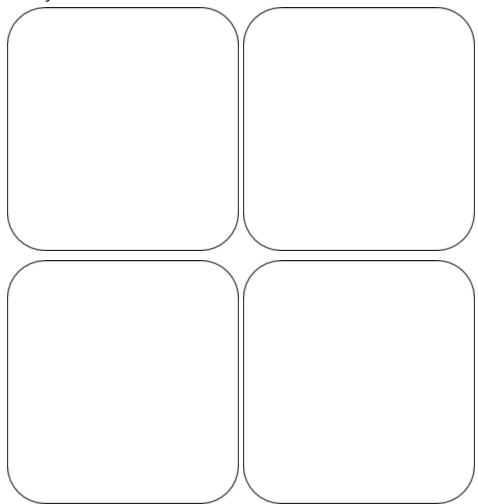
- ★ Make the pet move.
- ★ Create a cage or habitat for the pet.
- ★ Create an pet that reacts when you touch it (find a way to detect when the micro:bit is moved or when its position changes in a certain way.)
- ★ Additional challenge: Digit Maker: Virtual Cat 3-4 hours intermediate project <a href="http://bit.ly/virtual-cat">http://bit.ly/virtual-cat</a>
- ★ Share this with students: A micro:bit Star at 11 Years-Old (created her own animations) <a href="http://bit.ly/abbie-animation">http://bit.ly/abbie-animation</a>

### Micro: Virtual Pet Prototype Plan

What kind of pet would you want to have?

- Your pet should be able to hold the micro:bit and battery pack.
- The micro:bit's face should be showing.
- You should be able to be able to easily turn on and off the micro:bit.

Sketch a few of your ideas:



Think about what materials you could use and choose your best design.

Start creating!!

When you are done creating, think of a name for your micro: virtual pet

# **Reflection:**

What is your favourite part of your micro: virtual pet design?
What was something you enjoyed during your micro: virtual pet design?
How could your micro: virtual pet be improved?
What was something you find challenging? Why?

# **Developing a micro:pet: Student Self- Assessment Rubric**

Name(s): Date:

	Outcomes Not Met (needed support)	Met Outcomes (acceptable)	Exceeded Outcomes	Comments:
Developing a micro:pet Planning Sheet is complete				
Able to independently download (or create) program (function animation) to micro:bit				
micro:bit's face is displayed and the battery pack is supported				
micro:bit can be easily turned on and off				
Reflection is thoughtful				
Able to troubleshoot (debug) any issues				

# <u>Developing a micro:pet: Assessment Rubric (Instructor)</u>

Name(s): Date:

	Outcomes Not Met (needed support)	Met Outcomes (acceptable)	Exceeded Outcomes	Comments:
Developing a micro:pet Planning Sheet is complete				
Able to independently download (or create) program (function animation) to micro:bit				
micro:bit's face is displayed and the battery pack is supported				
micro:bit can be easily turned on and off				
Reflection is thoughtful				
Able to troubleshoot (debug) any issues				