



# Getting Started With JavaScript Blocks: Rock Paper Scissors Worksheet

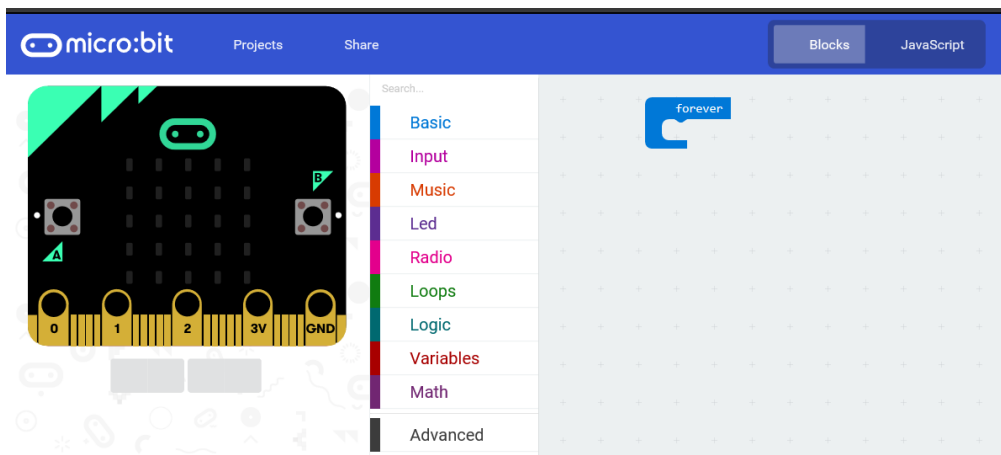
## Challenge 10

You are going to design, test and build a program that plays rock paper scissors. When a player wins they press the A button and the B button when lost.

### Step 1

Head to the micro:bit website and go to the Let's Code tab. JavaScript Block Editor.

Open the JavaScript Block Editor, you should see something like this.



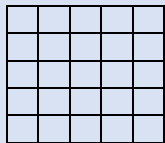
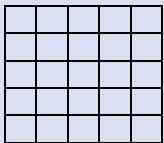
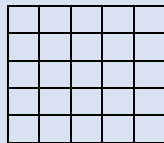
Remove all the blocks by either dragging each block back to the library or selecting the block and pressing the delete key.

### Self-Assessment

- I can load up the software on the micro:bit website.
- I can clear the workspace ready for building a new program.

### Step 2

Plan the different LED patterns needed for the different options of Rock, Paper and Scissors.

LED Pattern for Rock, Paper and Scissors.		
		



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## Step 3

You are to design a program that displays a different pattern on the screen when the micro:bit is shaken.

### Flowchart of program

## Step 4

Build the Rock Paper Scissors game.

## Step 5

Investigate the “Score” Blocks in the Advanced options. When the A button is pressed the score needs to be increased by 1 and displays the latest score. On the B button the same happens, but 1 is subtracted from the score.

### Screen print of working program

## Self-Assessment

- I can create a randomly generated variable
- I can use an IF...THEN...ELSE
- Use the inbuilt score system

## Challenges

Well done for completing the Rock Paper Scissors project. Think about some of the possible changes you can make.

- Display animations for the different options
- Change it for Rock Paper Scissors Spock Lizard