"When-Do" Activity

Input events. First, press the **A button** to cycle through the following *input events* in the following order:

- press the A button
- press the B button
- shake the micro:bit
- hold screen face up
- hold screen face down
- see darkness (low light level)
- hear loud sound
- radio **receive** message
- press micro:bit emoticon
- press pin P0

When you find the input event you want, press the **B button** to accept it.

Output actions. Now, press the **A button** to cycle through the following *output actions*:

- all LEDs on
- show happy face
- show grumpy face
- radio send message
- play doorbell sound
- play slide sound

When you find the output action you want press the **B button** to accept it. The program will begin executing immediately, unless one of the input events or output actions is radio.

Radio group

If you chose the radio receive input event or the radio send output action then you will also need to specify the radio group (channel) that will be used (1-16). Press the **A button** to rotate through the channels (1-16). Press the **B button** to accept the current channel. Your program will now begin executing.

Input event animations

press the A button # # # # # # # # # # # # # # # # # # #	press the B button # # # # # # # # # # # # # # # # # # #
shake the micro:bit # # # # # # # # # # # # # # # # # # #	hold screen face up # # # # # # # # # # # # # # # # # # #
hold screen face down # # # # # # # # # # # # # # # # # # #	see darkness (low light level) #
hear loud sound # # # # # # # # # # # # # # # # # # #	radio receive message # # # # # # # # # # # # # # # # # # #
press micro:bit emoticon # # # # # # # # # # # # # # # # # # #	press pin P0 #

Output action animations

all LEDs on # # # # # # # # # # # # # # # # # # # # # # # # # # # # # #	show happy face # # # # # # #
show grumpy face # # ### # #	radio send message # # # # # # # # # # # # # # # # # # #
play doorbell sound # ###	play slide sound # # # # # # # # # # # # # # # # # # #