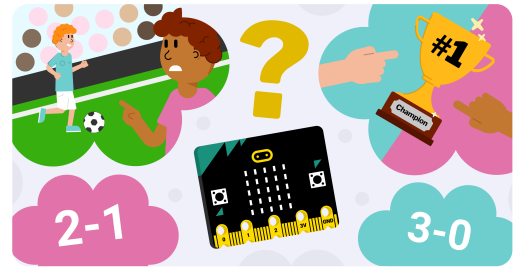


Match predictor

Predict the winner of the big match using your micro:bit!



Step 1 What you will make

Use your micro:bit to predict the winner of a sports competition!

What you will need



First micro:bit project?

Tour of MakeCode



Step 2 Add your teams/players

Video of this step

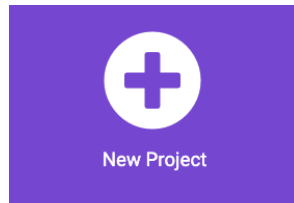
Open MakeCode

Open the MakeCode editor at makecode.microbit.org (<https://makecode.microbit.org>).



Create a new project

Click on the **New Project** button.



Name your project

Give your new project the name `match predictor` and click **Create**.



Show an icon

- From the `Basic` menu, drag the `show icon` block into the code editor.
- Place it inside the `on start` block.
- Select the stick figure icon to show when the micro:bit is ready.



Add your teams/players

Choose two or more teams or players that have a big match soon.

- Click **Advanced**.
- From the **Arrays** menu, drag the **set [text_list]** block into the code editor.
- Place it in the **on start** block under the icon.



```
on start
  show icon [grid icon]
  set text_list to array of "a" "b" "c" [-] [+]
```

Replace the items a, b, c with the names of your teams/players.
(We have used Team A and Team B in the example — we're not taking sides!)



Tip: If you only need two, you can delete the last one in the array by pressing the **-** symbol.

If need more, you can add one to the end of the array by pressing the **+** symbol.

```
on start
  show icon [grid icon]
  set text_list to array of "Team A" "Team B" [-] [+]
```

Step 3 Predict the winner

Video of this step

Add a button block

- From the **Input** menu, drag the **on button [A] pressed** block to the code editor panel.



- From the **Basic** menu, drag the **clear screen** block into the code editor.
- Place it inside the **on button [A] pressed** block.



- From the **Basic** menu, drag the **show string** block into the code editor.
- Place it inside the **on button [A] pressed** block, under the **clear screen** block.



```
on button A pressed
  clear screen
  show string "Hello!"
```

Use randomness!

- From the **Arrays** menu, drag the **get random value from [list]** block into the **show string** block.
- Change **list** to **text list**.



```
on start
  show icon
  set text_list to array of "Team A" "Team B"

on button A pressed
  clear screen
  show string get random value from text_list
```

Test in the emulator

- Wait for the stick figure to show and then press button A.
- Check one of your teams/players displays.



Download

Download your program onto your micro:bit!



 **Downloading your program to the micro:bit**



Test on your micro:bit

- Wait for the stick figure to show and then press button A.

You have your winner!



Step 4 What can I do now?

You could change the trigger from Button A to another button, a gesture (like shake), or even trigger the prediction using a radio message received from a second micro:bit!



Click the `JavaScript` button at the top of the screen.

Can you see how the text language matches the blocks you have used?



If you want to have more fun exploring micro:bit, then you could try out any of these projects (<https://projects.raspberrypi.org/en/projects?hardware%5B%5D=microbit>).

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