

## Introduction

You are going to code your micro:bit to read the future! Simply ask the micro:bit a question, and press a button to find out the answer!

**Instructions:** If you're reading this online, ask the micro:bit below a question and press **A** to get your answer!

## Step 1: Scrolling text

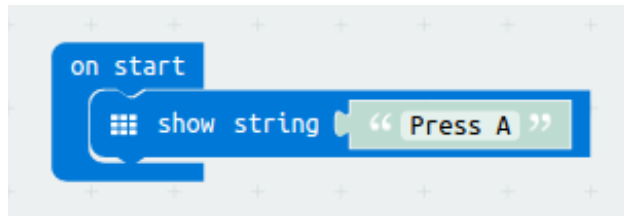
Let's start by scrolling some text instructions on your micro:bit.

### ✔ Activity Checklist

- Go to [jump.to/cc/pxt-new](https://jump.to/cc/pxt-new) to start a new project in the MakeCode (PXT) editor. Call your new project 'Fortune Teller'.

You can delete the `forever` block by dragging it over the palette, you don't need it for this project.

- Drag a `show string` block inside your `start` start.



- Test out your code. You can test it out in the emulator or on the micro:bit itself.

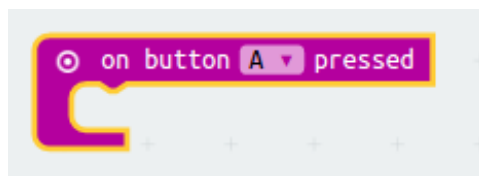
**Save your project**

## Step 2: Making a decision

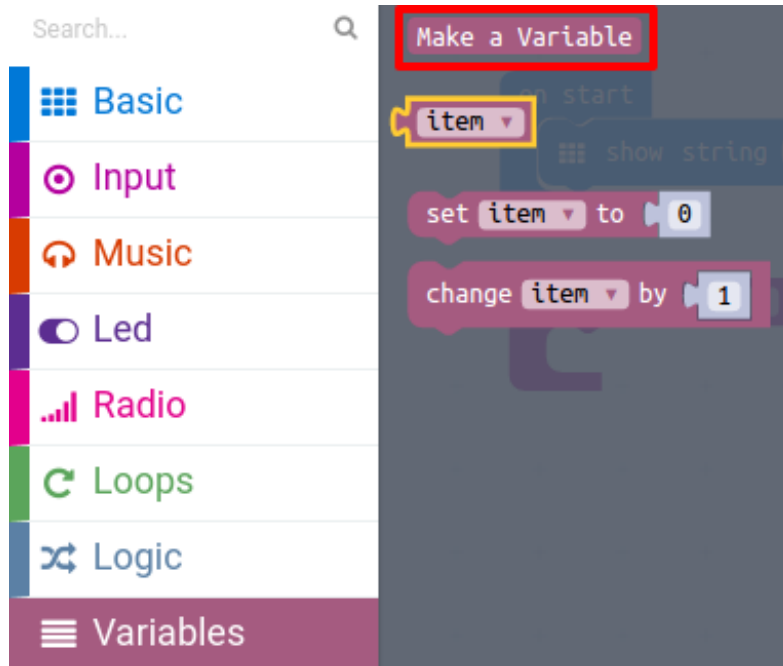
Let's get your micro:bit to make a decision by randomly choosing a number `0` for 'No' and `1` for 'Yes').

### ✔ Activity Checklist

- Add a new `on button A pressed` event to your code.



- Let's create a new variable to store the answer. Click the 'Variables' and then click 'Make a variable'.

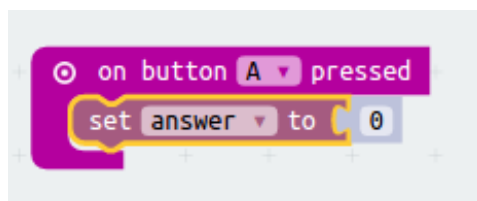


- Name the new variable called `answer`.

**New variable name:**

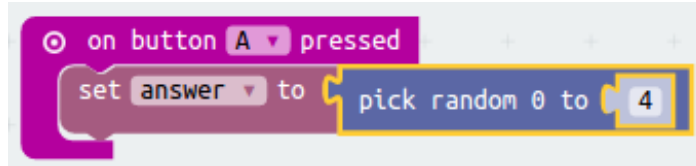
  
 

- Drag a `set` block from Variables into your `on button A pressed` block and select the `answer` variable.

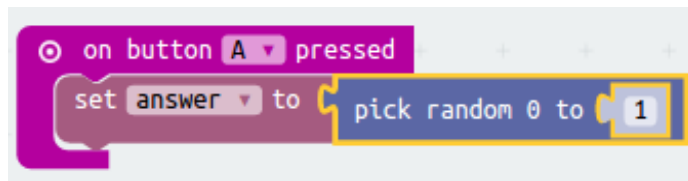


As you can see, the `to` in the block means that you can set the answer to display.

- Click 'Math' and drag a `pick random` block after the `to` :

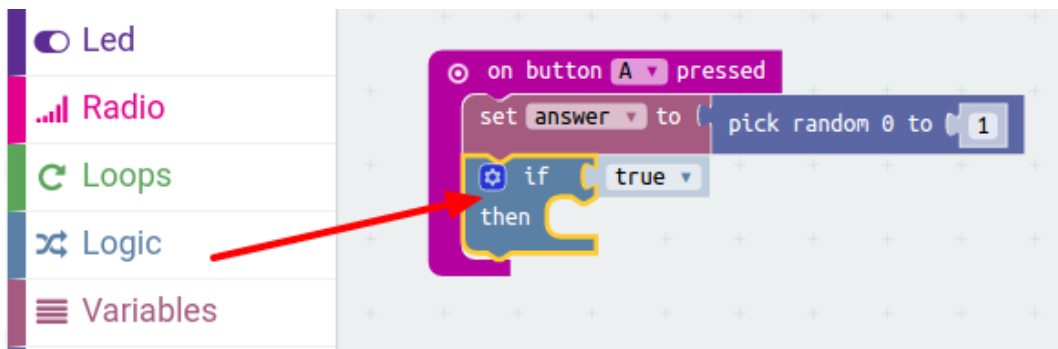


- Tell the random block to choose a number between 0 and 1. Here's how your code should look:

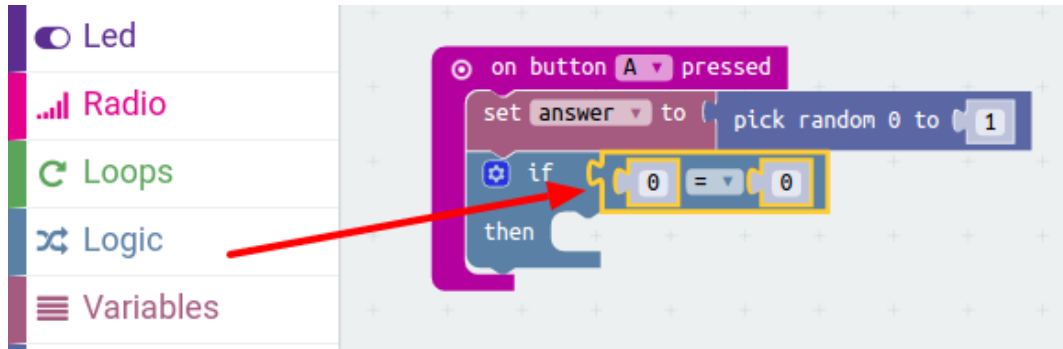


- Next, you want to display the word `No` on the micro:bit only `if` the `answer` is 0.

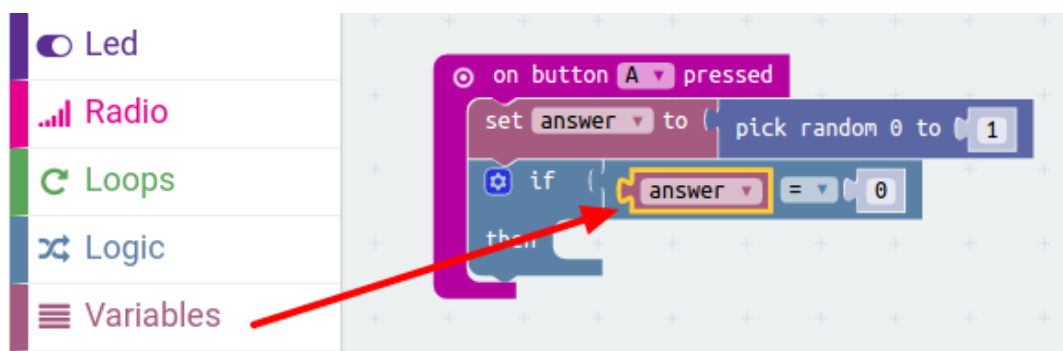
To do this, drag an `if` block onto the bottom of your `on button A pressed` event:



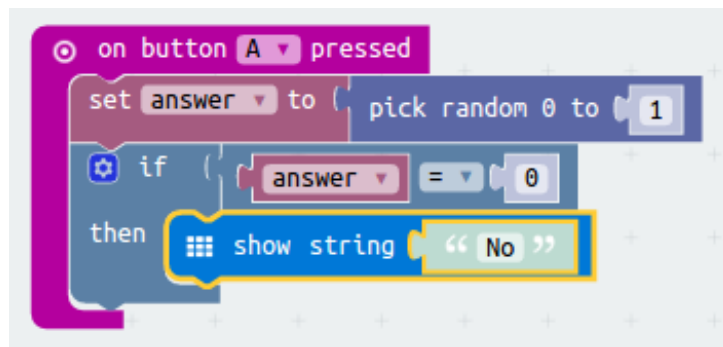
- Next drag an `=` block as the condition in the `if` :



- Drag your `answer` variable onto the left side of the `if` block.



- Any code inside the `if` block will only run if the `answer` is 0. As 0 is `No`, let's add a `show text` block.



- Test your code.
  - Sometimes the `answer` will be 0, and the micro:bit should say 'No'.
  - Sometimes the `answer` will be 1, and nothing will happen!

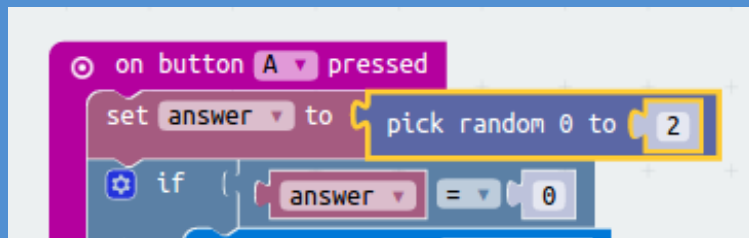
## Save your project

### Challenge: Multiple answers

Can you add code so that 'Yes' is displayed on your micro:bit **if** the answer is 1? You can even change the text shown to something more interesting than just 'Yes' and 'No'!

You can even make your micro:bit say something like 'Maybe' or 'Ask again' if the answer is 2. To get this working, you'll also need to change your code to choose a random number between 0 and 2!

Tip: You can right-click on an **if** block to duplicate the block and its contents.



## Save your project

### Challenge: Shake your micro:bit

Can you code your micro:bit to make a decision when it is shaken instead of when a button is pressed?

**Save your project**