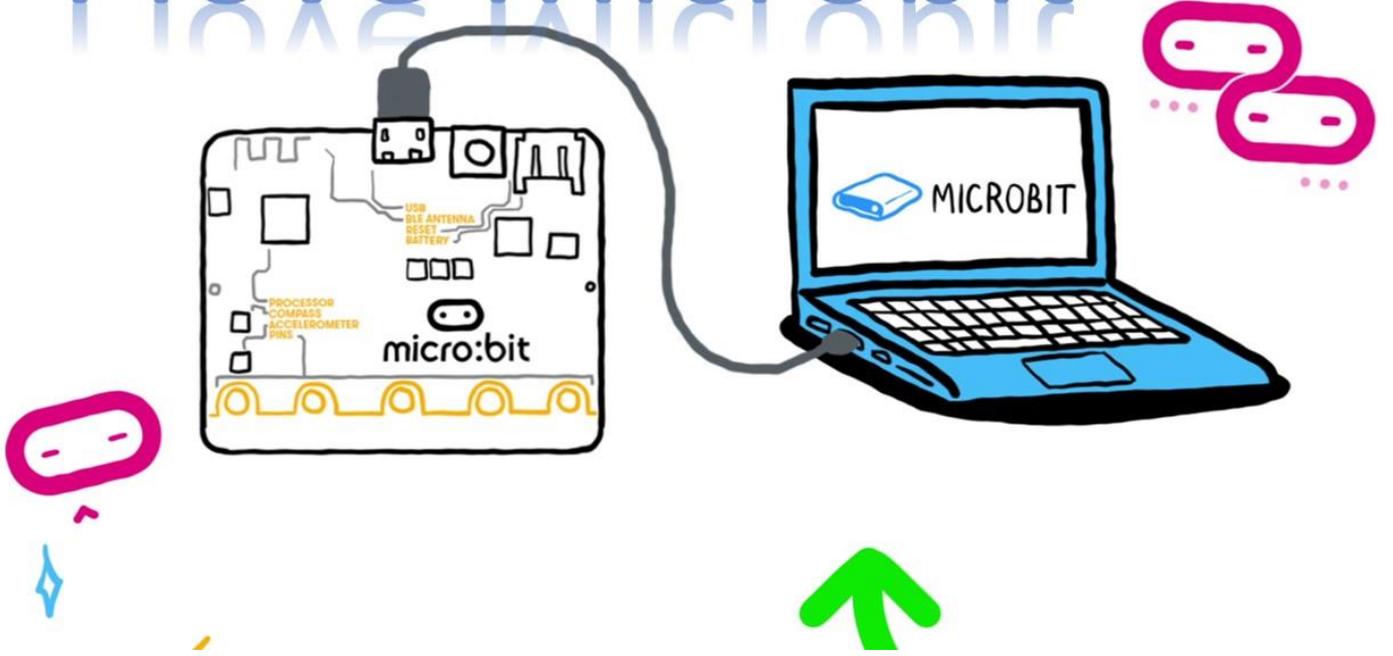


انشطة ال Microbit

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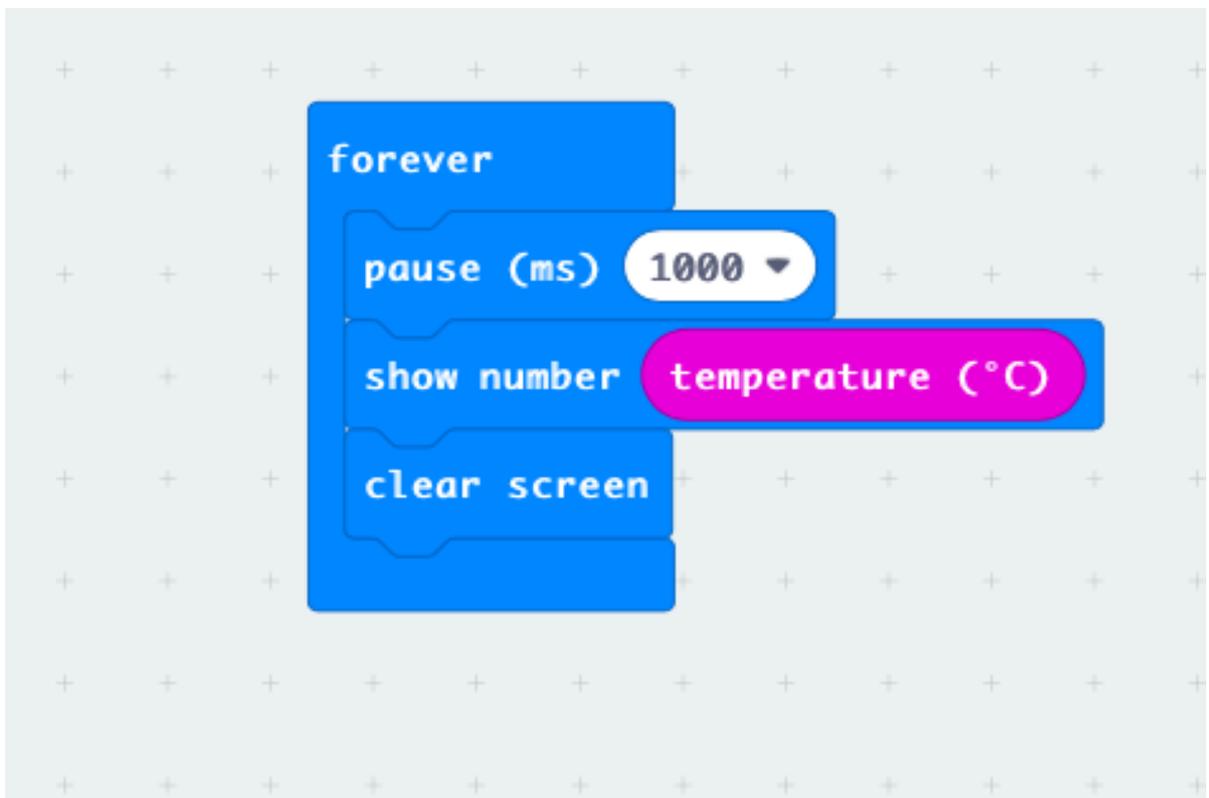




<https://makecode.microbit.org/>

نشاط درجة حرارة الغرفة

Temperature sensor

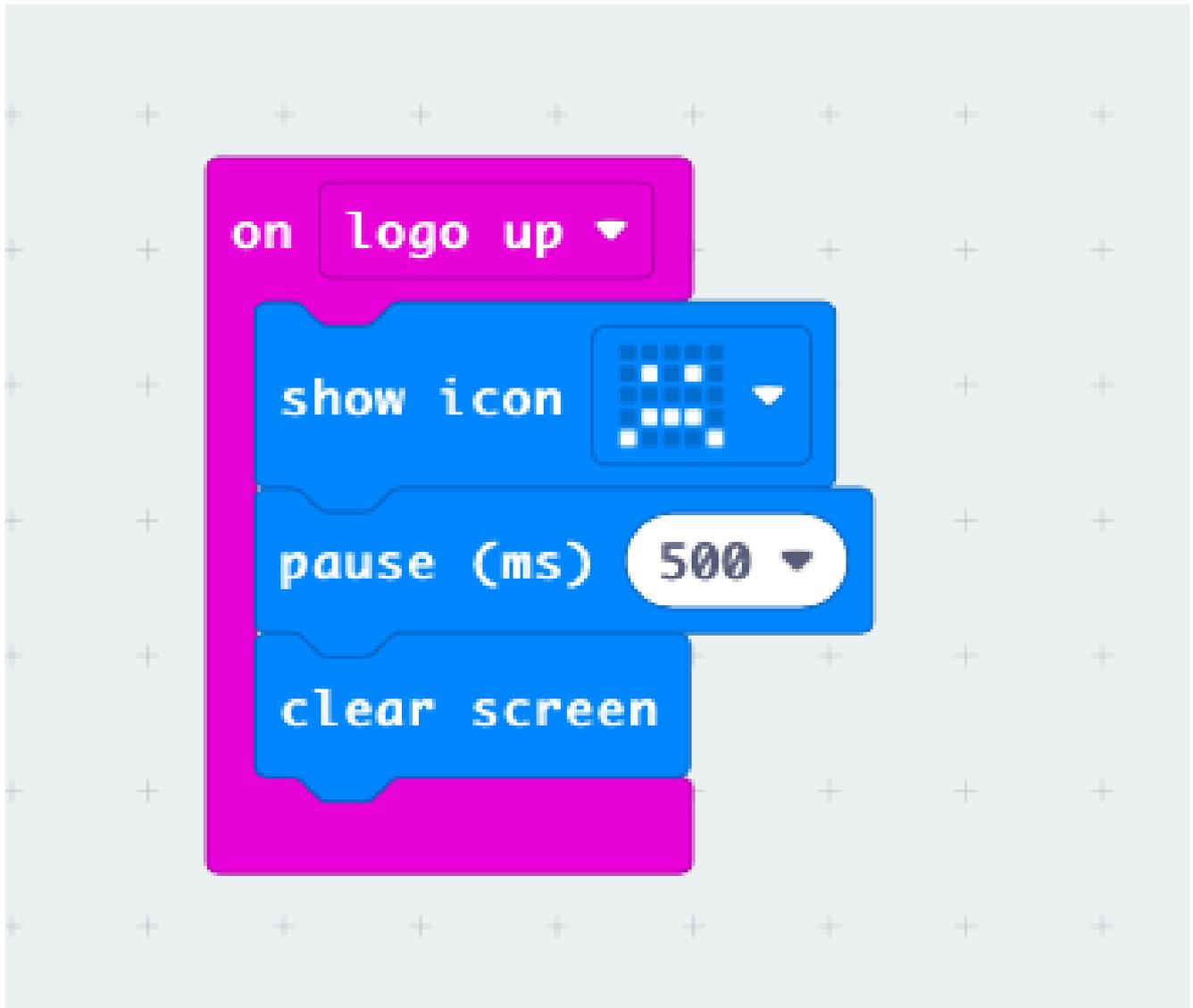


```
forever
  pause (ms) 1000
  show number temperature (°C)
  clear screen
```

The image shows a Scratch code block for a temperature sensor. It is a blue 'forever' loop block containing three sub-blocks: a 'pause (ms)' block with the value '1000', a 'show number' block with the value 'temperature (°C)', and a 'clear screen' block. The code is set against a light gray grid background.

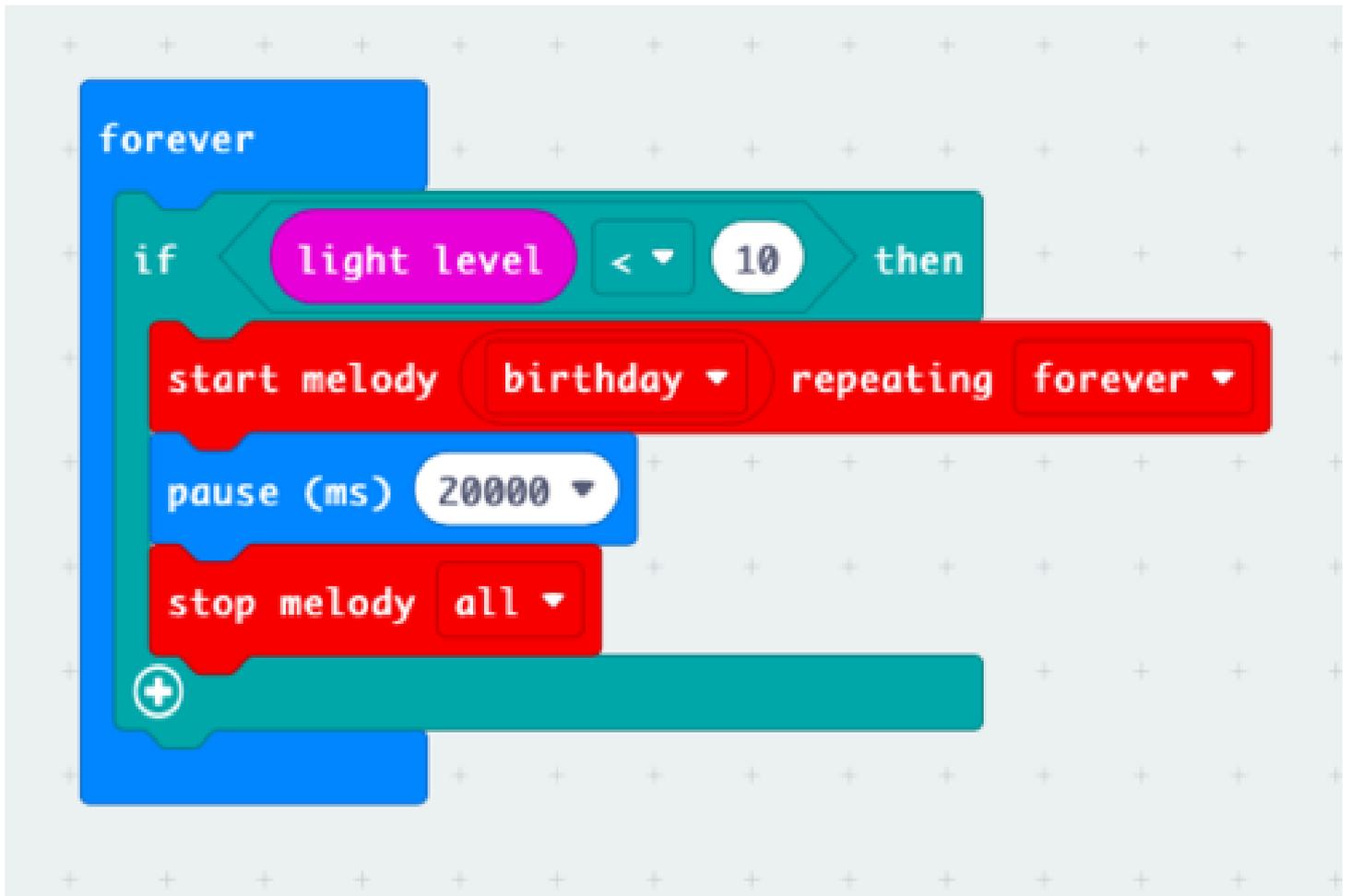
نشاط منبه لتجنب لمس الوجه لتجنب الفيروسات

Don't touch your face



نشاط عداد وقت لغسيل اليدين

Hand wash timer



```
forever
  if light level < 10 then
    start melody birthday repeating forever
    pause (ms) 20000
    stop melody all
```

The image shows a Scratch script for a hand wash timer. It consists of a blue 'forever' loop block containing an 'if' block. The 'if' block has a condition 'light level < 10'. If true, it triggers three actions: 'start melody birthday repeating forever', 'pause (ms) 20000', and 'stop melody all'. There is a plus sign icon at the bottom left of the 'if' block, indicating it can be expanded.

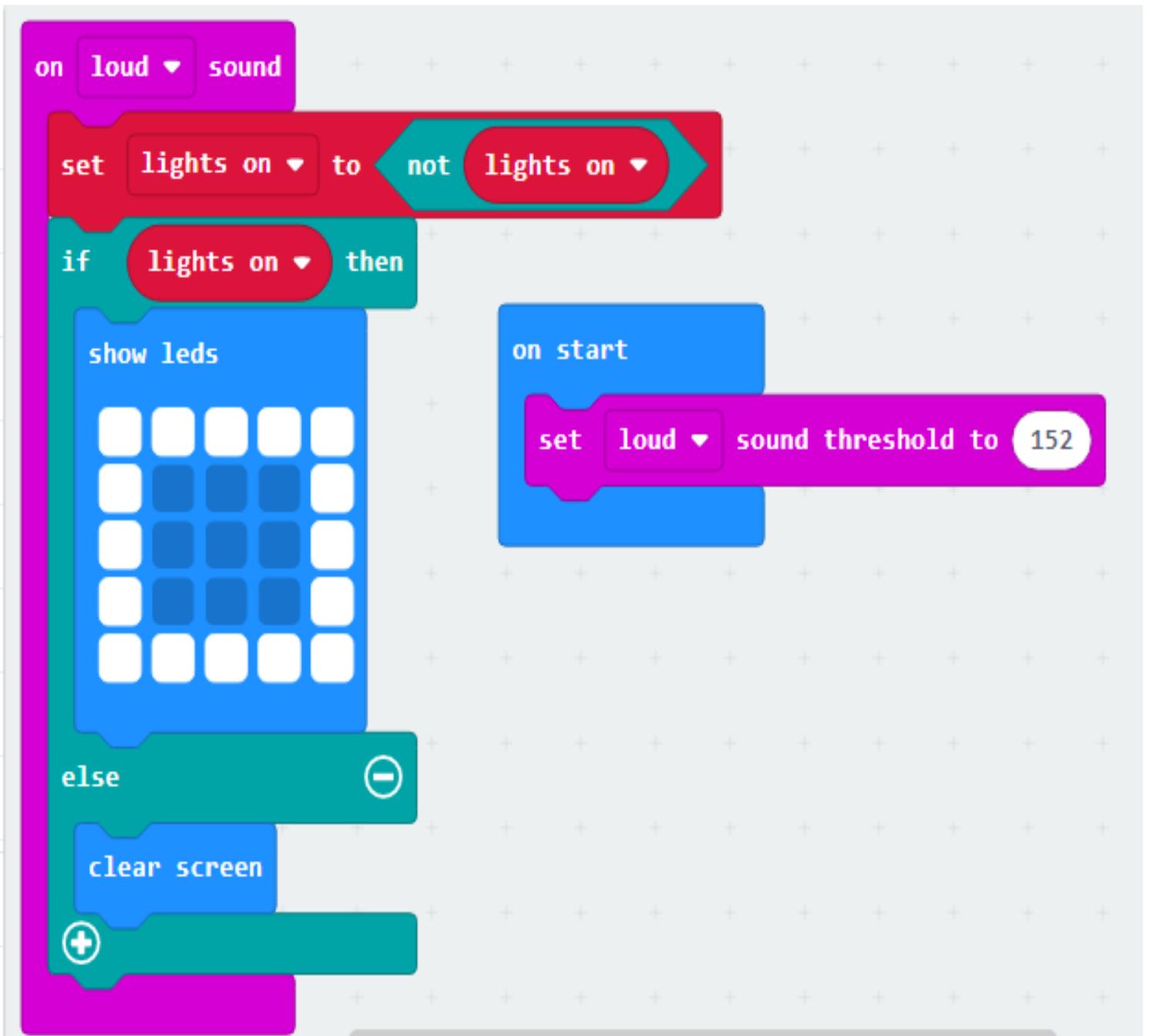
نشاط بوصلة الاتجاهات

Compass

```
forever
  set degrees to compass heading (°)
  if degrees < 45 then
    show string "N"
  else if degrees < 135 then
    show string "E"
  else if degrees < 225 then
    show string "S"
  else if degrees < 315 then
    show string "W"
  else
    show string "N"
```

نشاط اضاءة النور عن بالايدي

Clap ligths



The image shows a Scratch script for a "Clap lights" project. The script is organized into two main sections: an "on start" section and an "on loud sound" section.

on start (blue block):

- set loud sound threshold to 152 (purple block)

on loud sound (purple block):

- set lights on to not lights on (red block)
- if lights on then (teal block):
 - show leds (blue block): A 5x5 grid of LEDs. The top row has 5 white LEDs. The second, third, and fourth rows each have 3 dark blue LEDs in the center. The bottom row has 5 white LEDs.
- else (teal block):
 - clear screen (blue block)

نشاط تعقب الحيوانات

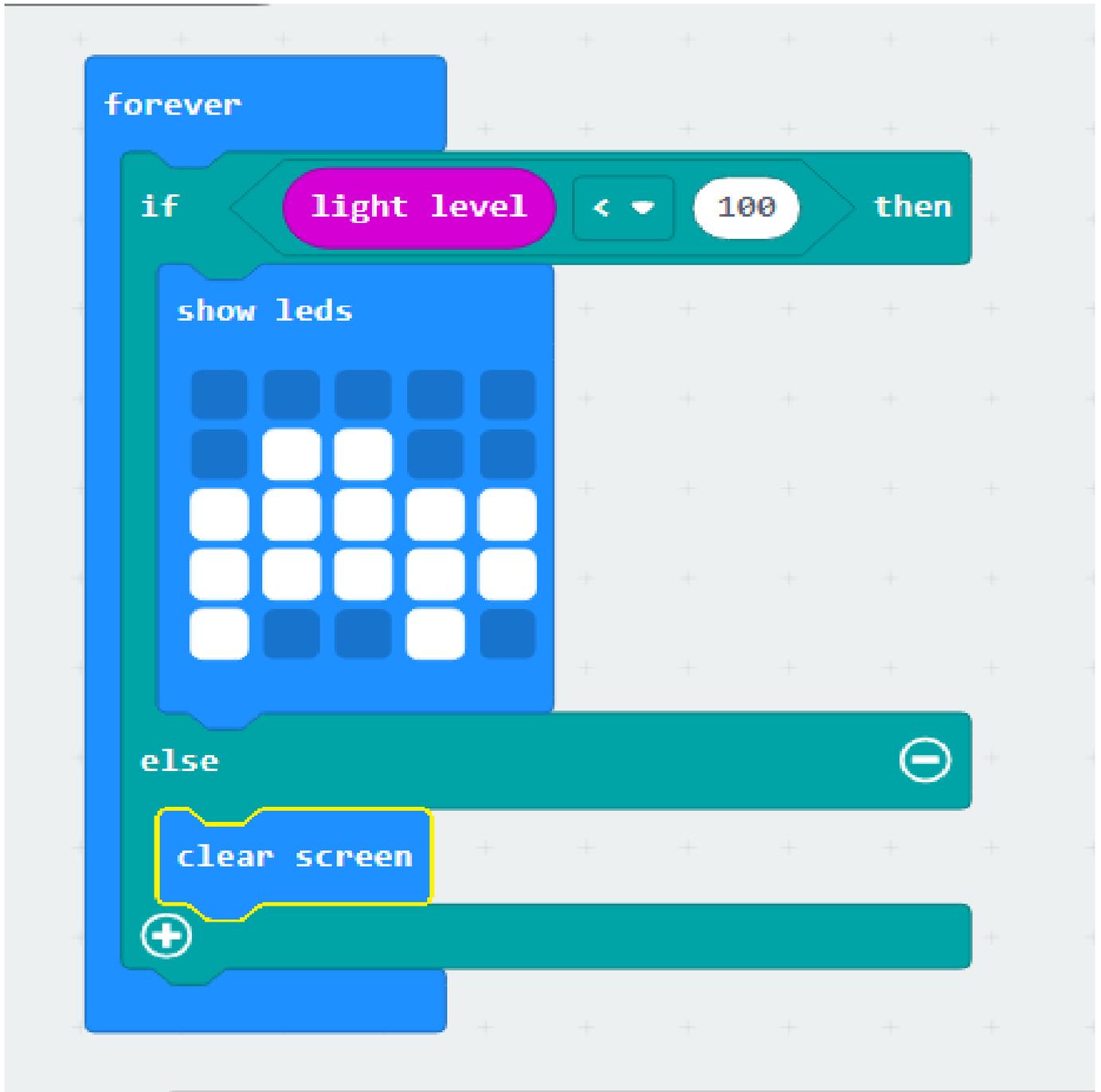
Animal tracker

The image displays a Scratch script for an animal tracker. The script is organized into three main sections:

- on start:** A blue block containing a pink "radio set group" block with the value "7".
- forever:** A blue loop block containing a pink "radio send number" block with the value "acceleration (mg)" and a dropdown menu set to "y".
- on radio received:** A pink block triggered by the "receivedNumber" variable, containing:
 - A blue "show icon" block with a 4x4 grid icon.
 - A blue "show number" block with the value "receivedNumber".

نشاط انقاذ السلحفاة

Saving turtles



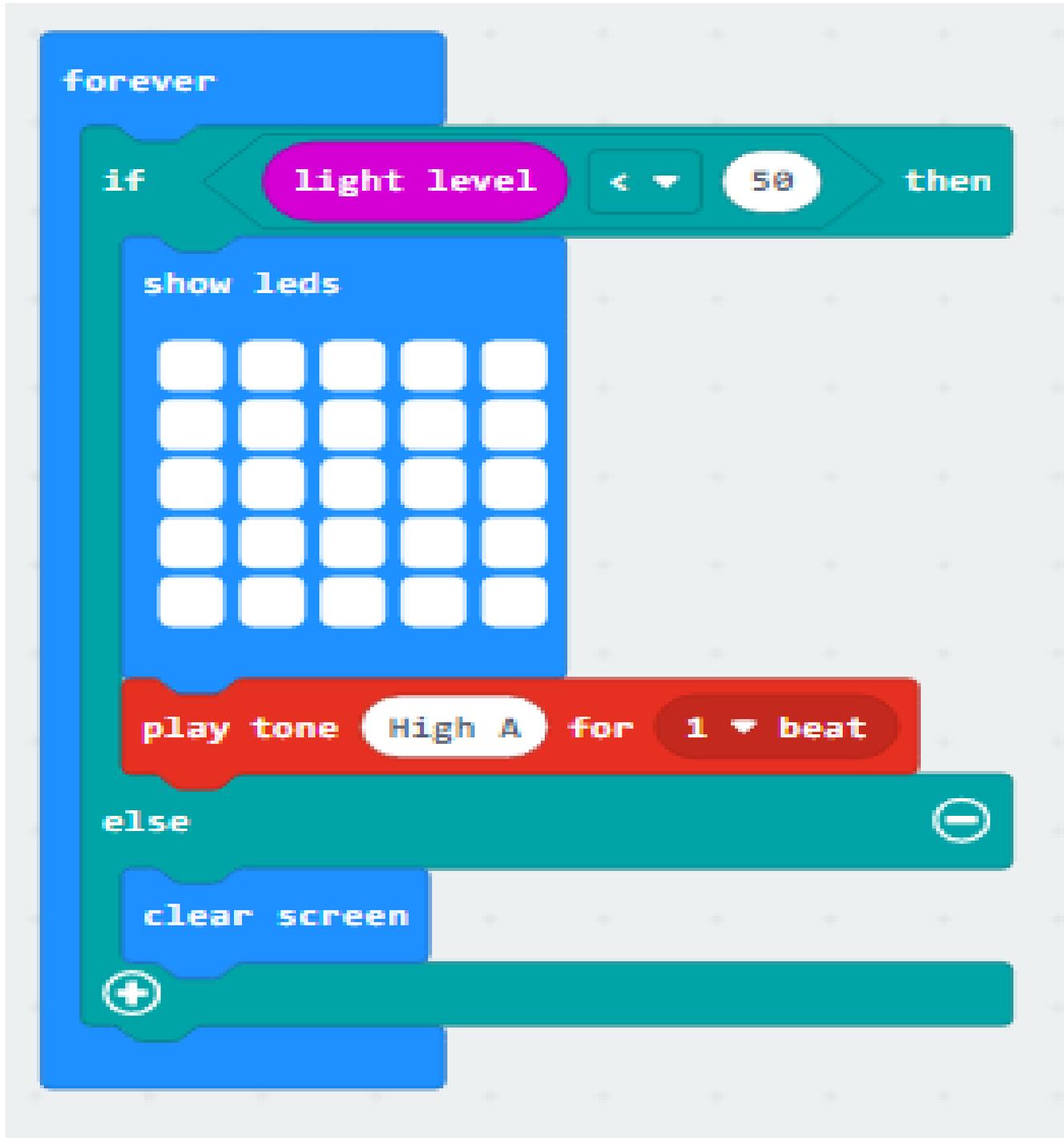
2

```
forever
  if light level < 50 then
    show leds
    play tone High A for 1 beat
    digital write pin P1 to 1
  else
    clear screen
    digital write pin P0 to 0
```

1

نشاط شباك الصيد المضيئة

Luminous fishing nets



```
forever
  if light level < 50 then
    show leds
    play tone High A for 1 beat
  else
    clear screen
```

The image shows a Scratch script for a project titled "Luminous fishing nets". The script is contained within a blue "forever" loop block. Inside the loop, there is a teal "if" block that checks if the "light level" is less than 50. If the condition is true, the script enters a "then" block containing two actions: a blue "show leds" block that displays a 5x5 grid of white squares, and a red "play tone" block that plays the "High A" tone for 1 beat. If the condition is false, the script enters an "else" block containing a blue "clear screen" block. The "if" and "else" blocks are connected by a teal bar with a minus sign on the right, indicating an exclusive choice. The "forever" loop block has a plus sign at the bottom left, indicating it repeats indefinitely.

```
forever
  analog write pin P1 to 1823
  set reading to analog read pin P0
  radio send number reading + 4
  analog write pin P1 to 8
  plot bar graph of reading
  up to 1823
  if button A is pressed then
    show number reading
  +
  if reading < 500 then
    show icon [LED Matrix]
    servo write pin P2 to 0
    pause (ms) 3000
    servo write pin P2 to 90
    pause (ms) 3000
    analog write pin P2 to 8
  +
  pause (ms) 5000
```

نشاط كشفات مياه النباتات

Plant water detector

1

on start

radio set transmit serial number true

radio set group 4

set brightness 64

