

# CODE, CHANCE, CREATE: UNLOCKING MATHS & DIGITAL TECH

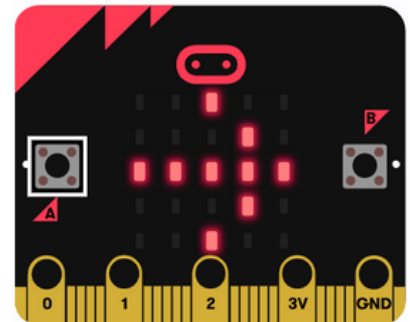
## LENDING LIBRARY KIT LESSON IDEA

### Design a maths-based board game using a micro:bit

This activity uses a BBC micro:bit and game board with a 5x5 grid to explore concepts in Digital Technologies and Mathematics.

Students first play a simple game, using a micro:bit to select how they move a counter on the game board. They record the numbers they land on to calculate a total score. Students then examine the results and draw conclusions based on the data collected.

The **challenge activity** has students develop their own maths-focused board games using the same resources, including designing an algorithm, coding the micro:bit and creating and analysing a scoring system.



|    |    |    |    |    |
|----|----|----|----|----|
| 12 | 8  | 2  | 17 | 6  |
| 16 | 5  | 9  | 20 | 13 |
| 11 | 21 | 1  | 18 | 23 |
| 19 | 14 | 25 | 7  | 3  |
| 4  | 22 | 10 | 24 | 15 |

#### Game with no rules

#### Set the rules and determine the maths

More details of this Probability classroom idea available in Maths in Schools online course



Download our lesson idea for access to:

- Implementation ideas
- Sample MakeCode project for random arrows
- Printable game boards
- Sample game data record sheets (Excel)
- Links to Mathematics and Digital Technologies

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[www.mathematicshub.edu.au](http://www.mathematicshub.edu.au)



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