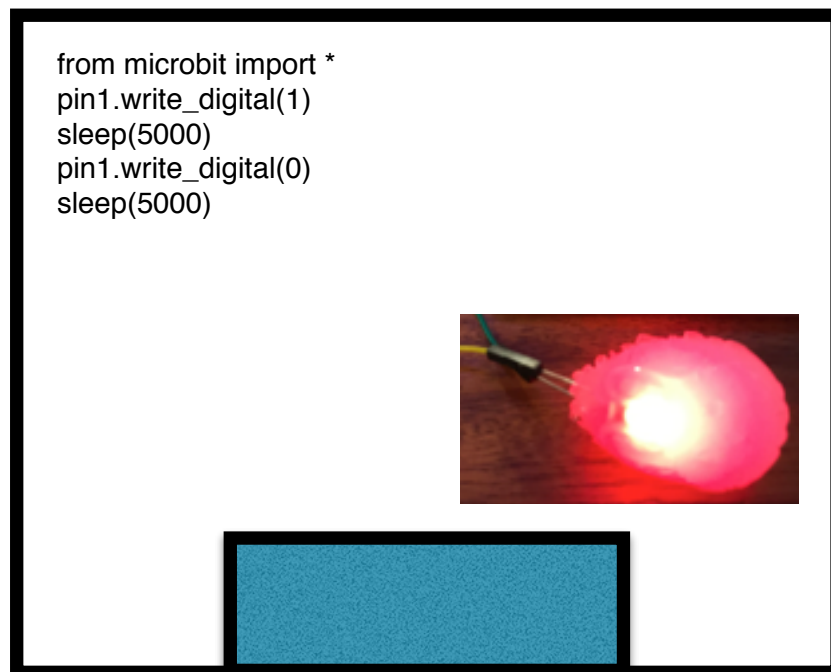


Physical Computing 1: Dragon Eggs



You will also need an LED and connecting wires for this activity. If you want the full Harry Potter dragon egg experience following the tutorial here to make your own eggs.

<http://home.uktechreviews.com/microbit/physical.html>

During this activity you will:

Connect an LED to the micro:bit.
The longer leg of the LED should be connected to pin 1 and the shorter leg to pin GND
use `pin1.write_digital()` to switch the LED on and off

New code you will use:

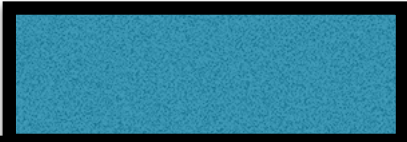

```
pin1.write_digital(1)  
pin1.write_digital(0)
```

Extending your code:

Change the time period to make the LED stay on for longer or shorter amounts of time
Connect 2 dragon eggs to your micro:bit and make them flash in sequence
Add a `while True: loop` to repeat the flashing LED

Physical Computing 2: Never tickle a Dragon!

```
from microbit import *  
  
while True:  
    if pin0.is_touched():  
        pin1.write_digital(1)  
    else:  
        pin1.write_digital(0)
```



You will also need an LED and connecting wires for this activity. If you want the full Harry Potter dragon egg experience following the tutorial here to make your own eggs.

<http://home.uktechreviews.com/microbit/physical.html>

During this activity you will:

Connect an LED to the micro:bit
use `pin1.write_digital()` to switch the LED on and off
see if pin 0 is touched

Note: You will need to have one hand touching the ground (GND) pin and gently touch the pin 0

New code you will use:

```
pin1.write_digital(1)  
pin1.write_digital(0)  
if pin0.is_touched():
```

Extending your code:

Can you change the code so that when you touch pin 0 the LED comes on and when you touch pin 2 the LED goes off again?

Hint: You may not want the else part of the code.