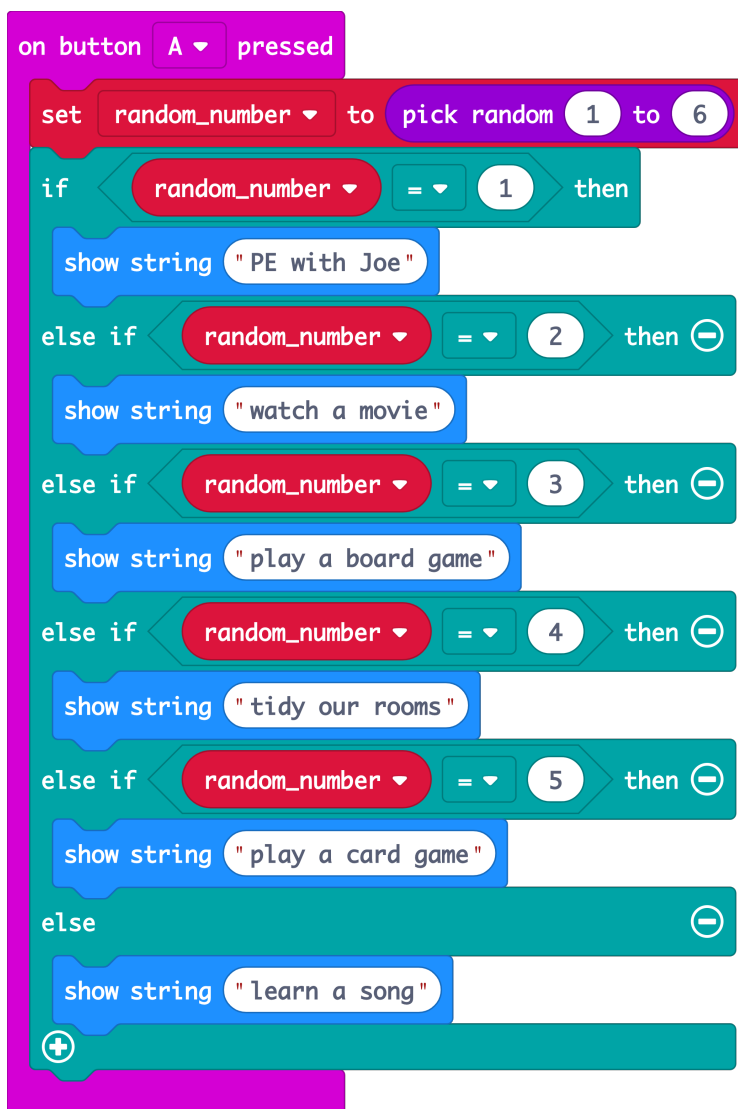


8. Activity picker

If you ever find yourself wondering what to do next, you can turn your micro:bit into an activity picker to help you and your family to decide.

When you press button A, this program makes a random number (like we used in the dice) and stores it in a **variable**. It then checks the variable to show different things to do depending on the number. **If** the number equals 1, **then** you'll do PE with Joe.

Add your own activities. How could you make it more likely you'll do your favourite thing and less likely you'll have to tidy your room?



```
on button A pressed
  set random_number to pick random 1 to 6
  if random_number = 1 then
    show string "PE with Joe"
  else if random_number = 2 then
    show string "watch a movie"
  else if random_number = 3 then
    show string "play a board game"
  else if random_number = 4 then
    show string "tidy our rooms"
  else if random_number = 5 then
    show string "play a card game"
  else
    show string "learn a song"
```

The image shows a Scratch script for an activity picker. It starts with an 'on button A pressed' event block. This is followed by a 'set random_number to pick random 1 to 6' block. Then, there are several 'if' and 'else if' blocks, each with a condition 'random_number = [number]' and a corresponding 'show string' block. The conditions are 1, 2, 3, 4, and 5. The corresponding strings are "PE with Joe", "watch a movie", "play a board game", "tidy our rooms", and "play a card game". Finally, there is an 'else' block with the string "learn a song".