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"
```