



Blow Away the Ghost

MicroBlocks

Go to <u>https://microblocks.fun/run/microblocks.html</u> and connect the micro:bit or Calliope mini 3 to the MicroBlocks IDE via BLE. You will see a green background behind the **Connect** icon when you are connected.

Make the blocks you see below using blocks from the **Control** category, and from the **Microphone** library. The end result should look like this:



Snap!

Go to <u>https://snap.berkeley.edu/snap/snap.html</u> and add the **MicroBlocks** library. You will get an extra category of blocks. Make a variable called **value**. Choose as the costume for your **sprite** the costume called **ghost1**.







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Snap!

Scripts that belong with the **background** should look like this. Make the background color a dark orange.



Scripts that belong with the sprite should looks like this

when Clicked	
go to x: 0 y: -40	
set size to 200 %	when size < 2 .
forever	wait 2 secs
wait until value > 1500	go to x: 0 y: -40
change size by -10	set size to 200 %
change y by 10	_

Press the **green flag** icon, connect to your micro:bit or Calliope Mini 3 using BLE. Blow in the microphone of your board and the ghost should disappear.