

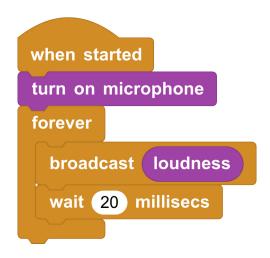


Blow Away the Ghost

MicroBlocks

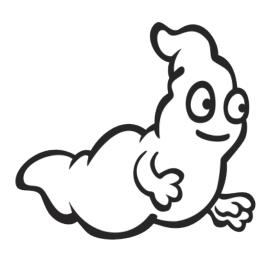
Go to https://microblocks.fun/run/microblocks.html and connect the micro:bit or Calliope mini 3 to the MicroBlocks IDE via BLE. You will see a green background behind the **Connect** icon when you are connected.

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 https://snap.berkeley.edu/snap/snap.html 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 ghost 1.







Blow Away the Ghost

Snap!

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

```
when I receive any message ▼ data

set value ▼ to data

when □ clicked

set background color to

if not connected to MicroBlocks

connect to MicroBlocks via BLE ▼
```

Scripts that belong with the **sprite** should looks like this

```
when clicked

go to x: 0 y: -40

set size to 200 %

forever

wait until value > 1500 (*)

change size by -10

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.