



Glowing Orb

MicroBlocks

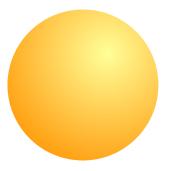
Go to https://microblocks.fun/run/microblocks.html and connect the micro:bit or Calliope mini 3 to the MicroBlocks IDE via BLE. You will see a green background behind the **Connect** icon when you are connected.

Make the blocks you see below using the categories **Control** and **Data**, and from the library **Basic Sensors**. The end result should look like this:

```
when started forever broadcast light level wait 20 millisecs
```

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 ball a.







Glowing Orb

Snap!

Scripts that belong with the **background** should look like this. Make the background color as dark as possible.

```
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

set size to 600 %

go to x: 0 y: 0

forever

clear graphic effects

change brightness effect by 0 - value
```

Press the **green flag** icon, connect to your micro:bit or Calliope Mini 3 using BLE, move your hand over the micro:bit or Calliope mini 3 and a yellow orb appears. Waving your hand over your board will make the yellow orb less and more bright.