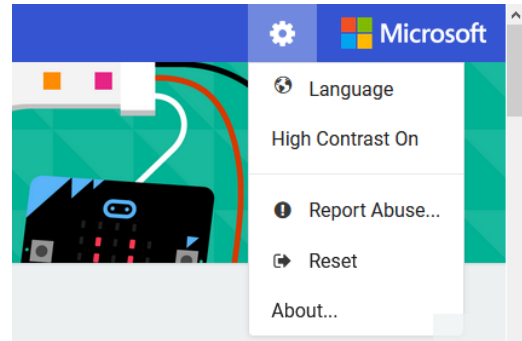


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Micro:bit Troubleshooting Guide

Interface Language

To change the language of the micro:bit MakeCode editor, click on the gear icon in the top right of the screen and select 'Language'.

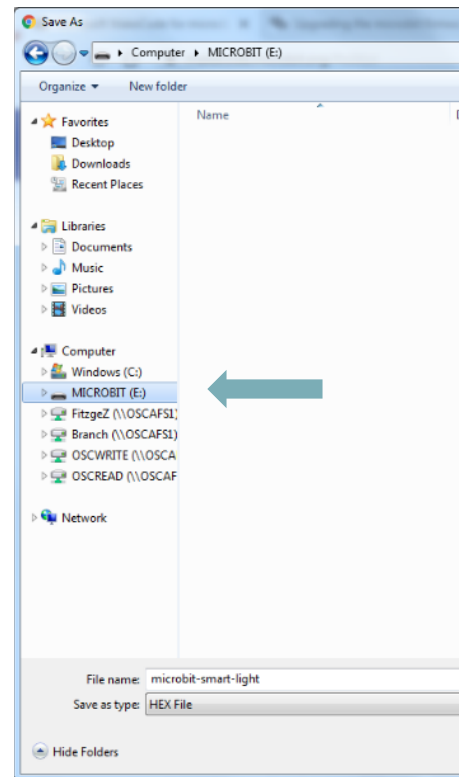


Software issues

- Check your code. Read it carefully: what are you coding the micro:bit to do?
- Did you save your code to the micro:bit?
- Do the pins you coded (e.g., P0, P1) match the pins you've used on the breakout board?
- If your code is more complex: Can you use a small piece of test code to check if your different pieces of code are working as you'd planned?

Downloading Code

- Save the code to the micro:bit drive.
- As you download the code, look for a flashing yellow light on the back of the micro:bit. This tells you the micro:bit is accepting the code.
- Check that your USB wire is well connected to both the computer and the micro:bit device.
- Test the micro:bit. Does it work as you expected?
- Don't forget that you'll need to attach a battery pack if you unplug the USB from the computer.
- Be careful when removing the USB or the battery pack connector from the micro:bit. Do not yank it, but pinch on its edges to disconnect it.





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Hardware issues

Check that your peripherals work:

- For best results, use P0, P1 or P2 on the breakout board (these provide peripherals with the most power)
- The buzzer must be connected to P0, otherwise it will not produce tones
- Connect wires and pins of the same colour (e.g., red to red, yellow to yellow)
- Ask another group to borrow theirs, and test it with the code you've written
- Use a small simple piece of code to test your peripheral
- Try using a different connecting cord to connect peripherals