Koderkits

Micro:Bit CoderKit Joystick

Included

- 1 x Joystick
- 1 x Acrylic Board
- 2 x Acrylic Spacers
  - 1 x Labelled
  - 1 x Plane
- 5 x Connectors and Screws
- 4 x Legs

Needed

- Micro:bit

Assembly

- Attach the legs to the acrylic board using the four corner holes.
- Screw the connectors through the 5 holes in a line in the opposite direction of the legs**. See image 1**.
- Place the spacers on top of the connectors. **See image 2**.
- Place the joystick circuit on top of the connectors matching up the inputs. **See image 3**.
- Attach the micro:bit onto the connectors. Again make sure the channels match up. For example GND on the micro:bit should use the same connector as GND on the joystick.
- You are now ready to code.
- Attach the micro:bit and begin coding. Example code can be downloaded from our website at the following link https://sciencescope.uk/product/microbit-coderkit-four-board-set/. This code allows you to move an LED around the BBC micro:bit screen using the joystick.

Channels for Joystick Direction

- 0 = Push
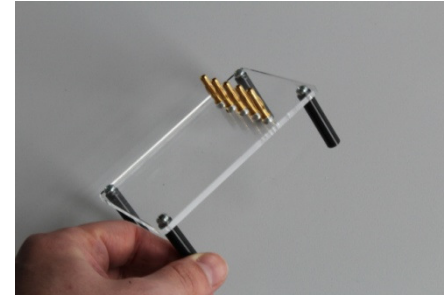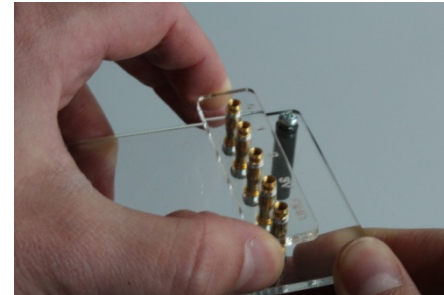- 1 = Horizontal
- 2 = Vertical

Image 1.

Image 2.

Image 3.

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Linking ICT with Science