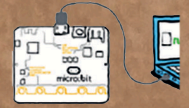


# HELP! THE MICRO:BIT SAYS NO!

## 10 SIMPLE TIPS FOR THE MICRO:BIT

### 01 HE CAN'T CONNECT

Usually the USB cable is not properly connected to the micro:bit or the computer. Check and reconnect the USB cable to the micro:bit and your computer.



### 02 UNABLE TO DOWNLOAD

Is the battery still in your micro:bit? Remove the battery, and it will work. With the USB cable and battery connected, your micro:bit can get warm, so this is an extra safety feature.



### 03 LED'S & THE MICRO:BIT

Working with LEDs? Always test them on the micro:bit's 3V & GND. This way, you'll immediately know the positive or negative voltage of your LED. Use the block digital pin to 1 (1 = on) to turn your LED on (0 = off).



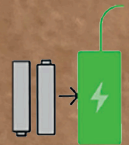
### 04 DID YOU DOWNLOAD THE LATEST VERSION?!

One of the most common complaints in class is: "It doesn't work." Usually, they haven't downloaded the latest version on their micro:bit. **Tip:** always include a pictogram in the startup block. You can then immediately see if the correct code is on the micro:bit.



### 05 THE SERVO MOTOR IS NOT WORKING

If you are using a servo motor, make sure you have fresh new batteries and the cables must be properly connected!



### 06 I GET ERROR CODE 927

You will receive this error code on your micro:bit when downloading and trying to put the special micro:bit V2 sounds and code on a micro:bit V1.



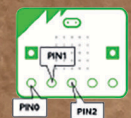
### 07 FIRMWARE UPDATE

You can always use the Makecode website to program your micro:bit. Sometimes the latest features don't always work properly. Make sure to update the micro:bit's firmware once a year. Just Google it.



### 08 USE THE CORRECT PIN

Always check first if the cables are correctly connected to the PIN that is also programmed on the makecode.com website. You have PIN0, PIN1 and PIN2.



### 09 HOW DO I RESTART THE MICRO:BIT?

When creating games, at some point you'll run out of lives and need to restart the micro:bit. Use the reset button on the back of the micro:bit to do this.



### 10 THINK BIG, BUT START SMALL!!

If you're going to make things with the micro:bit and want to make something really big, start with a small version with just one light and cardboard. If that works, make a larger version.

