

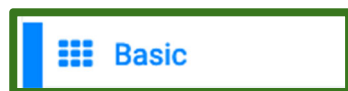
Dreidel Challenge

Now that you have made your game, can you use the radio control on the micro:bit to play against a friend.

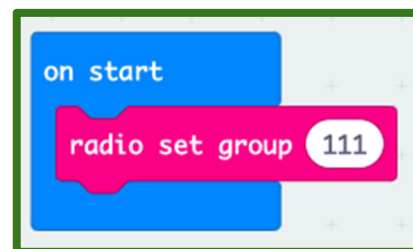
In this activity, one micro:bit will send a message to the other and then both will show a letter from the dreidel. This means that there will be two micro:bits with two separate programs.

I am going to start with **micro:bit 1** (the micro:bit that sends the message)

1. For this part of the activity, we will need to bring back the **Start** block. This is a new input and won't be attached to the rest of your code. The Start block can be found in **Basic**.

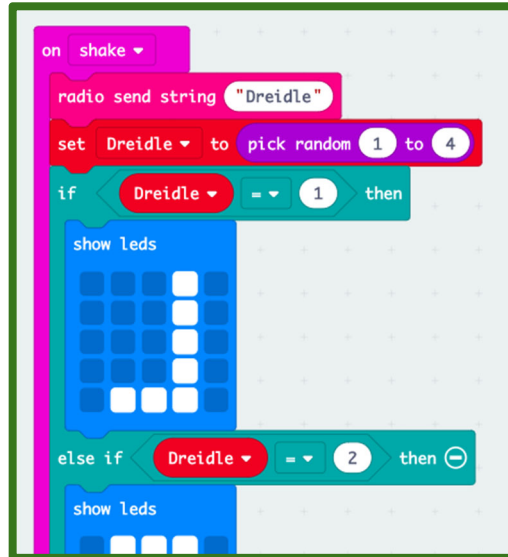


Next take out a **Radio Set Group** block from the **Radio** menu. Set your radio group to any number between 1 and 255. Make sure that no one else in the class is using your number.



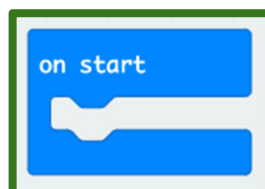
Dreidel Challenge

2. Still in the **Radio** menu, take out a **Send String** block and name it **Dreidel**
Place this inside your Shake input on top of all the other code

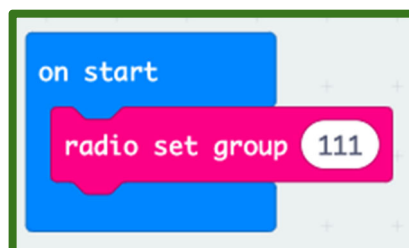


Micro:bit 2

1. For the second micro:bit the code will be a little different. Take out a **Start** block from basic same as was done for the first micro:bit.



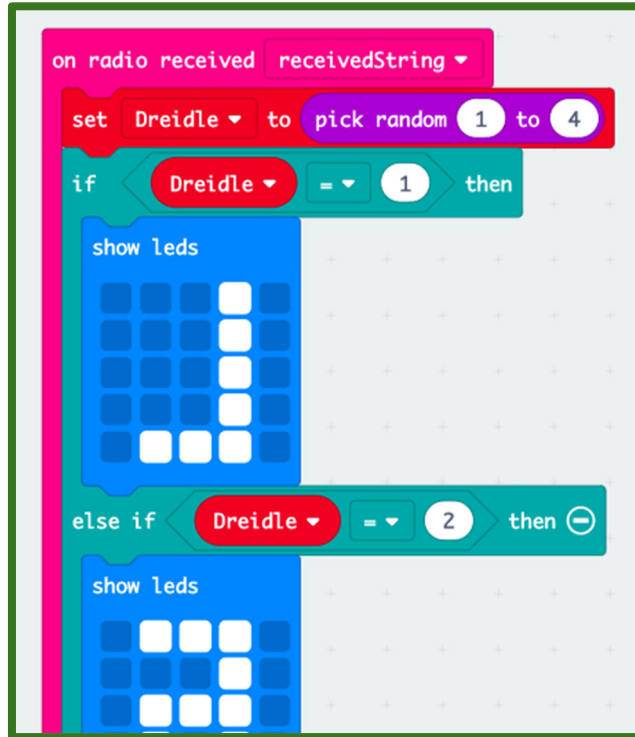
Inside the Start block, place a **Radio Set Group** block with the same number as used in micro:bit 1.



This time, instead of sending a string (message) we are going to receive one. From the **Radio** menu, choose the **On Radio Received String** block.

Dreidel Challenge

This will replace your Shake input so that your code now looks like this:



Download both codes (onto two different micro:bits) and try them out.

When you shake micro:bit one, both micro:bits should come up with a different letter from the dreidel.