

## Saving the hex code program to your computer and the micro:bit

## Introducing block coding: using the BBC micro:bit in the science classroom

Once you have your program coded and working using the emulator, it is time to download the program onto the micro:bit.

- 1. Plug in the micro:bit using a USB/micro-USB cable to the computer.
- 2. Name the program. Beside the purple [Download] button is a box in which the program name can be entered. It is important to name the program something that assists with knowing what the program does, such as 'Countdown timer'.
- 3. Once the program is named, click the [Download] button or the blue 'disk' icon. [Note: if your browser is set to ask you where to save the file each time, then a window will pop up, so you can choose a location; otherwise, it likely saves to the default 'Downloads' folder/directory.] You can save directly to the micro:bit because it is recognized as an external drive when plugged in. However, that file then becomes inaccessible to the user, except through running the program on the micro:bit. We recommend saving the file to your preferred project directory first as well as to the micro:bit. The program downloads as a .hex file.



MakeCode area that allows you to save/download programs to the micro:bit and your computer Image courtesy of G. Michael Bowen

- 4. If you saved the .hex file to your hard drive first, you then need to save a copy of the .hex file from the directory it was saved in to the micro:bit 'drive'. Click on the .hex file, drag and drop it into the open micro:bit folder (or subfolder if you are organizing programs in one place), and then again onto the micro:bit drive.
- 5. After the program/.hex file transfers to the micro:bit (shown by a blinking yellow light on the back of the micro:bit; when the transfer is complete, the micro:bit then reboots itself), you can either run the micro:bit plugged into your computer (for power) or unplug the micro:bit from the computer, plug in a battery pack, and then let the program run.