

Using micro:bit in 5 easy steps

microbit.org/guide/quick/

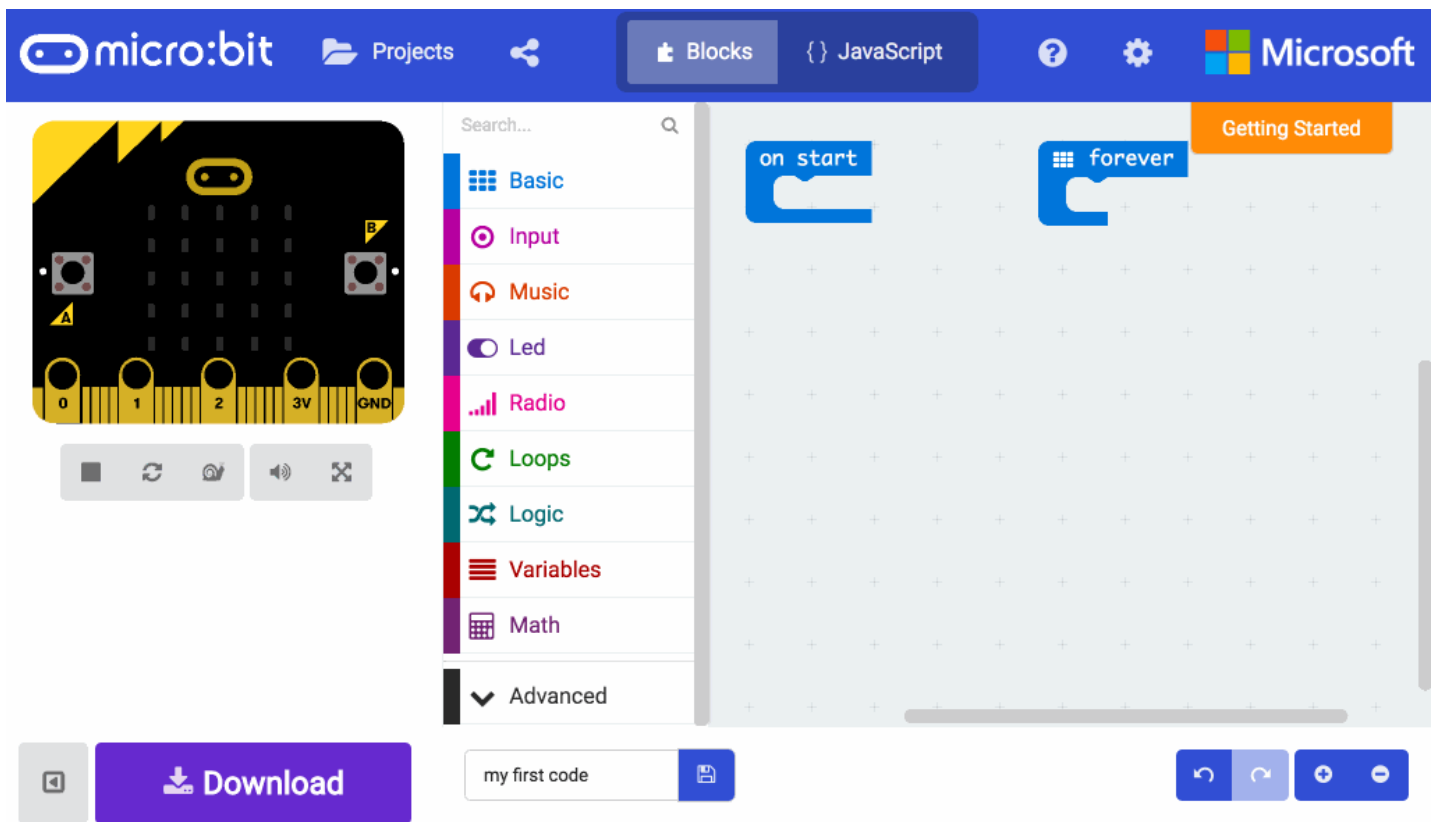
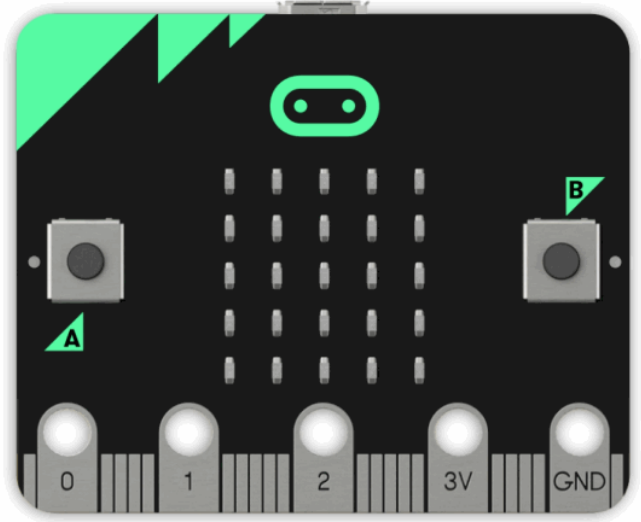
Step 1: Connect It

Connect the micro:bit to your computer via a micro USB cable. Macs, PCs, Chromebooks and Linux systems are all supported. It comes with a fun application, give it a try!

Your micro:bit will show up on your computer as a drive called 'MICROBIT'. Watch out though, it's not a normal USB disk!

Step 2: Program It

Using [one of our fantastic editors](#), write your first micro:bit code. For example drag and drop some blocks and try your program on the Simulator in the Javascript Blocks Editor, like in the image below



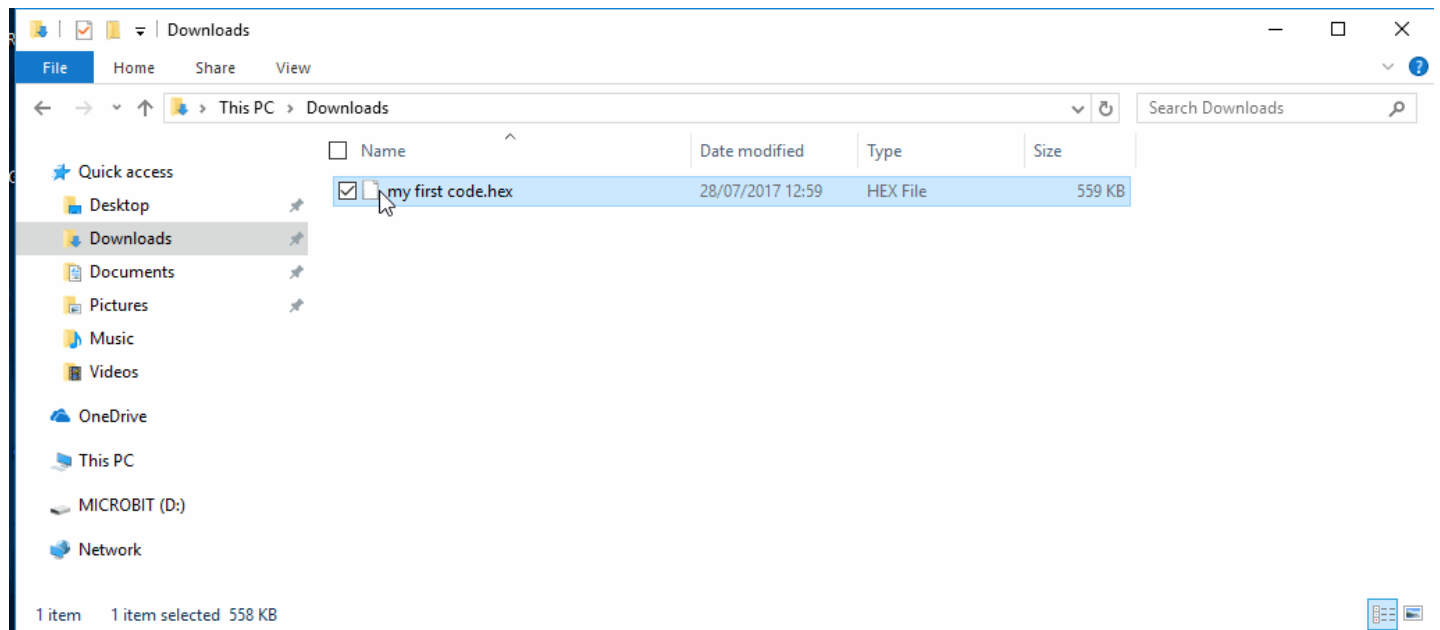
[Click here to try making this example yourself](#)

Step 3: Download It

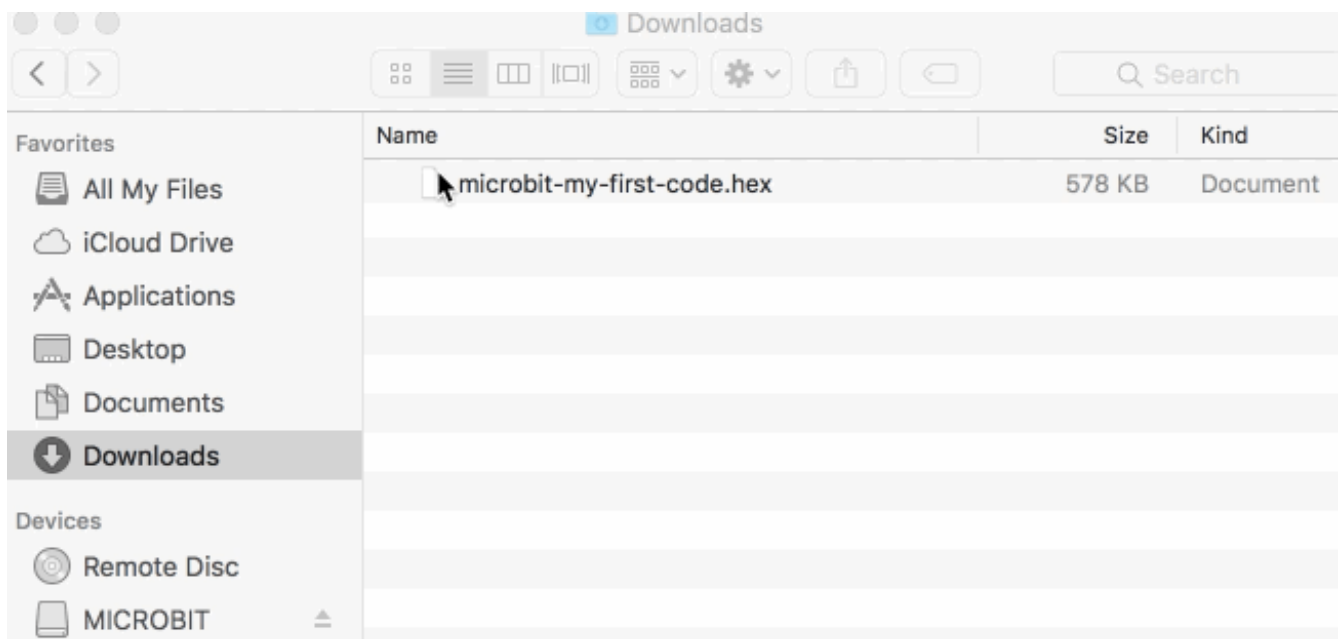
Click the Download button in the editor. This will download a 'hex' file, which is a compact format of your

program that your micro:bit can read. Once the hex file has downloaded, copy it to your micro:bit just like copying a file to a USB drive. On Windows you can right click and choose "Send To→MICROBIT."

Windows "Send To"



Mac Drag and Drop



Step 4: Play It

The micro:bit will pause and the yellow LED on the back of the micro:bit will blink while your code is programmed. Once that's finished the code will run automatically! **The MICROBIT drive will automatically eject and come back each time you program it, but your hex file will be gone. The micro:bit can only receive hex files and won't store anything else!**

What cool stuff will you create? Your micro:bit can respond to the buttons, light, motion, and temperature. It can even send messages wirelessly to other micro:bits using the 'Radio' feature.

Check out the [hardware](#) page for more inspiration.

Step 5: Master it

This page shows you how to get started with micro:bit, but as well as JavaScript Blocks you can use Python and text-based JavaScript to program your micro:bit. Head over to the [Let's Code page](#) to see the different languages, or check out the [ideas page](#) for some things you might like to try out.

