

Programming with Displays

Name: _____

Date: _____

Using the grid below, plan your design by shading in the squares.

	0	1	2	3	4
0					
1					
2					
3					
4					

In the space below, write out the coordinates of each shaded square. Each ordered pair will represent one picture element, or *pixel*, on the micro:bit.

Ex: (2, 3)

(2, 4)

...

Use the list above to write the code to display each pixel based on your design.

```
display.set_pixel(x, y, 9)
```