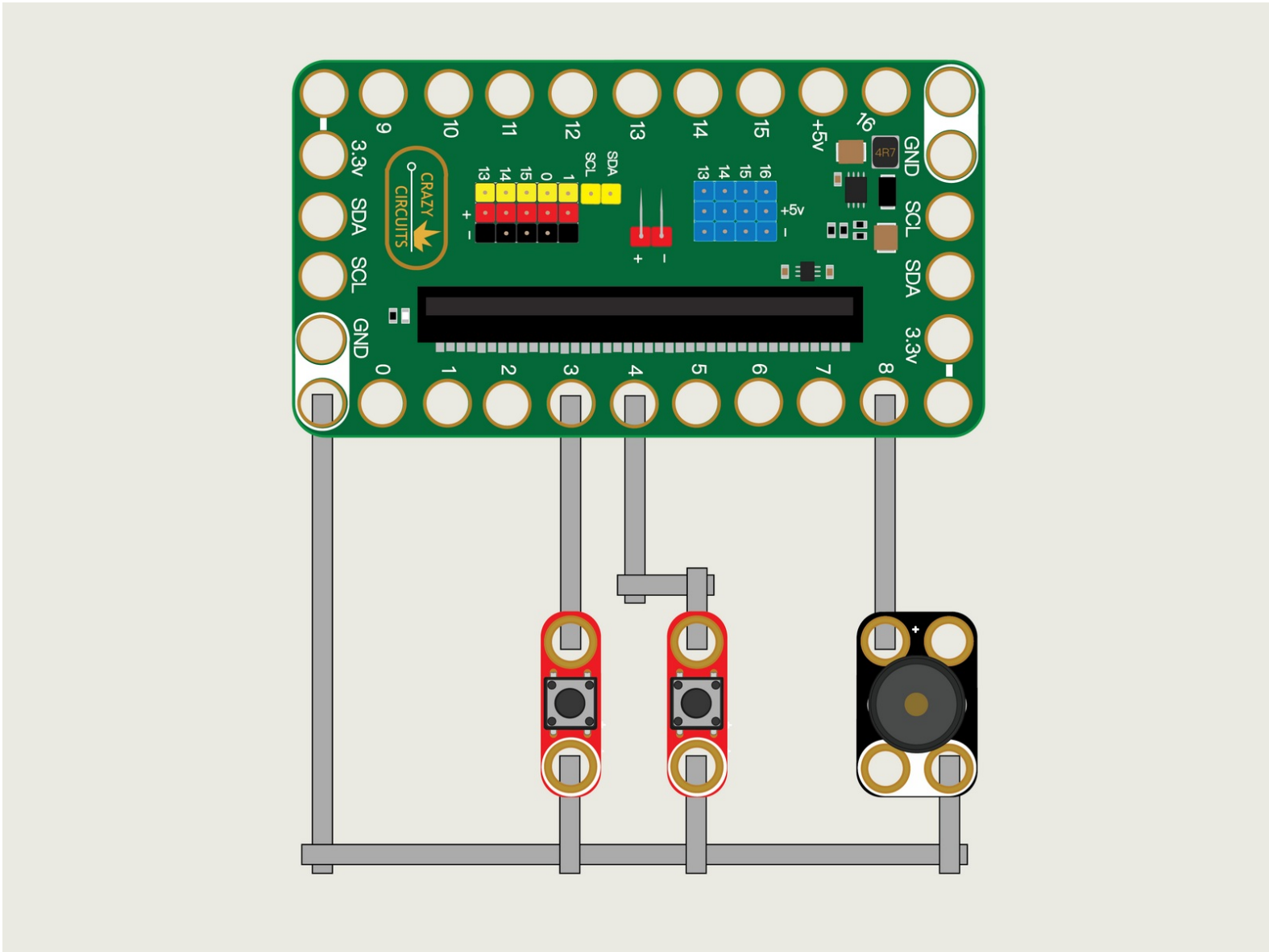




Written By: Pete Prodoehl



INTRODUCTION

Connect two Pushbuttons to a Bit Board and control a Piezo with code.

We'll explore how we can make sounds using a piezo speaker with two buttons.



TOOLS:

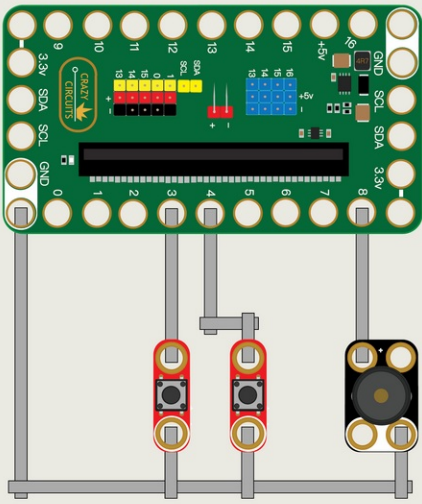
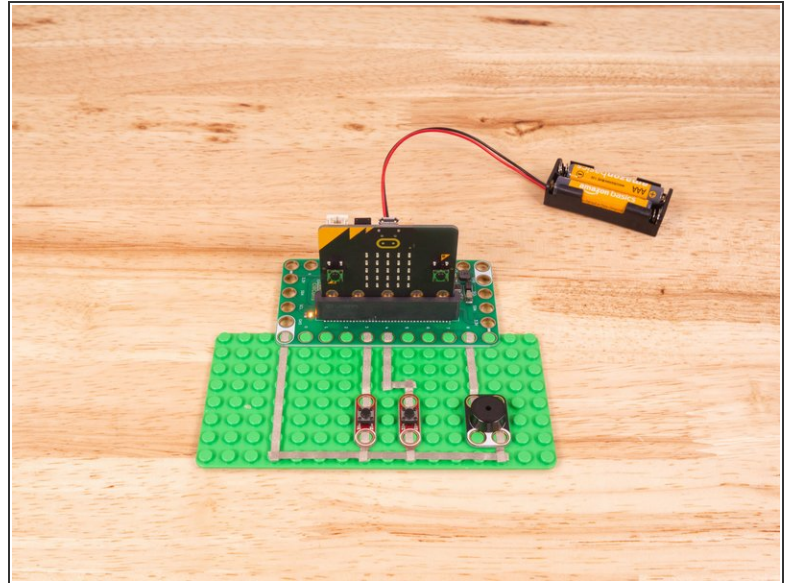
- [Computer](#) (1)
- [Scissors](#) (1)



PARTS:

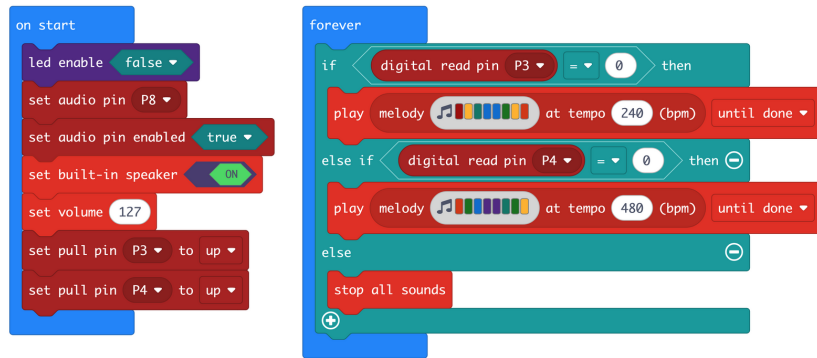
- [Crazy Circuits Bit Board](#) (1)
 - [micro:bit](#) (1)
 - [Maker Tape](#) (1)
- 1/8" Wide
- [Crazy Circuits Piezo Speaker Chip](#) (1)
 - [Standard Pushbutton Chip](#) (2)

Step 1 — Connect the Piezo and Buttons



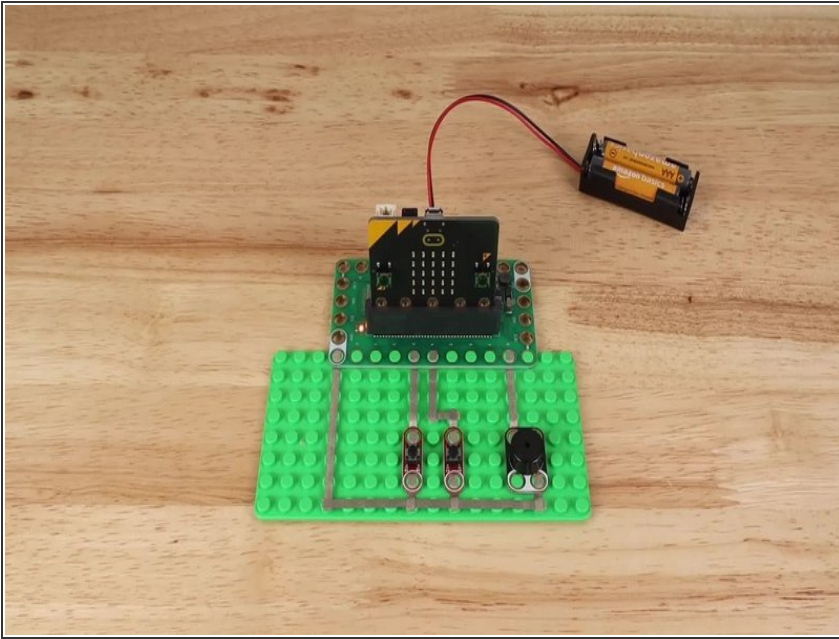
- We'll use **Maker Tape** to connect the two Buttons and the Piezo to the Bit Board on a LEGO baseplate.
- Connect one **Button** to **Pin 3** and the other **Button** to **Pin 4**. Both will also connect to **Ground** (GND).
- The Piezo will connect to **Pin 8** and to **Ground** (GND).
- ☑ You'll notice the **Ground** on the Bit Board (as well as the Piezo, Buttons, and other Crazy Circuits components we'll use) is color coded **White**.

Step 2 — Load the Code



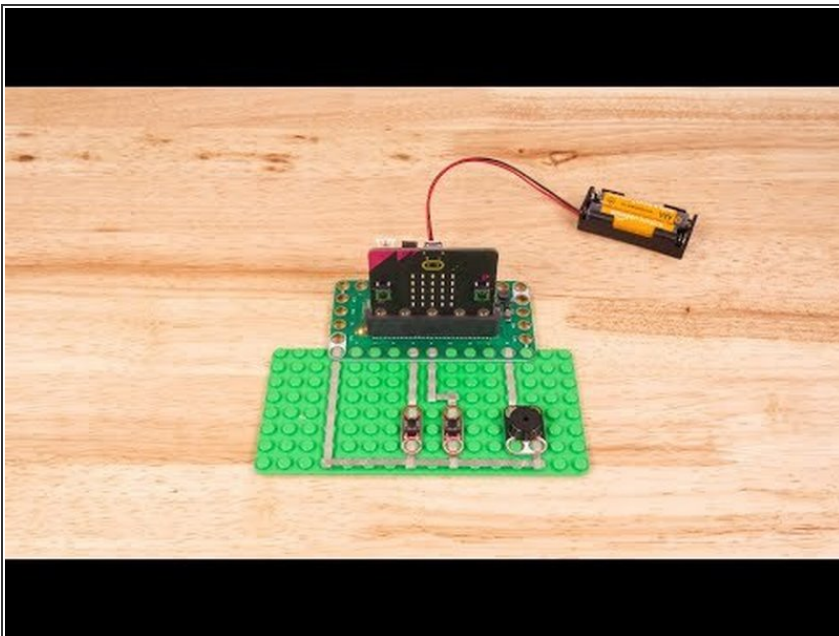
- If you've never used a micro:bit before you'll want to check out this guide: [Bit Board V2 Setup and Use](#)
- We're going to load the following code for our **Piezo Melody** program:
https://makecode.microbit.org/_0uoJypV1r...
- ⚠ The micro:bit (since the release of version V2) has included a built-in piezo speaker on the back. You can use the built-in Piezo on a V2 micro:bit or connect a Crazy Circuits Piezo with Maker Tape as we've shown in this guide.
- Each button will play a different melody at a different tempo.

Step 3 — Test it Out!



- Once the code is loaded it should start running immediately.
- ① You can power the micro:bit via the USB cable you used to load the code or you can use a battery pack plugged into the Bit Board.
- We've created two melodies by selecting a series of specific notes and you can hear each one depending which button you press.

Step 4 — Follow Along



- Follow along with our recorded Live Stream!
- ① You can watch the full video of us walking through this project, along with explaining and exploring the code:
<https://www.youtube.com/live/Q4vGpeODS2E...>