

## Match the blocks of code to the correct part of the algorithm

When the program starts, set counterA and counterB to be zero

When button A is pressed, increase counterA by 1

When button B is pressed, increase counterB by 1

When the micro:bit is shaken, display the following:

- “Button A”, followed by the value of counterA
- Pause for 1 second
- “Button B”, followed by the value of counterB

