Brighten up the daily routine of the astronauts on the International Space Station by showing them a message and the ambient air temperature on board using the Astro Pi computer’s Sense HAT.

→ DISPLAY A MESSAGE

1. Go to trinket.io/mission-zero

You will see that three lines of coding instructions have been added for you automatically:

```python
from time import sleep
sense.show_message("Astro Pi")
```

2. Add these two lines below the other coding instructions:

```python
2
from time import sleep
sense.show_message("Astro Pi")
```

3. Press the Run button and watch as the message ‘Astro Pi’ scrolls across the LED display of the animated Astro Pi on the right. This is what your message to the astronauts on the real-life Astro Pi will look like! To display a different message, you can write anything you like between the quotation marks (“”).

→ CHALLENGE

Can you change the message and make it more colourful?

```python
sense.show_message("Hello", text_colour=(255,0,0), back_colour= (0,255,0))
```

The three numbers in brackets represent the amount of red, green, and blue in the colour produced by the LEDs:

- Red would be (255, 0, 0)
- Green would be (0, 255, 0)
- Blue would be (0, 0, 255)
- Yellow would be (255, 255, 0)

You can use any number between 0 and 255.
**MEASURE THE TEMPERATURE**

1. Add this line to take a temperature reading:

   ```python
   temp = round( sense.get_temperature(), 1 )
   ```

   This will make the Astro Pi measure the current temperature and store the measured value in the variable `temp`. The temperature is measured very precisely, with a large number of decimal places, so `round()` is added so that the measurement gets stored with one decimal place.

2. To display the stored temperature value as a scrolling message on the display, add this instruction as well:

   ```python
   sense.show_message( str(temp) )
   ```

**SUBMIT YOUR ENTRY**

There are a few rules your program needs to follow so that you can submit it to be run in space for the astronauts:

1. Take a temperature reading
2. Light up the LEDs
3. No errors

You can see these rules below where your program is. If your program follows the rules, they will light up in green when you run the program.

Before you finish, make sure your program also meets the following criteria:

1. It runs for 30 seconds or less
2. There isn’t anything unsuitable in your message, such as rudeness

Once the rules are all green, you are ready to submit!

Ask your teacher or mentor for your classroom code, and enter this code in the box at the bottom. Then click on **Continue To Form**.

In the form, enter your team’s name and the names of your team’s members.

Finally, click the **Submit** button to send off your program. Your teacher or mentor will then get an email to confirm your entry.