

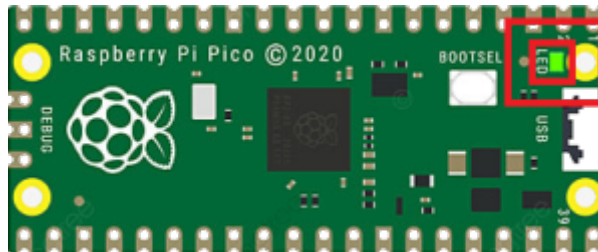
LED On & Off

Jun 2026



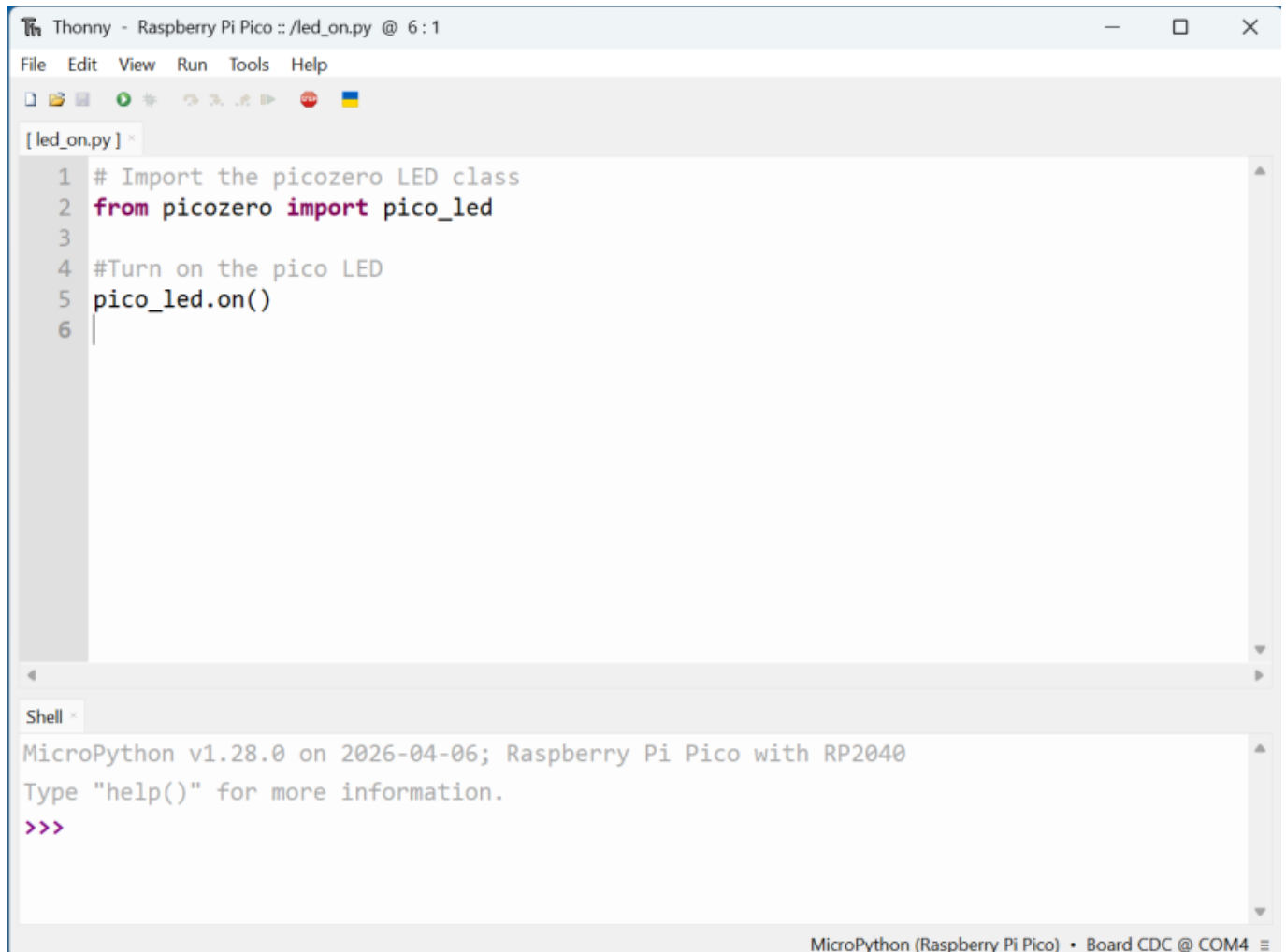
Introduction

The Raspberry Pi Pico actually has an onboard LED that we can use for some simple Micro Python testing. Now one slight complication here is that the original Pico and the Pico 2 W use different ways to address the LED. This guide is using the Pico, where the LED is on GPIO pin 25. The way we will address the LED means that you don't really need to know the pin number.



In the above picture we can see where the LED is. Once powered on the LED by default will be off, and we will need to use some micro python to turn it on.

Lets run Thonny, and use some Micro Python code to turn on and turn off our onboard Pi Pico LED.



The screenshot shows the Thonny IDE interface. The top bar indicates the file is 'led_on.py' on a Raspberry Pi Pico. The menu bar includes File, Edit, View, Run, Tools, and Help. The toolbar contains icons for opening files, saving, running, and other standard IDE functions. The main editor window displays the following Python code:

```
1 # Import the picozero LED class
2 from picozero import pico_led
3
4 #Turn on the pico LED
5 pico_led.on()
6
```

Below the editor is a shell window titled 'Shell'. It shows the MicroPython version (v1.28.0) and the board information (Raspberry Pi Pico with RP2040). It prompts the user to type 'help()' for more information and shows the prompt '(>>>)'.

At the bottom right of the IDE, the status bar indicates 'MicroPython (Raspberry Pi Pico) • Board CDC @ COM4'.

Here we can see the code that we need to enter in to Thonny.

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```
# Import the picozero LED class
from picozero import pico_led

#Turn on the pico LED
pico_led.on()
```

This of course turns the Pi Pico LED on.



This code does a couple of things:

from picozero import pico_led

This line imports the `pico_led` object from the `picozero` library.
`picozero` is a beginner-friendly library for controlling hardware on the Raspberry Pi Pico.
`pico_led` is a built-in object that represents the on-board LED (the little LED already on the Pico board).
So this line is basically saying: "Give me access to the Pico's built-in LED so I can control it."

pico_led.on()

This is the line that actually turns the LED on.
`pico_led` is the LED object
`.on()` is a function that switches it on
The LED lights up and stays on until you turn it off or reset the board
It's the simplest possible way to control hardware on the Pico.

Now that you have turned the LED on, you might want to turn it off, and the program is almost the same except for the argument for the `pico_led` line.

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```
# Import the picozero LED class
from picozero import pico_led

#Turn on the pico LED
pico_led.off()
```

As you can see in the code above, all we have done is to change the `pico_led.on()` to `pico_led.off()`

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