CoderDojo Athenry
"Above all, be cool"

Every week:
- ✓ Sign in at the door

If you are new:
- ✓ Fill in Registration Form
- ✓ Ask a Mentor how to get started

Make sure you are on the Athenry Parents/Kids Google Group: email coderdojoathenry@gmail.com

CoderDojo Athenry

SCRATCH Beginners

Athenry

Code and notes by Michael Madden and Martha Fahy, 2013

Today's Big Ideas

Designing your game

Loops & Decisions

Communicating Sprites

Variables

How to Get Started

Plan the Design

- Think first!
- Start simple: add more later

Create First Character

- Design it: appearance & behaviours
- Write script (Code) to control its behaviours

Test It

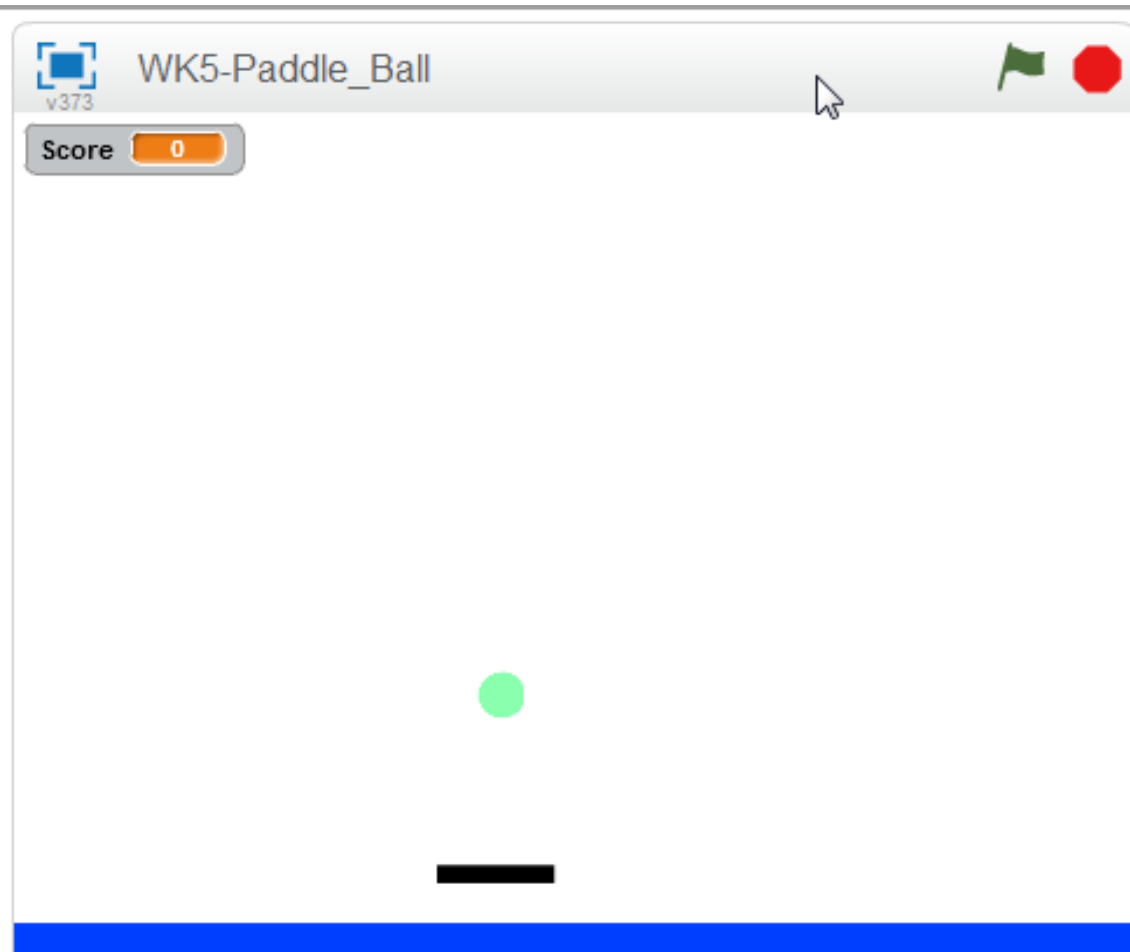- Any bugs? (Not working as expected)
- Debug and Improve

Extend It

- More Characters, More Behaviours, More Testing!

Today's Ninja Challenge:
Create a Game Like This
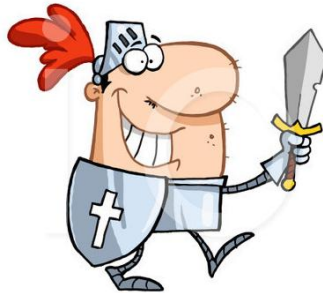
My Game looks like this !

You have to come up with your own idea.

OR

OR

Princess catching a Crown

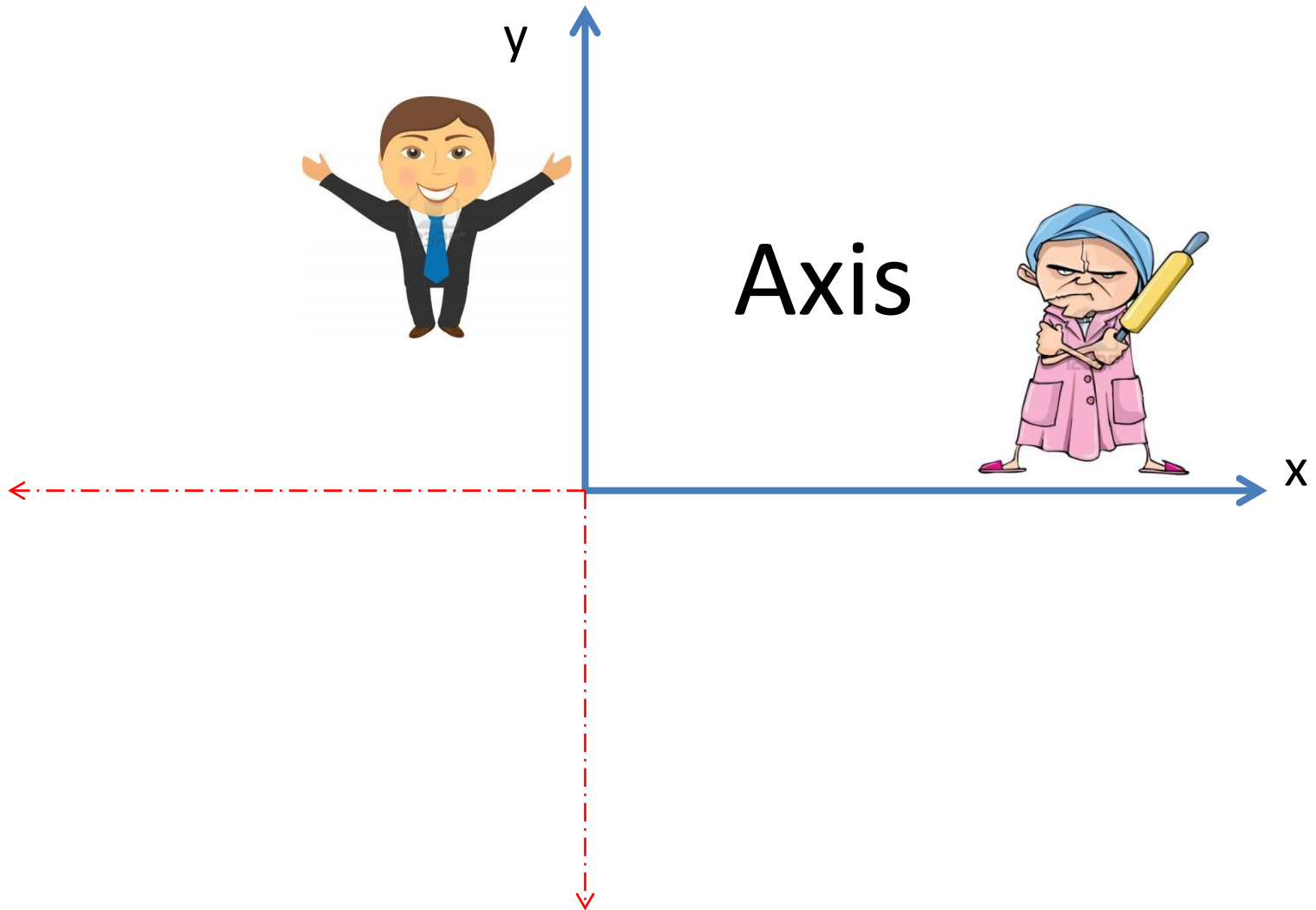Knight catching a Dragon

Wizards hat catching Stars

Making your first Sprite Move

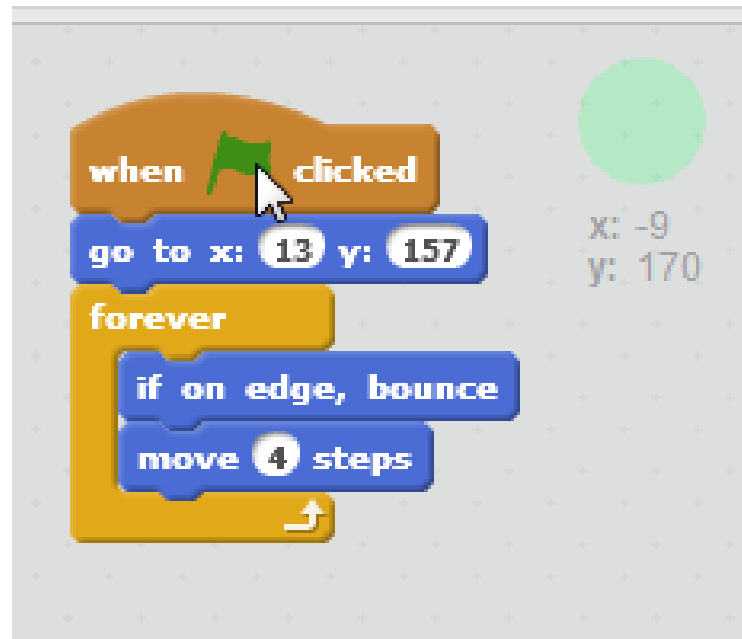We need to move it with the mouse,

But only left and right

Make it Move only on the X axis
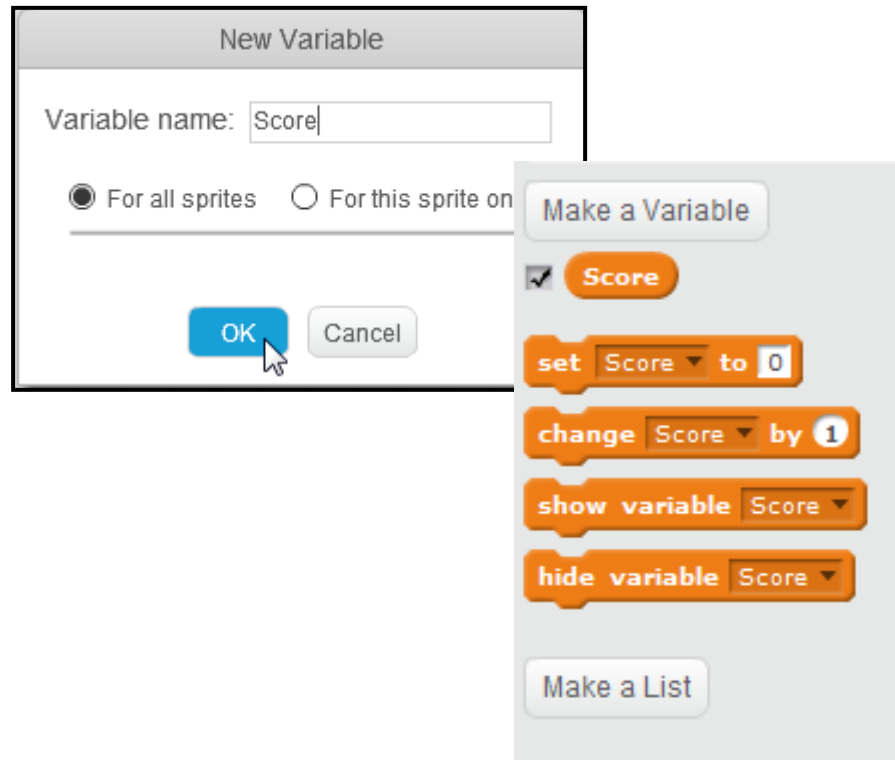
Make it Move only on the X axis

Making our Second Sprite fall…
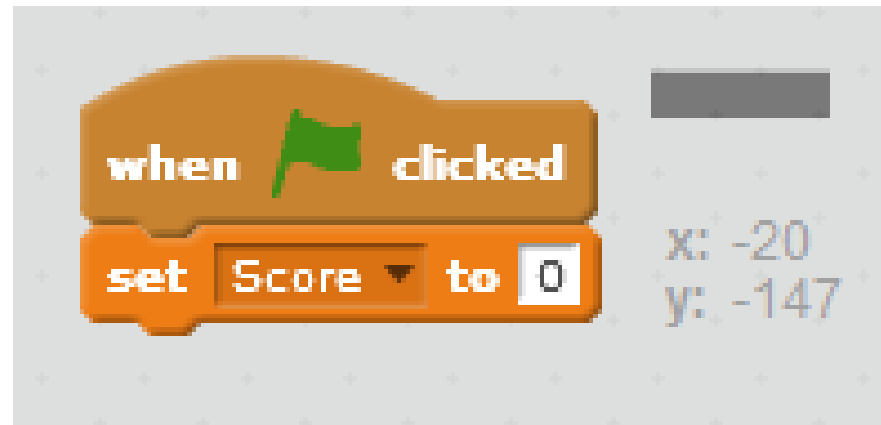
We need to add some randomness...

Lets add a score!

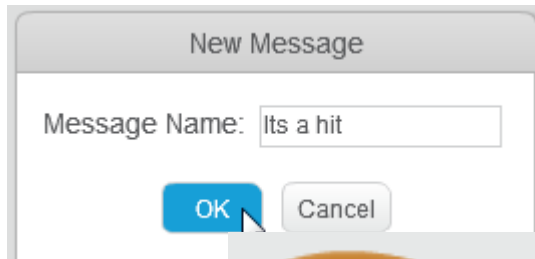Lets make a variable

Lets add a score!

Sprites need to communicate

My Paddle needs to know when it hits the ball…
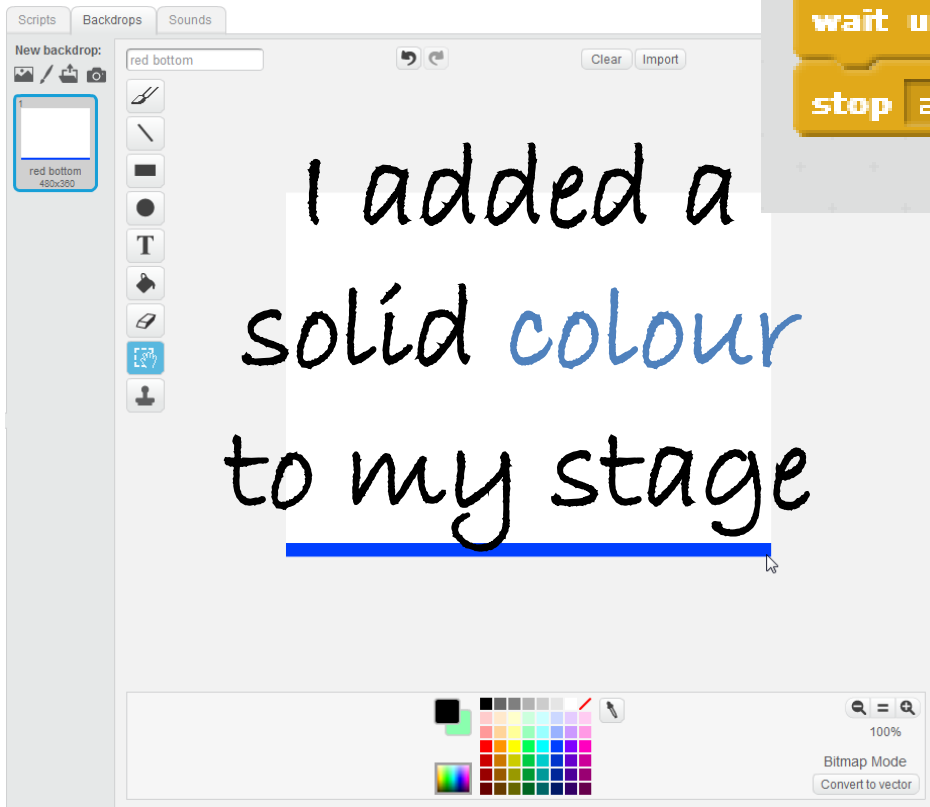
To decide that it has scored

Broadcast

What happens if you miss!

End of Game

If You Want to Do More …

Add Levels:

When you have caught scored 10 points, make your sprite go faster

You will need:

Variable for **Speed**, initially 2

Variable for **Score**

Code: when **Score** = 10,
set it back to 0 and increase Speed by 2

At the End ...

Upload your project to the Scratch Website
user: **cdathenry**   password: **athenry**

Access it
from home ☑

Improve it ☑

Show your
friends! ☑