

CoderDojo Athenry

SCRATCH Beginners



Code and notes by Martha Fahy, 2014

CoderDojo Athenry

"Above all, be cool"



Every week:

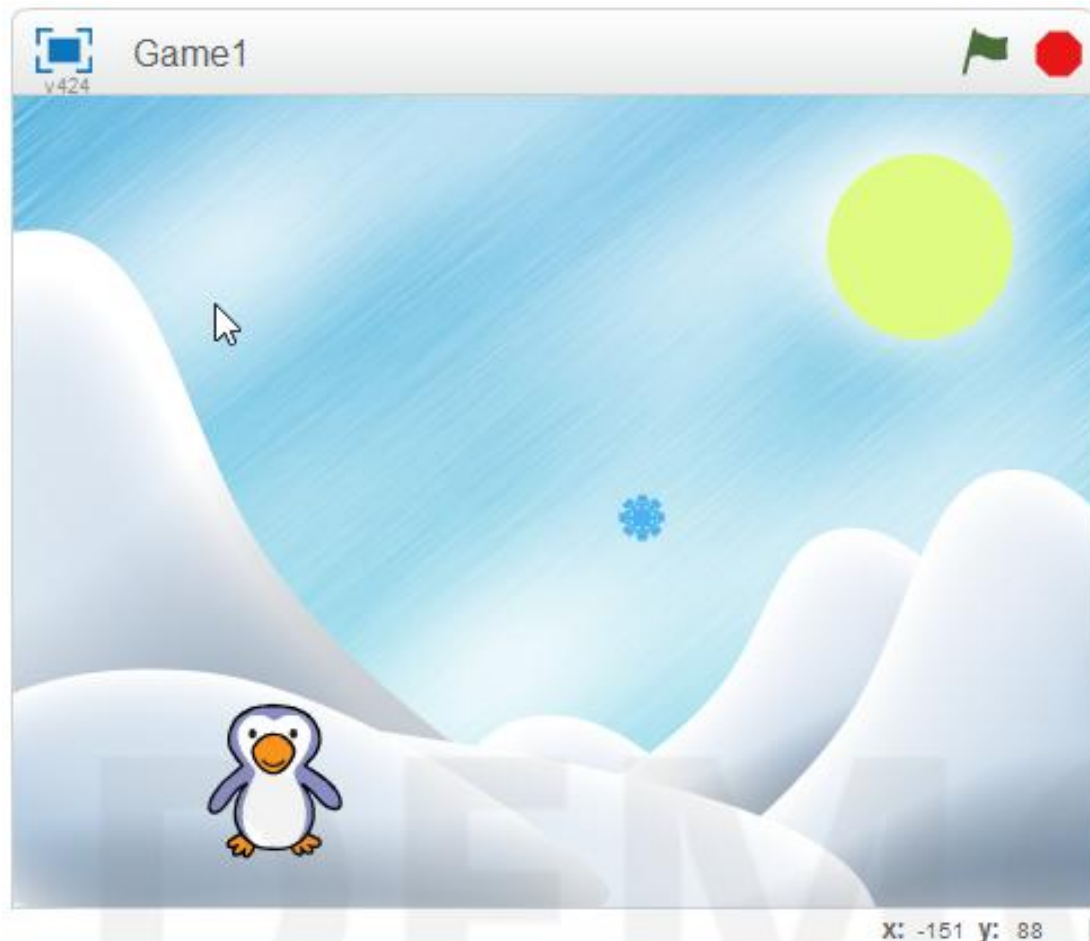
- ✓ Sign in at the door

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

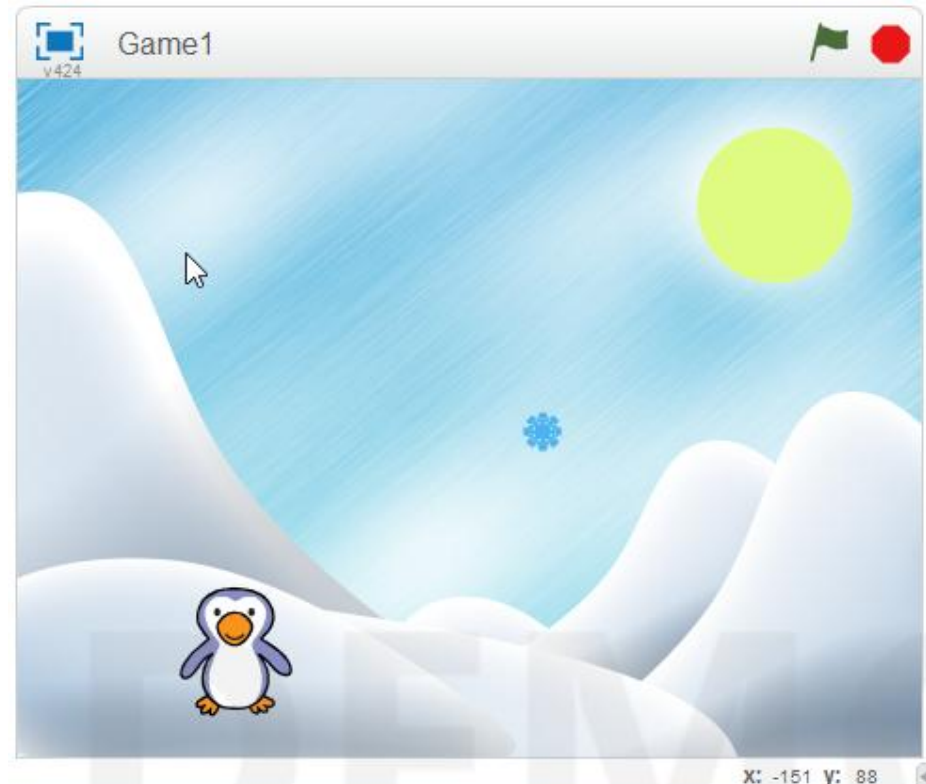
Today's Challenge: Add more functions to your **First** Computer Game!



Don't have a game...don't worry

Download: www.scratch.mit.edu

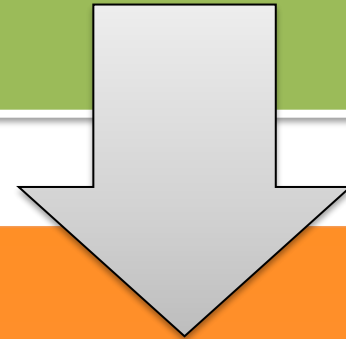
Login: cdathenry
Password: athenry



Steps To Improve Our Game

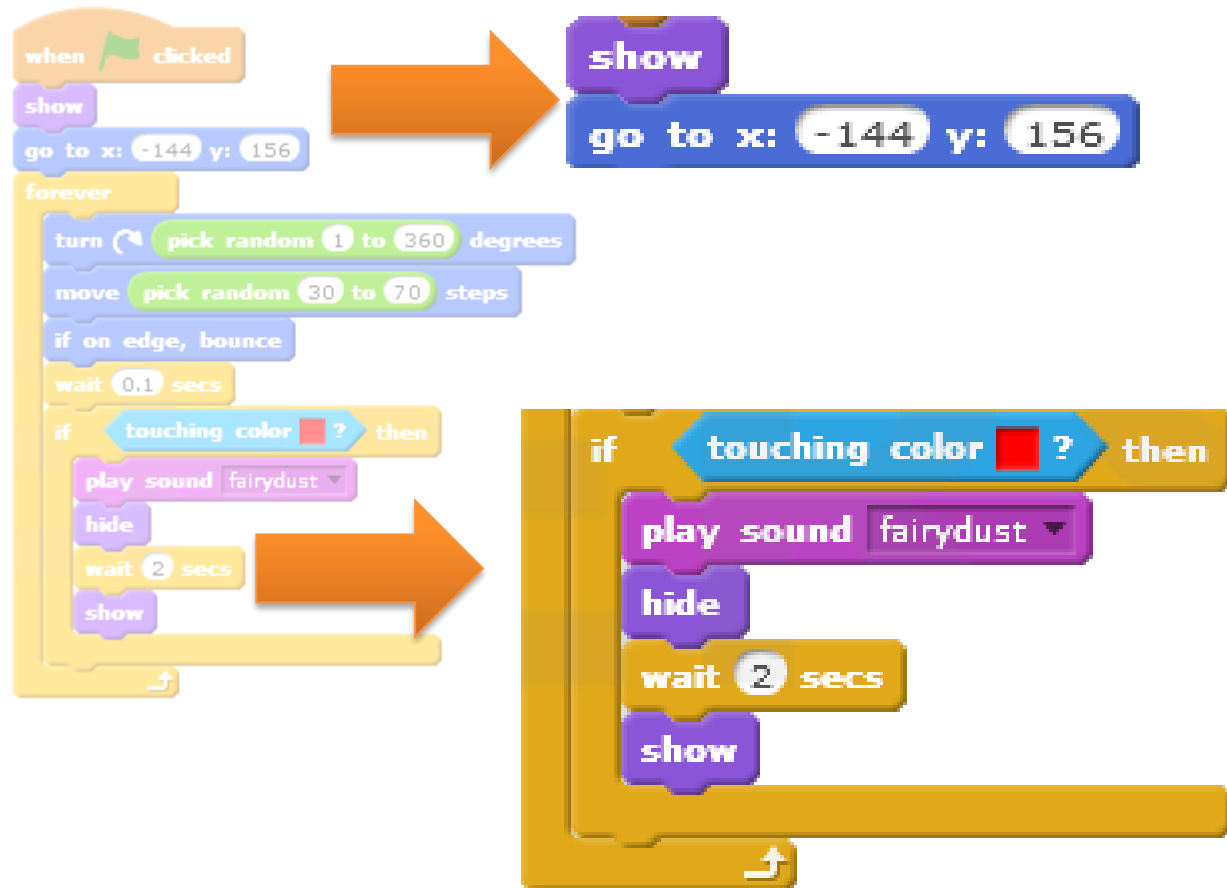
Make things happen when
Penguin catches the Snowflake

Code to control what happens
when touches colour



Keep track of Score:
Make a variable called
Score

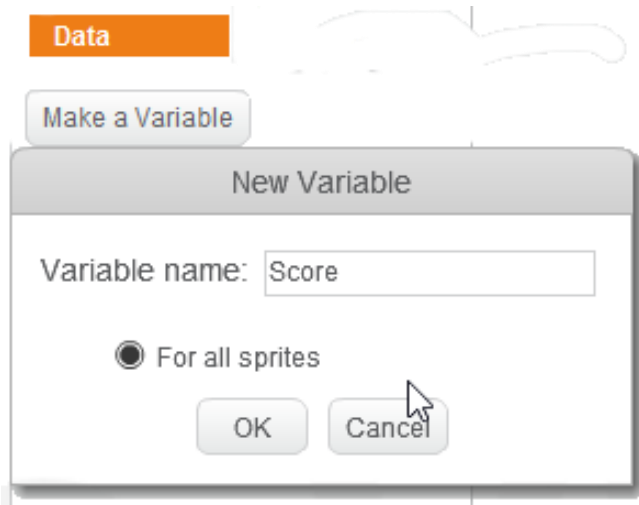
Make Things Happen When They Touch



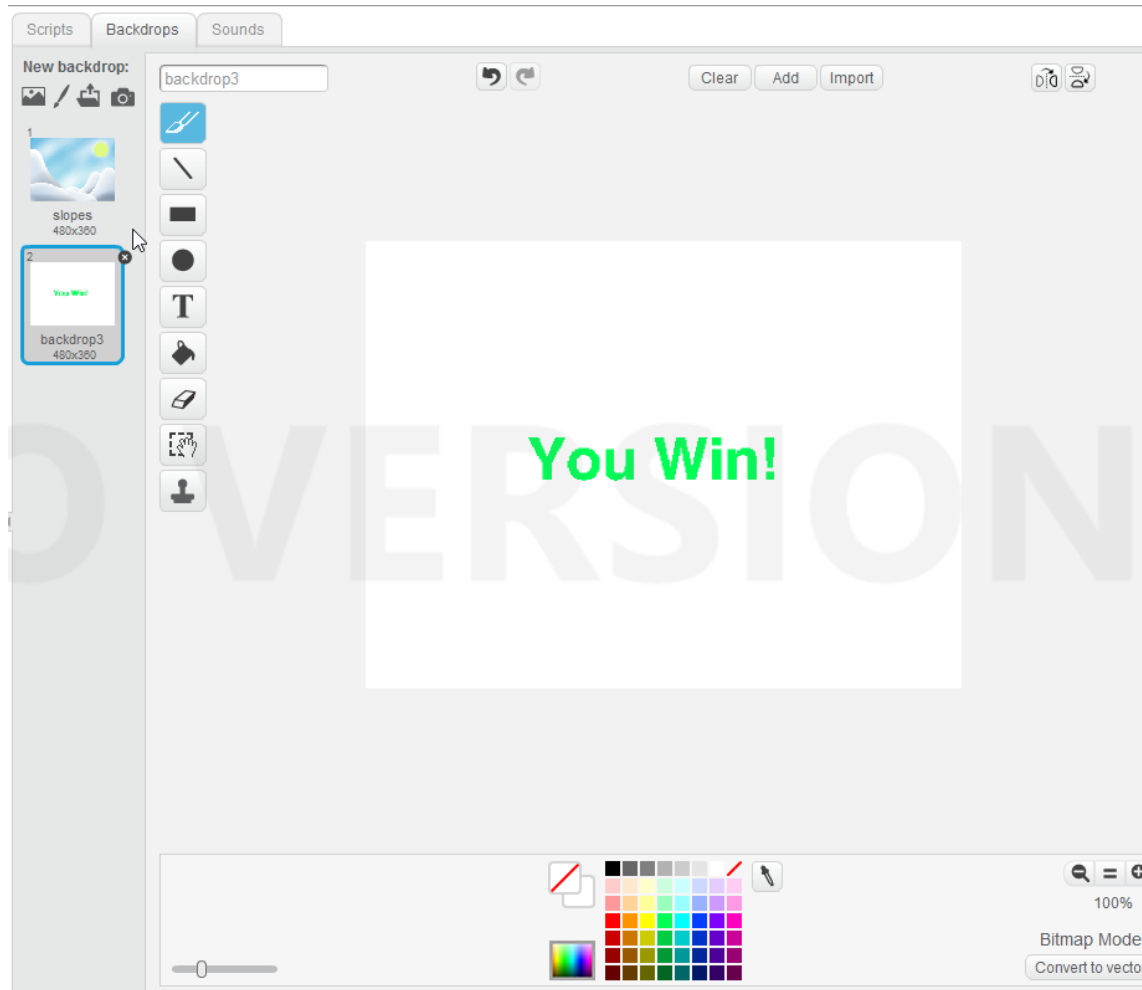
Have fun with it!

Keep Track of Score

Need to make a variable

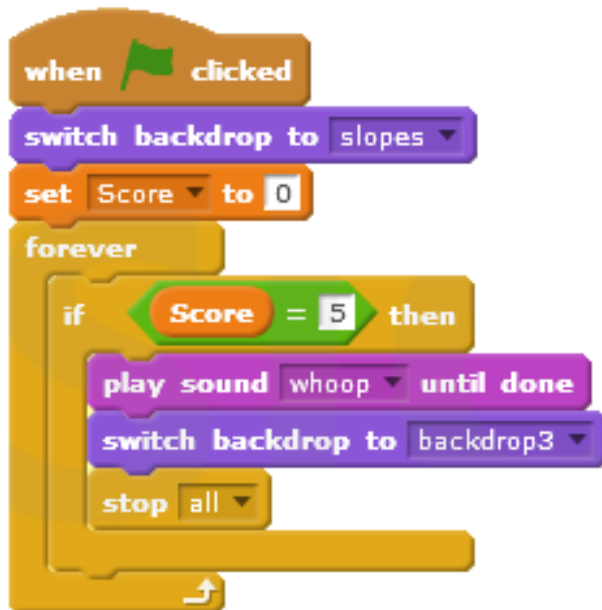


Create a *Second* Background



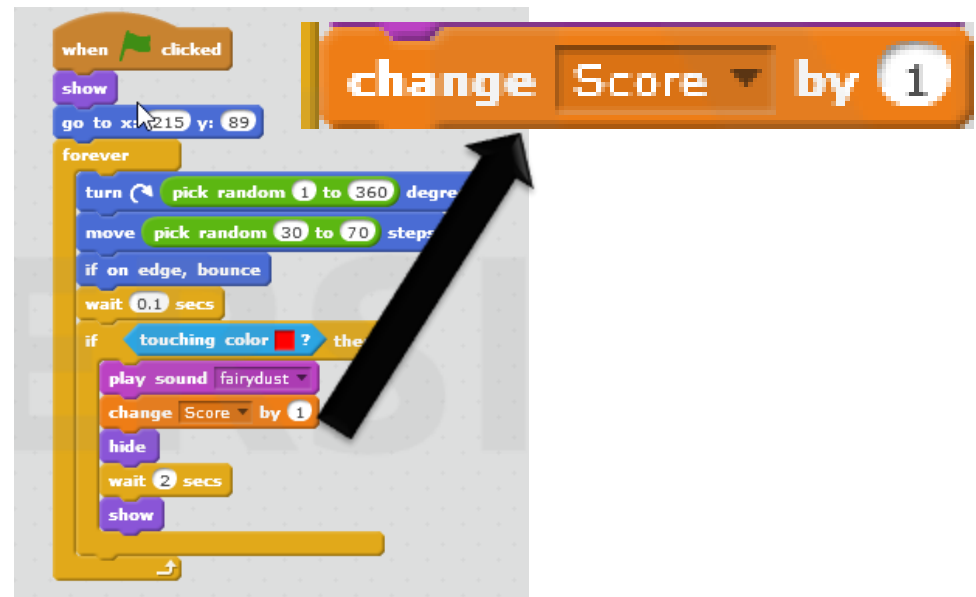
Write our code for the Scores

Add to
Background



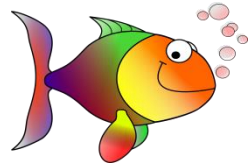
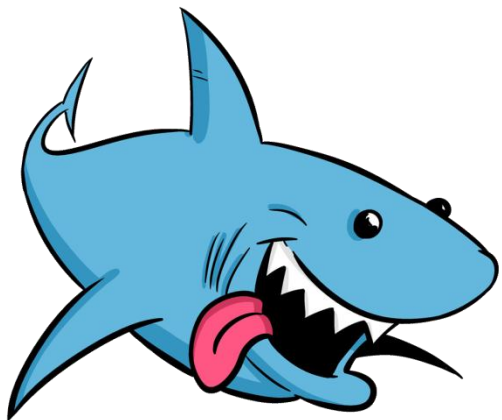
```
when green flag clicked
  switch backdrop to slopes
  set Score to 0
  forever loop
    if Score = 5 then
      play sound whoop until done
      switch backdrop to backdrop3
  stop all
```

Add to
Snowflake



```
when green flag clicked
  show
  go to x: 215 y: 89
  forever loop
    turn pick random 1 to 360 degrees
    move pick random 30 to 70 steps
    if on edge, bounce
    wait 0.1 secs
    if touching color red then
      play sound fairydust
      change Score by 1
      hide
      wait 2 secs
      show
```

change Score by 1



Make your own game with what you have learned...Have fun



Recap

when right arrow key pressed

change x by 10

Moving

when up arrow key pressed

change y by 10

when left arrow key pressed

change x by -10

when down arrow key pressed

change y by -10

when flag clicked

show

go to x: 215 y: 89

forever

turn pick random 1 to 360 degrees

move pick random 30 to 70 steps

if on edge, bounce

wait 0.1 secs

if touching color ? then

play sound fairydust

change Score by 1

hide

wait 2 secs

show

Adding Sound

Moving - Random

when flag clicked

forever

turn pick random 1 to 360 degrees

move pick random 10 to 100 steps

if on edge, bounce

wait 0.2 secs

when flag clicked

switch backdrop to slopes

set Score to 0

forever

if Score = 5 then

switch backdrop to backdrop3

stop all

Adding Variable

At the End ...

Upload your project to the Scratch Website

user: **cdathenry**

password: **athenry**

Access it
from home



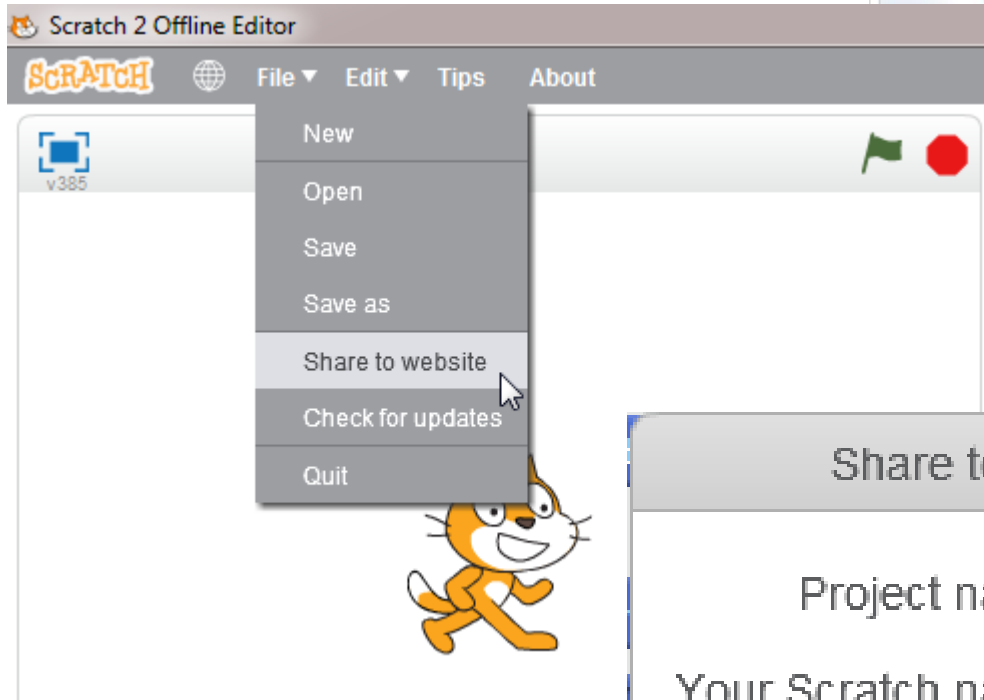
Improve it



Show your
friends!



Uploading to Scratch Website



Share to Scratch Website

Project name:

Your Scratch name:

Password:

Keep In Touch!

coderdojoathenry@gmail.com

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zen.coderdojo.com/dojo/53

