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

Code and notes by Martha Fahy

The next couple of weeks

18th April – Open, Normal Session
25th April – Open, Normal Session

2 May – CLOSED

9th May – Open, Working on individual projects
16th May – Open, Working on individual projects
23rd May – Open, Belts & Pizza Day!!!

Preparing to Earn Your First Belt!

Belts!

Two to Earn: White or Yellow

White: Commitment & Basic Skill

Attend at least 5 sessions

+ Know how to get started with Scratch

Sign in each week!

Two to Earn: White or Yellow

Yellow Scratch Belt: Competent Scratch Coder

1. Qualify for a White Belt
2. Write and explain a Scratch Program with:

   Forever/Repeat If blocks
   Variables Animation/Sound
   Sprite controlled by mouse or keyboard

   Must be all your own work!

Procedure for Yellow Belt

A couple of mentors will have a chat with you

- Ask you to show us your code (new or old)

See if you know **most** of these Scratch ideas:

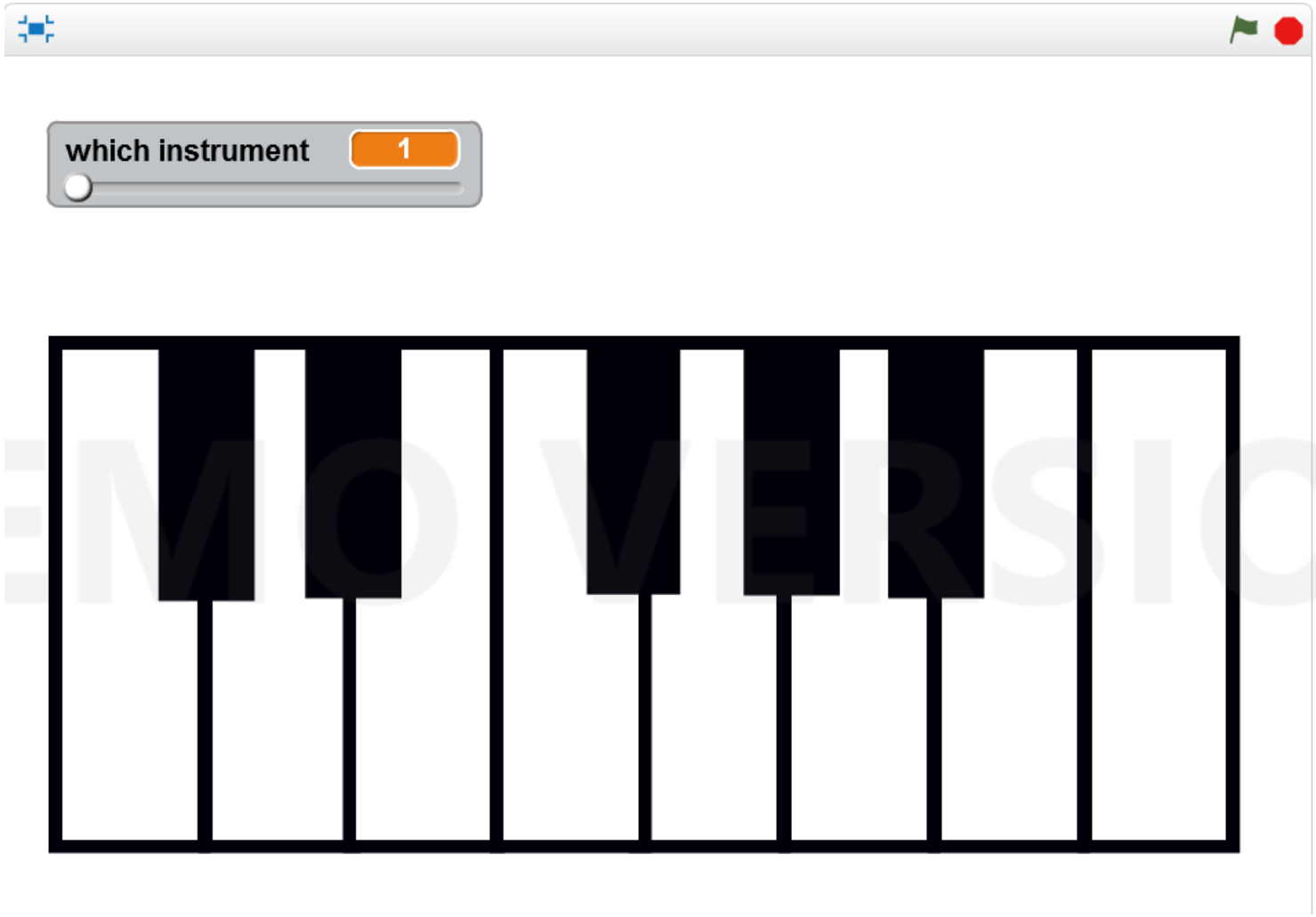
- Loop Blocks (Forever/Repeat)
- If Blocks
- Variables
- Animation, Sound & Changing Backgrounds
- Make a Sprite Move
- Make a Sprite Say Something
- Use Broadcasts

Sample Questions for Yellow Belt

1. Which block you would use to make the sprite speak?
2. How would you change the way your sprite looks?
3. How would you make a sprite move?
4. Can you show where you have used a loop block?
5. Can you show where you have used animation or sound?
6. Can you show us where you have used an IF block?
7. What blocks would you use to check if your sprite hit something?
8. How do you share a program online?
9. Show where you have used a variable
   or how would you create a new variable?
10. Show where you have used a broadcast
    or how would you create a new broadcast?

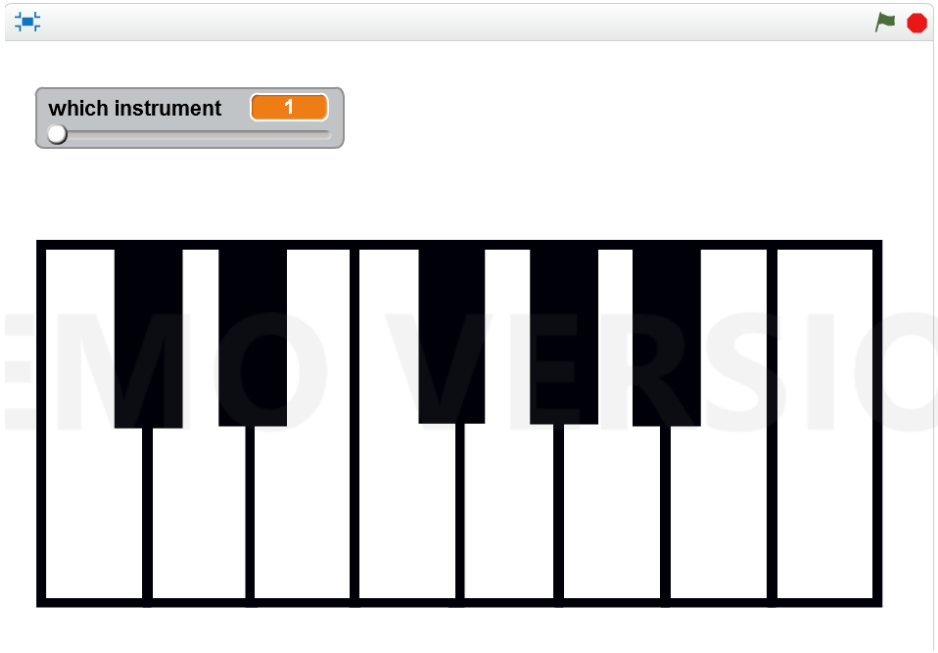
Ask Your Questions!

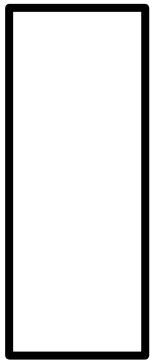
Todays Challenge:
Making a Piano



Lets get started

Draw each key as a *Sprite*





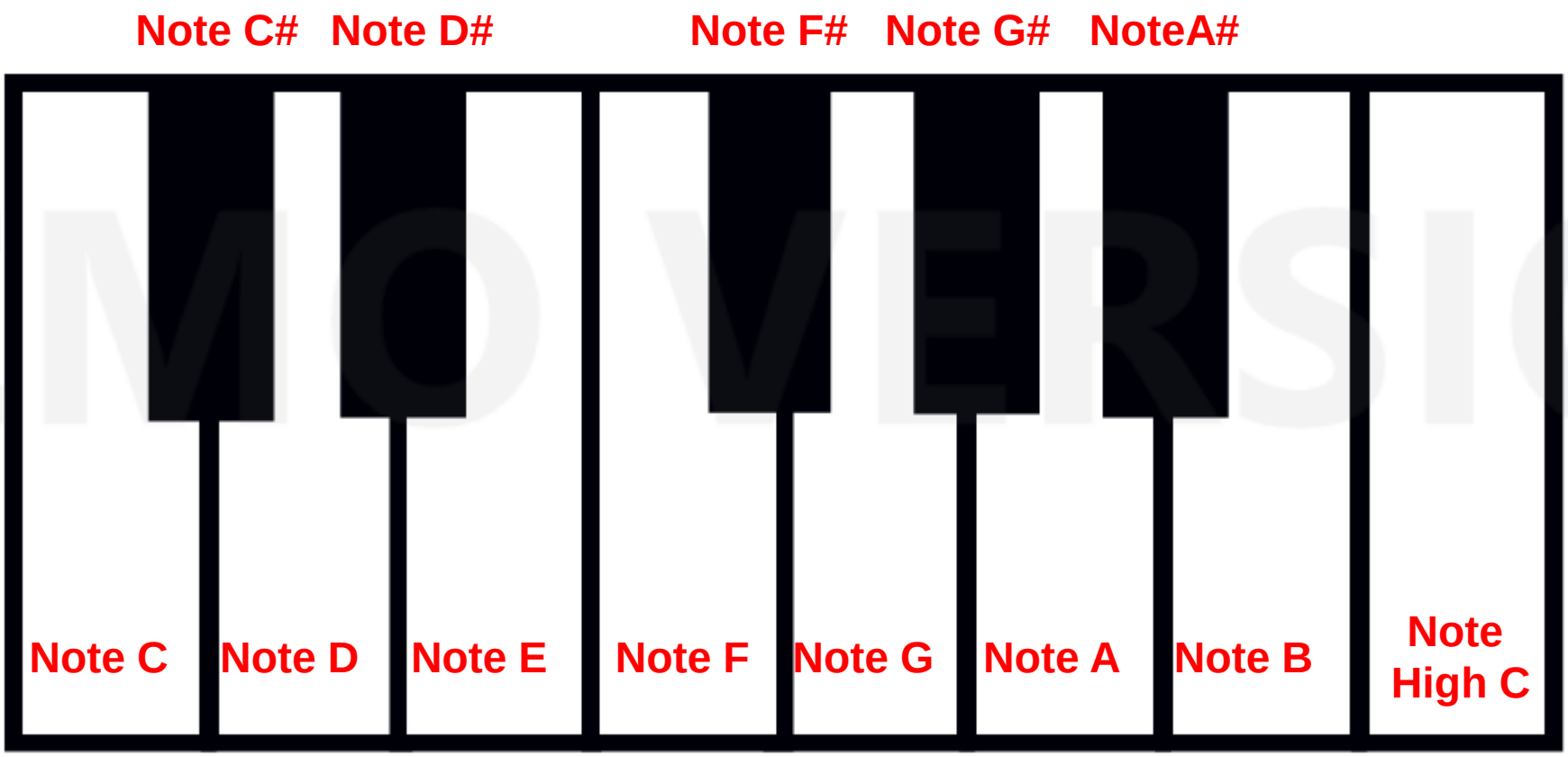
Note C

Note C#

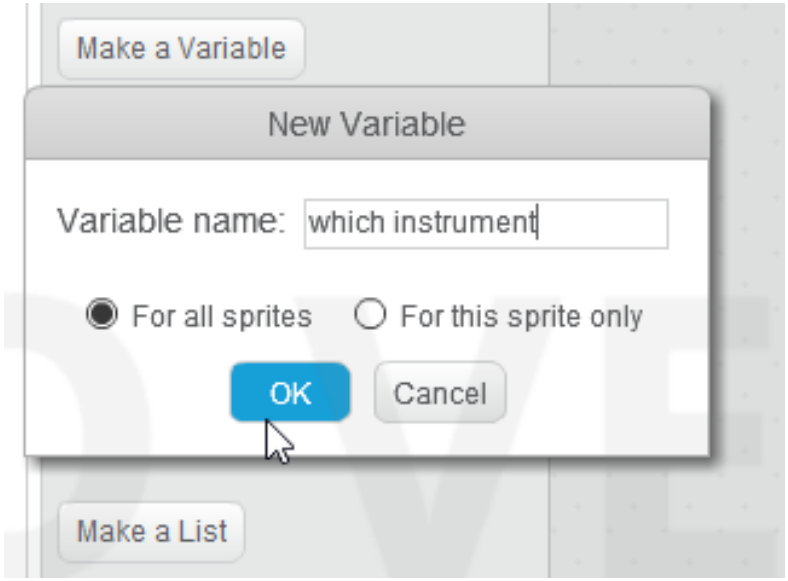
Create a second costume for each one

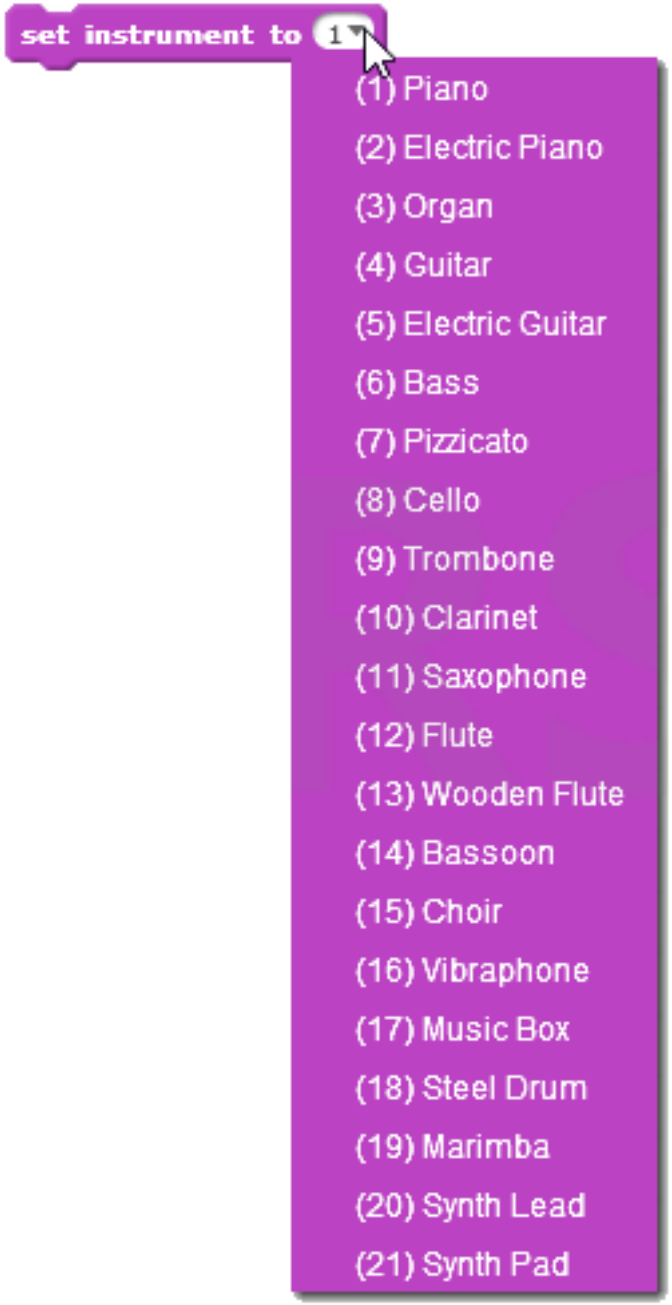
Lets get started

Draw each key as a *Sprite*



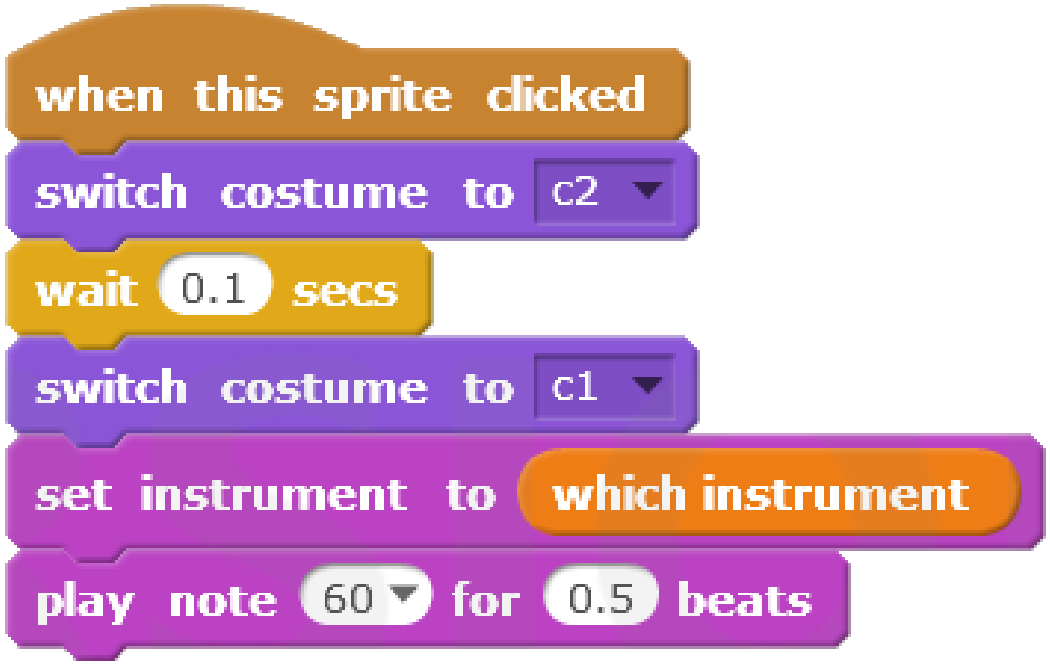
We need to create a variable called *Which Instrument*



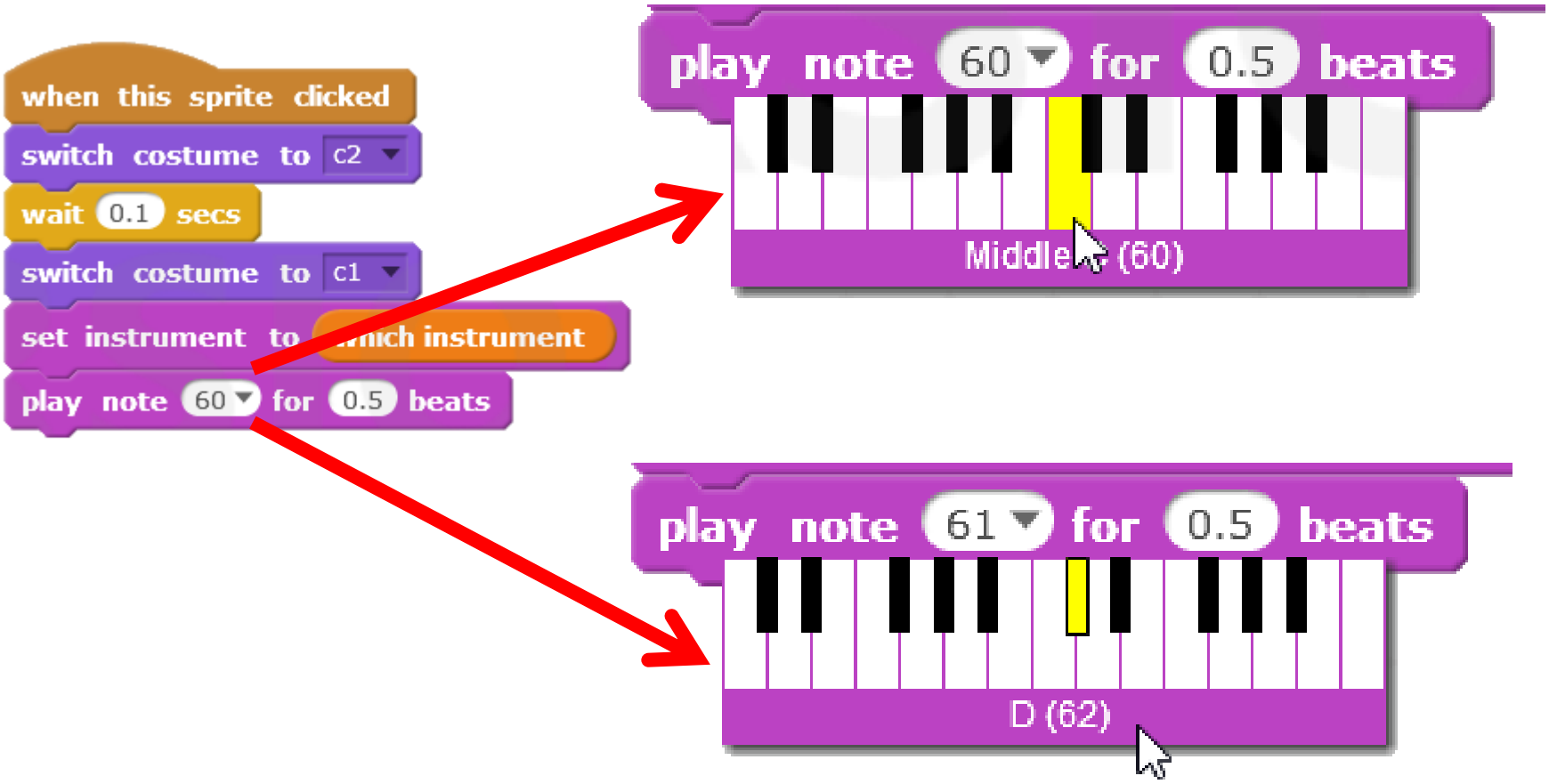


Each number corresponds to a different *Instrument*

Now for the Code



Only one difference for each Note



At the End …

Upload your project to the Scratch Website

user: **coderdojoathenry** password: **xxxxxxx123**

Access it from home

Improve it

Show your friends!

Uploading to Scratch Website