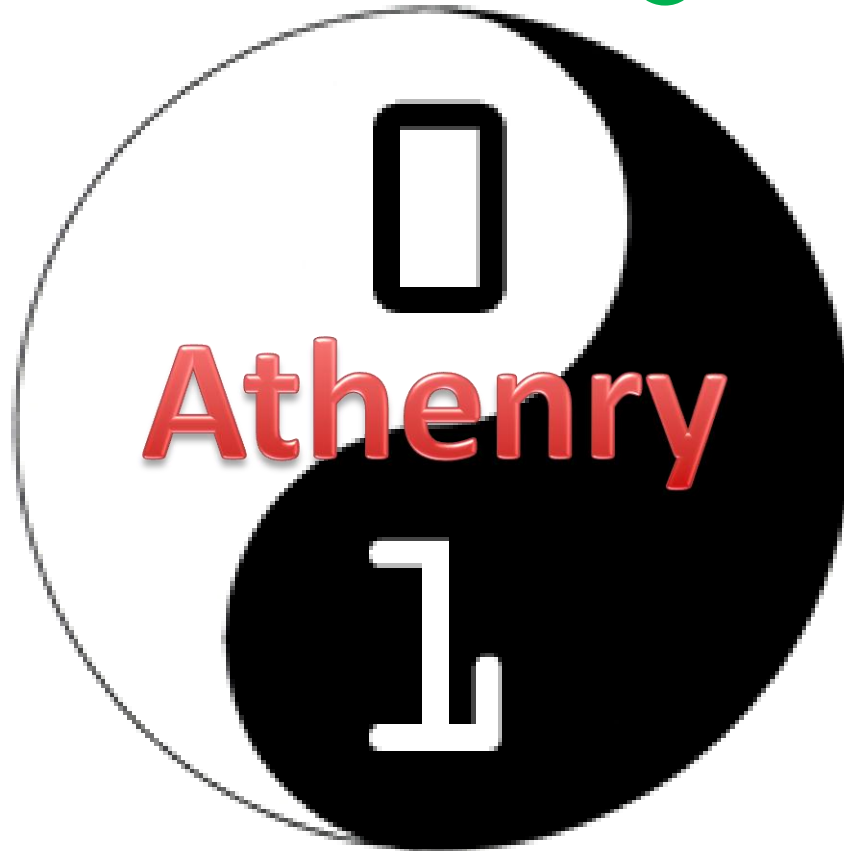


CoderDojo Athenry

SCRATCH Beginners



Code and notes by Martha Fahy, 2015

CoderDojo Athenry

"Above all, be cool"



Every week:

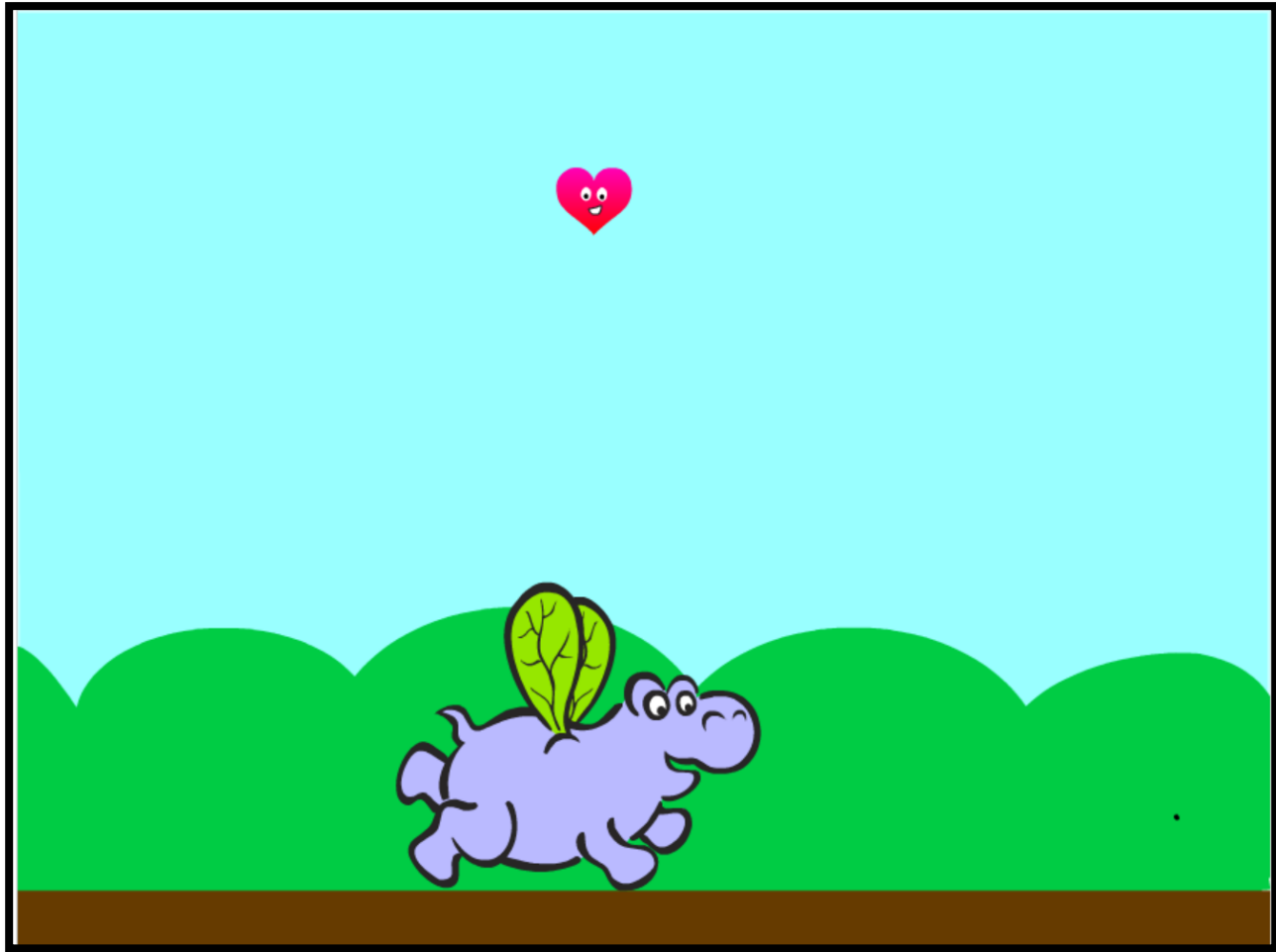
- ✓ Sign in at the door

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!

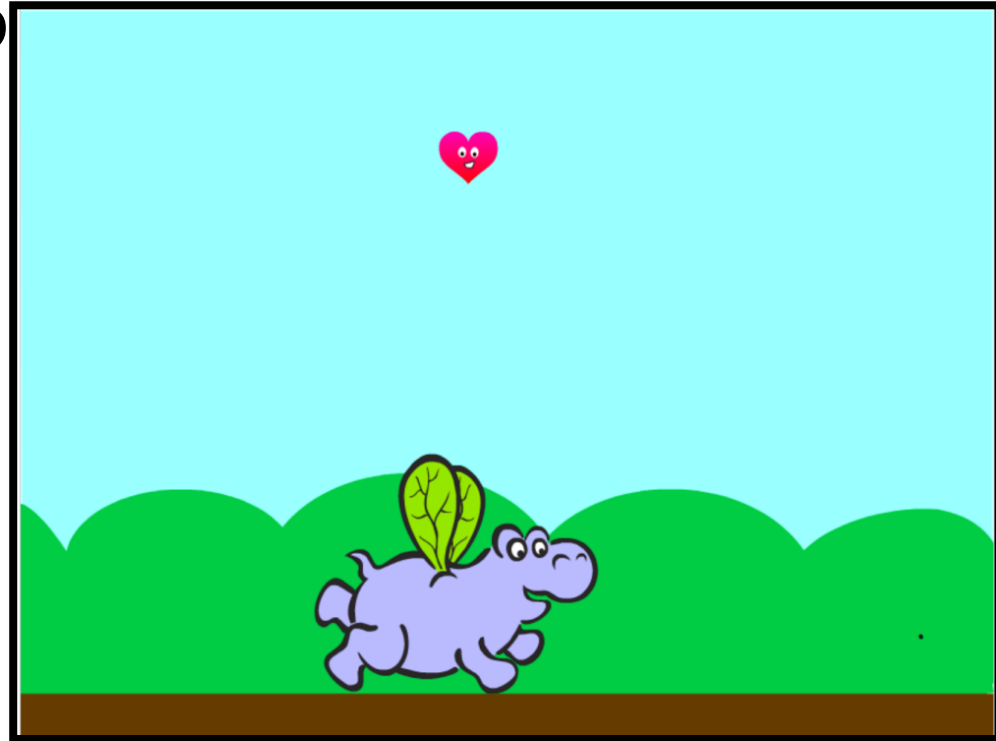


Don't have a game...don't worry

Download: www.scratch.mit.edu

Login: cdathenry1516

Password: 1516



Steps To Improve Our Game

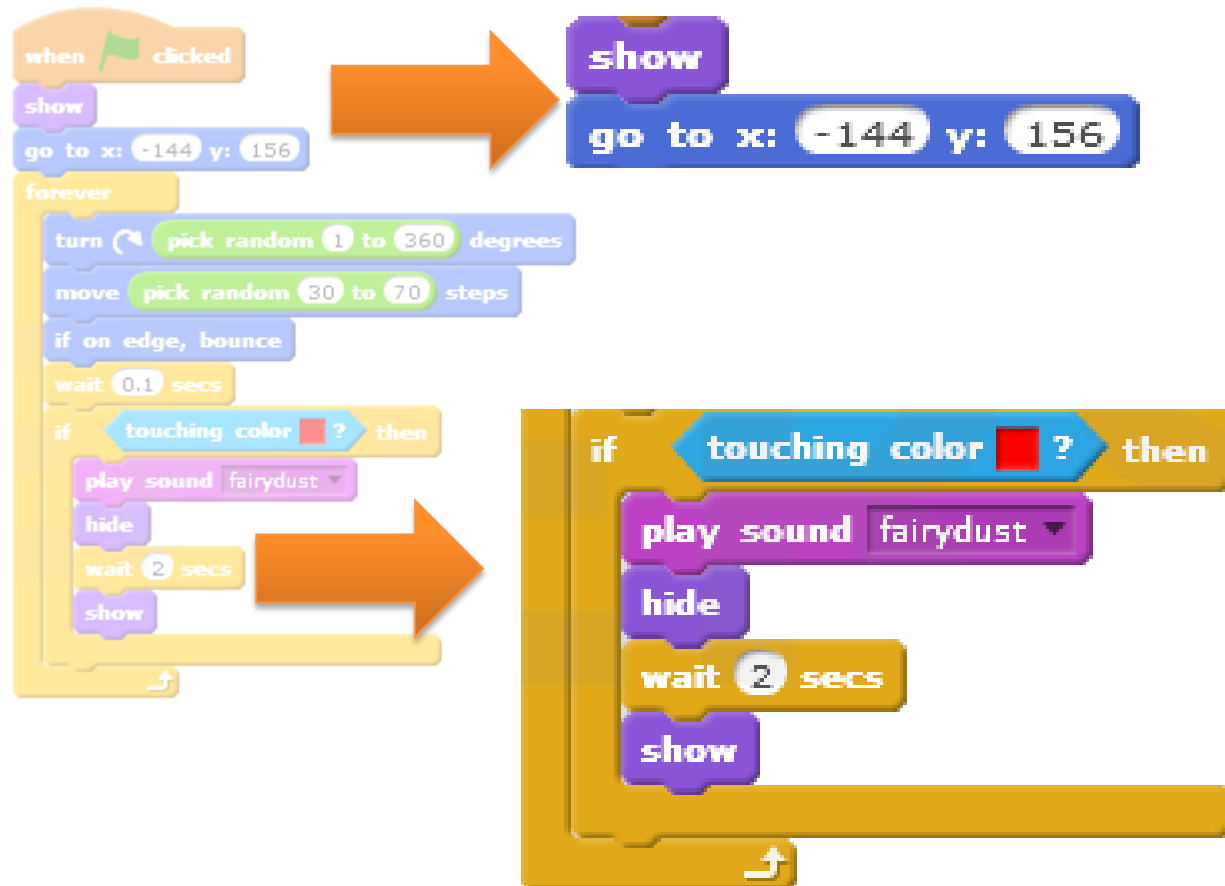
Make things happen when
Hippo catches the Heart

Code to control what
happens when touches colour



Keep track of Score:
Make a variable called
Score

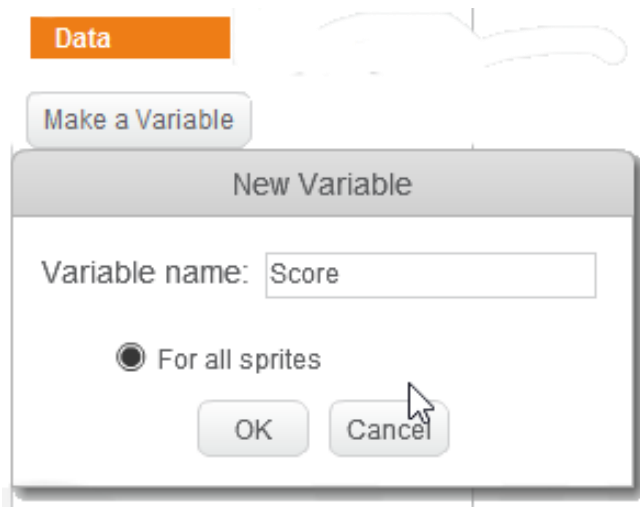
Make Things Happen When They Touch



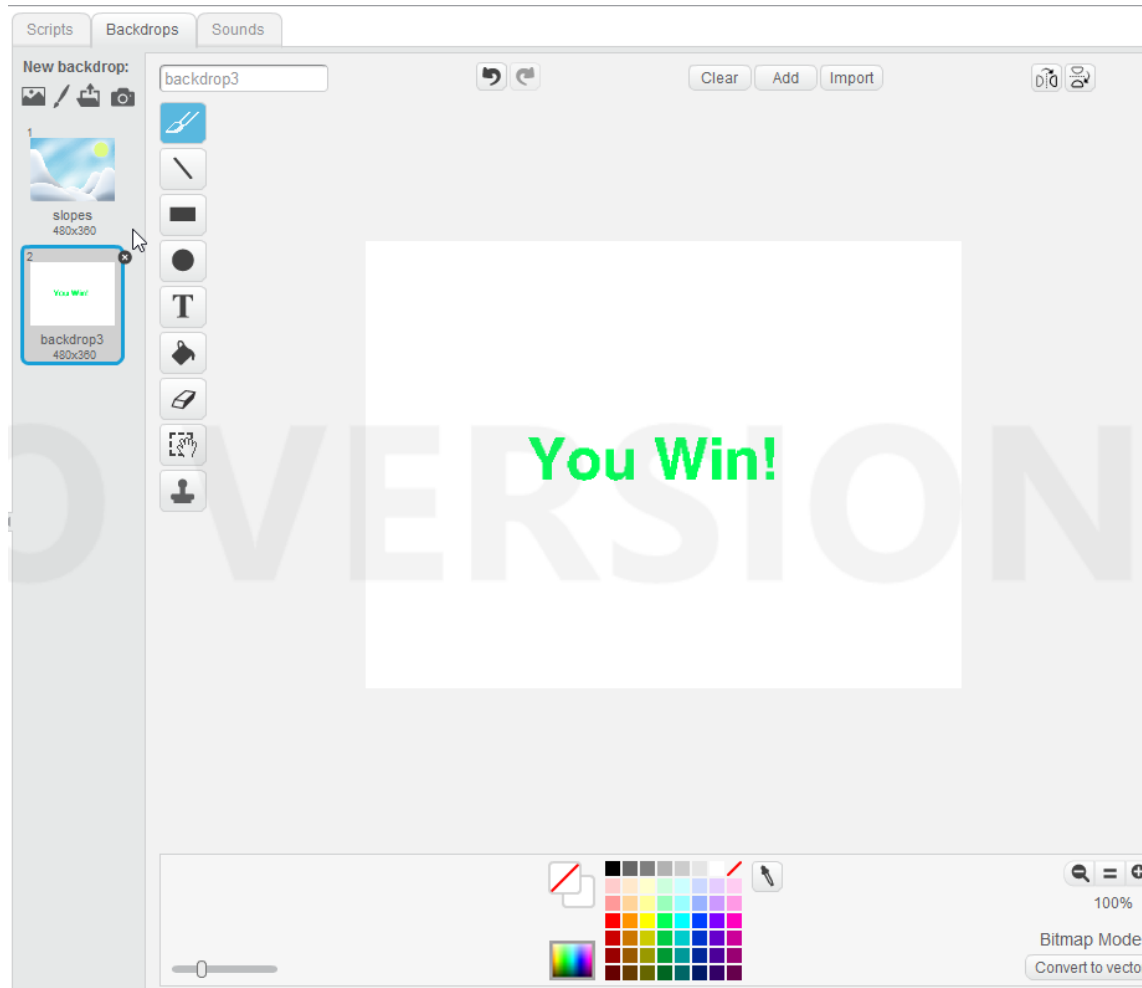
Have fun with it!

Keep Track of Score

Need to make a variable

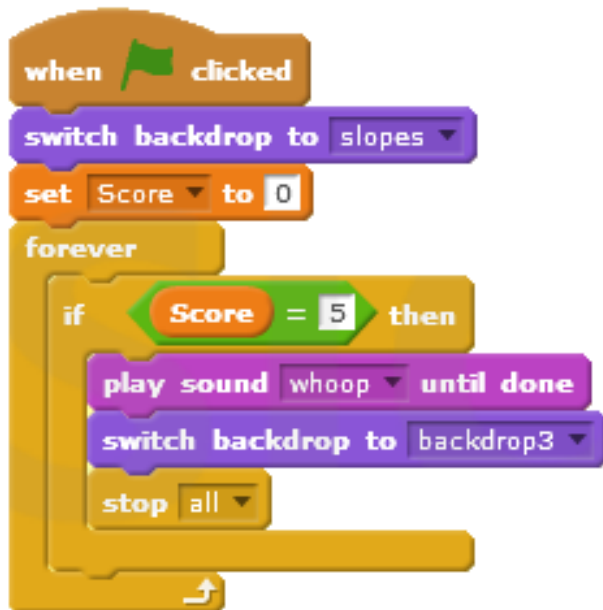


Create a *Second* Background

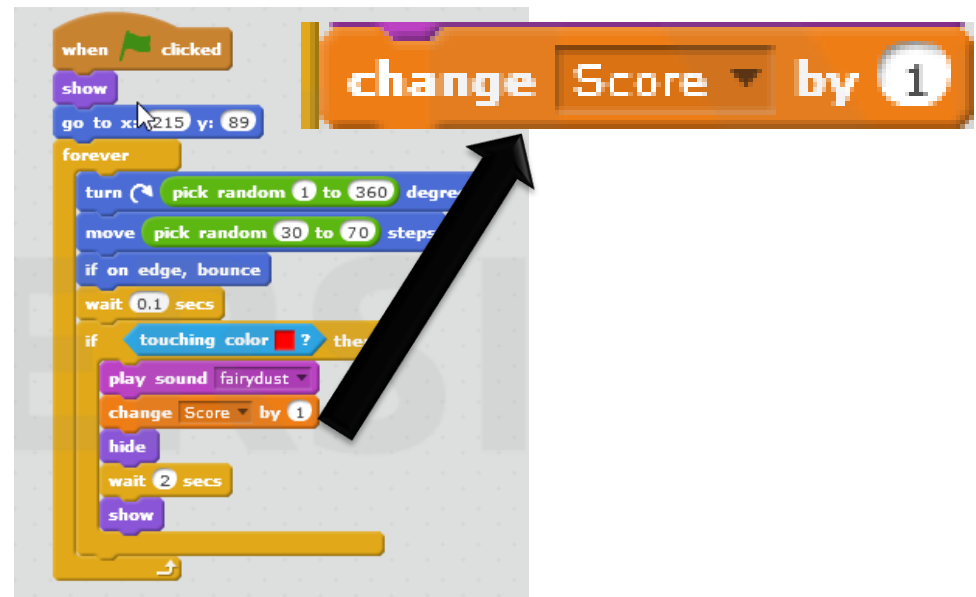


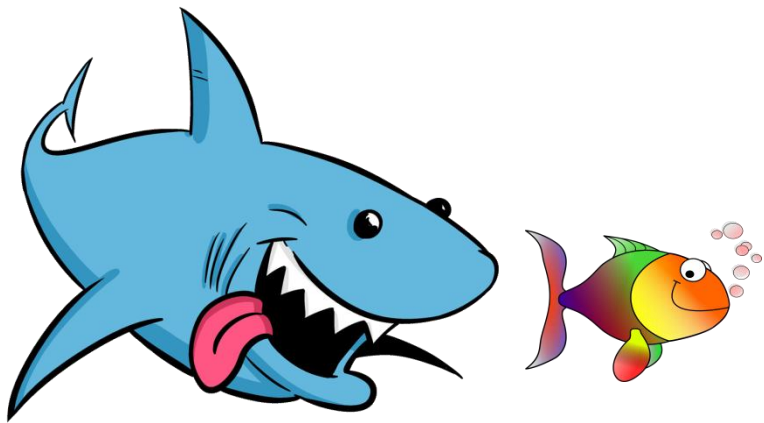
Write our code for the Scores

Add to
Background



Add to
Snowflake





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



Recap

Moving

when right arrow key pressed

change x by 10

when left arrow key pressed

change x by -10

when up arrow key pressed

change y by 10

when down arrow key pressed

change y by -10

Moving - Random

when clicked

forever

turn pick random 1 to 360 degrees

move pick random 10 to 100 steps

if on edge, bounce

wait 0.2 secs

Adding Sound

when 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 Variable

when clicked

switch backdrop to slopes

set Score to 0

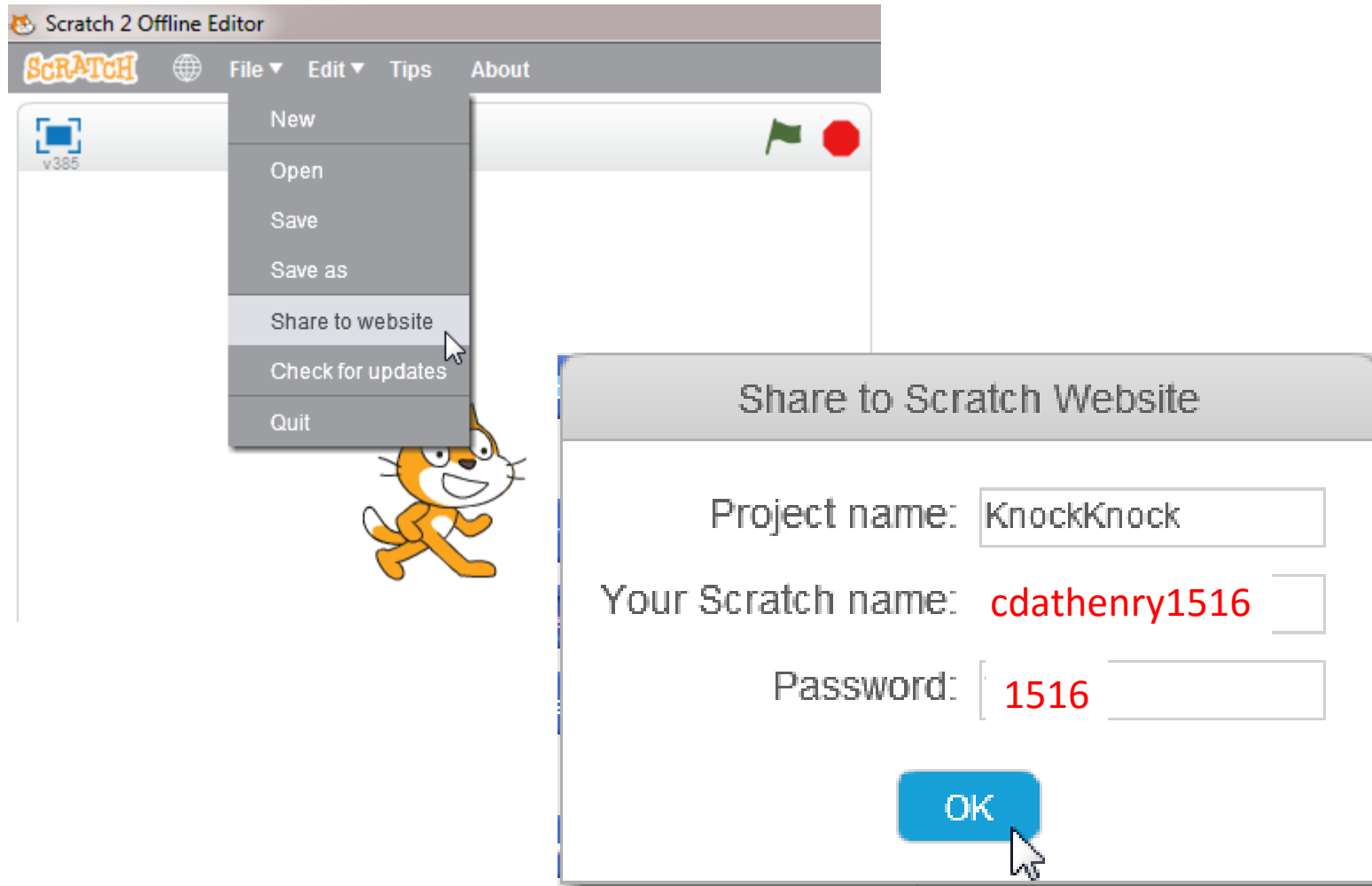
forever

if Score = 5 then

switch backdrop to backdrop3

stop all

Uploading to Scratch Website



Keep In Touch!

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[@coderdojoathenr](#)

zen.coderdojo.com/dojo/53

