

# 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](mailto:coderdojoathenry@gmail.com)

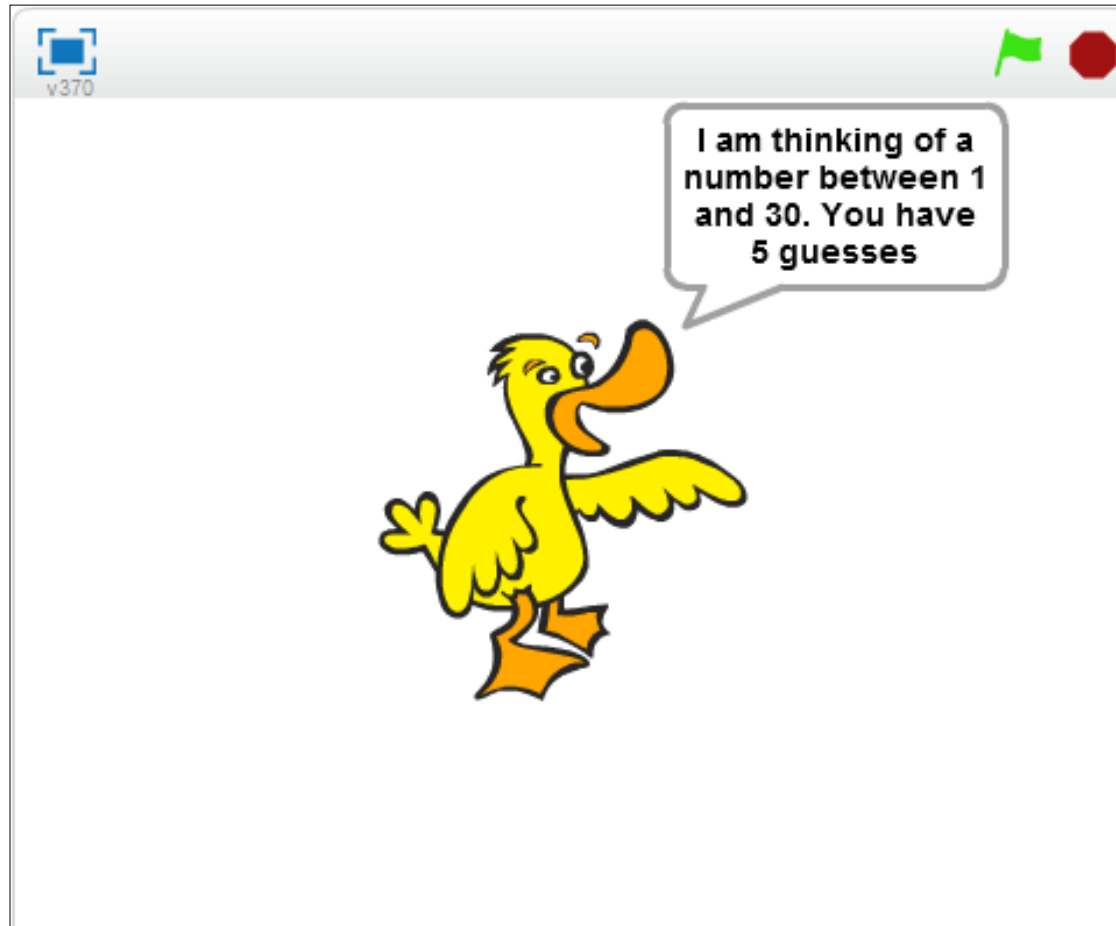
# CoderDojo Athenry

SCRATCH Beginners



Code and notes by Martha Fahy 2014

# Today's Ninja Challenge: Write a **Number Guessing** Game!



# Today's **Big** Ideas

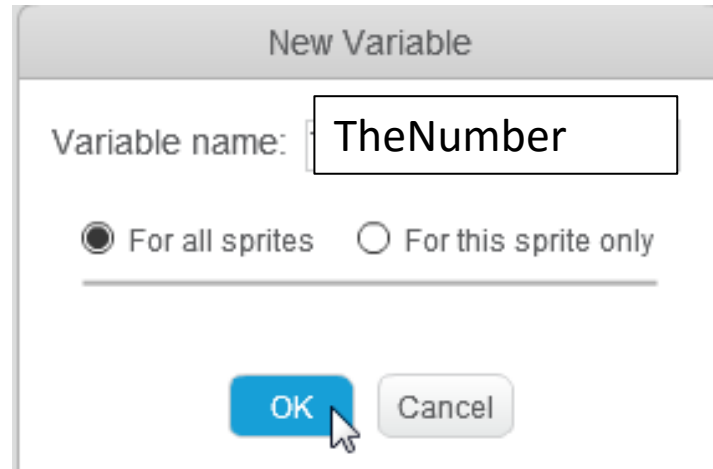
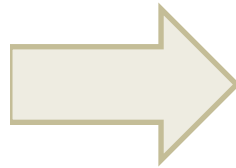
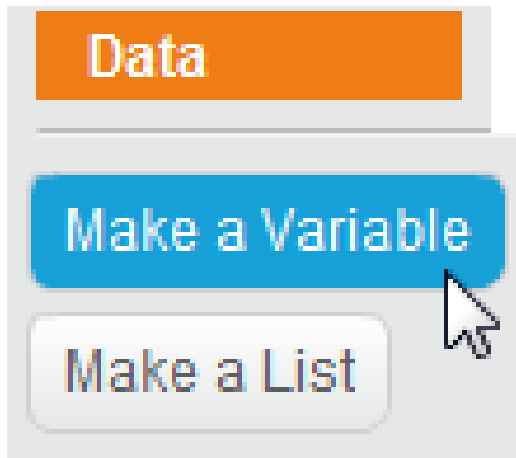
Input &  
Output

Variables

Also: loops  
& decisions

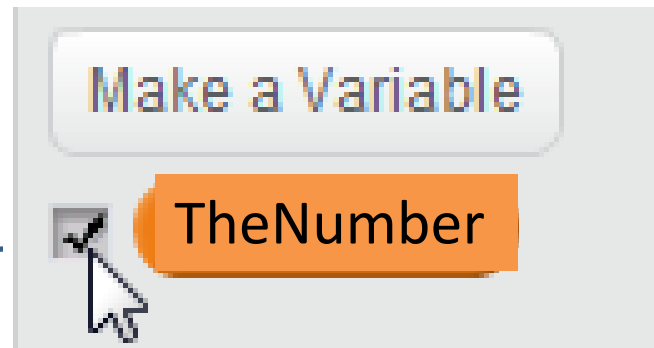


# Create a Variable to Hold a Random Number



## Tip:

Clear this checkbox  
so it is not shown  
on screen



When Flag is Clicked:  
Pick Random Number,  
Display "I am thinking of ..."



I am thinking of a  
number between 1  
and 30. You have  
5 guesses



When Flag is Clicked:  
Pick Random Number,  
Display "I am thinking of ..."



# Ask Player to Guess It, Store Answer

Need another variable!  
I've called it **Guess**.





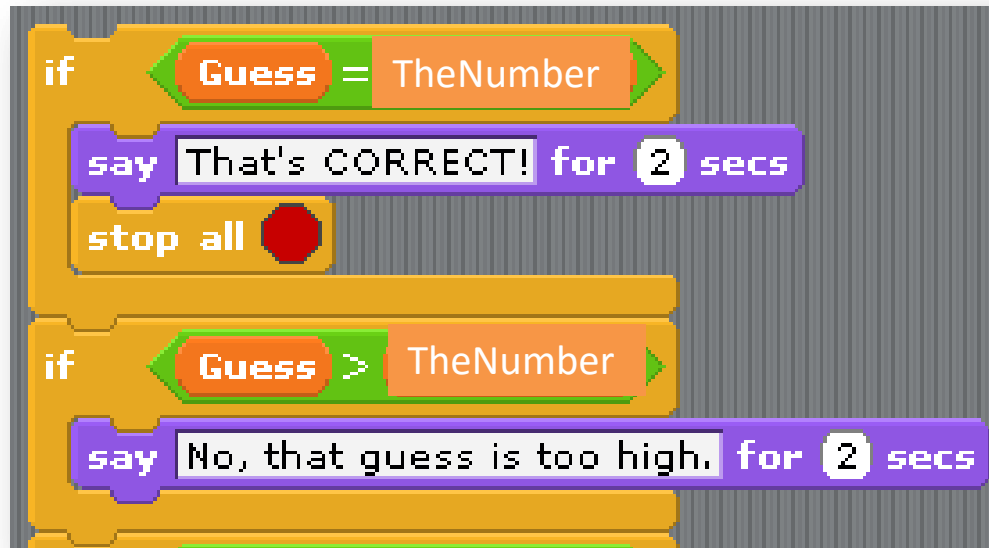
**Test whether Guess is  
Right, Too High, Too Low**



**Greater than** 

**Less than** 

# Test Whether Guess is Right, Too High, Too Low

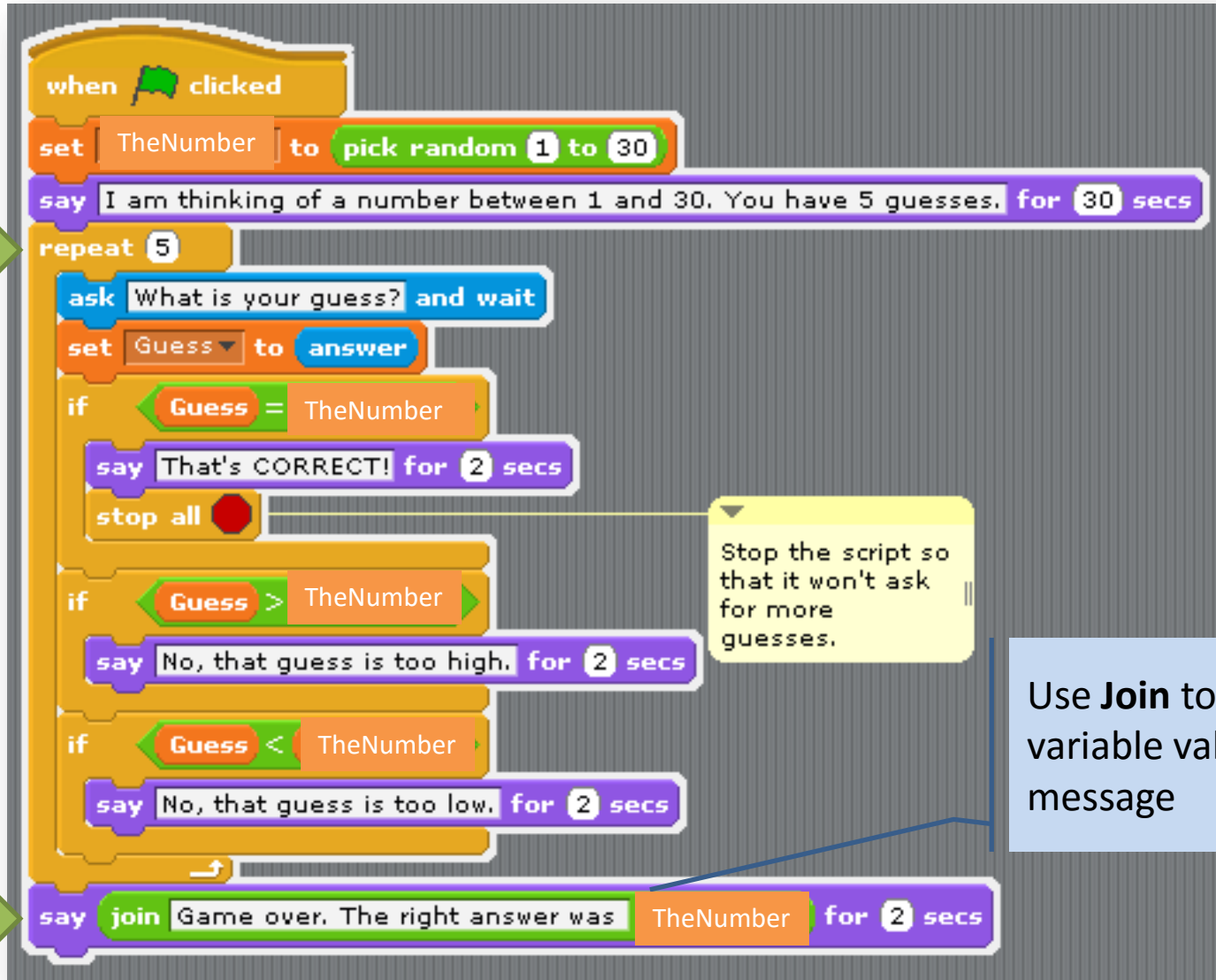


What is the last IF loop??

Give **Player** Five Guesses



# Give Player Five Guesses



# More Things to Try ...

1. Add sound effects!

*Hint:*

*Go to sprite's Sound tab, import sounds  
Add commands to play sounds*

2. Add a timer!

*Hint:*

*Add another variable called Timer.*

*Add another block:*

*When flag is clicked, set it to 60*

*Repeat until 0: change by -1, wait a  
second*

*Time up: stop all scripts.*

3. Other ideas? – *Animate another sprite to react  
when there is a correct guess.*

# At the End ...

Upload your project to the Scratch Website

Access it  
from home



Improve it



Show your  
friends!

