



# CoderDojo Athenry



Code and notes by Martha Fahy, 2016

# CoderDojo Athenry

## "Above all, be cool"



### Every week:

- ✓ Sign in at the door

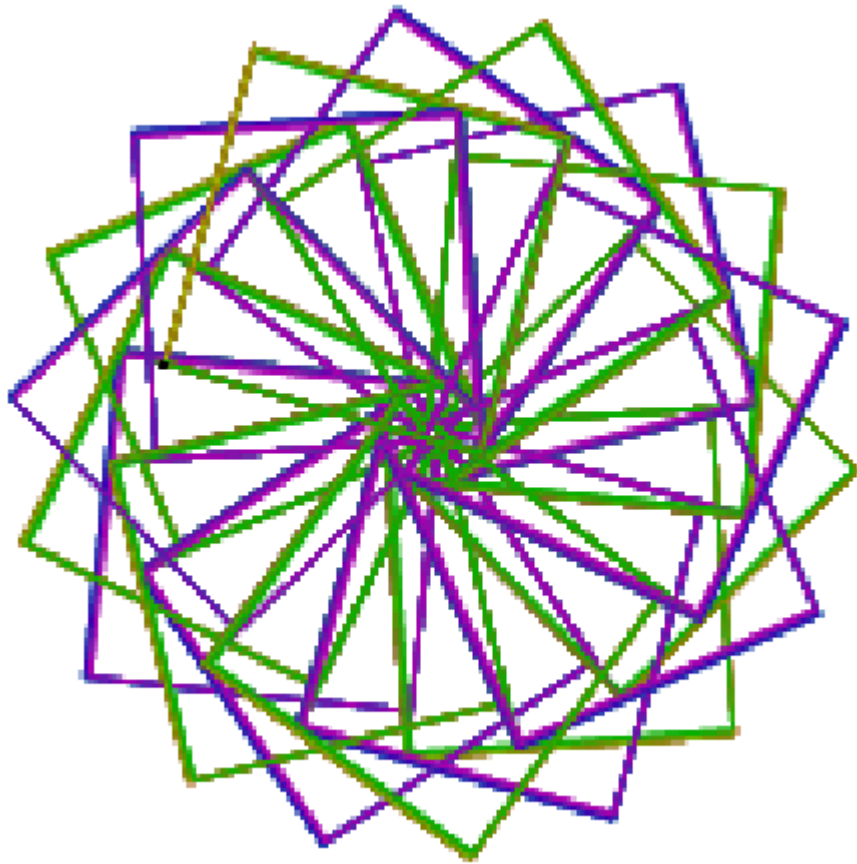
### If you are new:

- ✓ 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)

# Today's Challenge:

## Pen Command, Sliders, Buttons



# Today's **Big** Ideas

Degrees  
Sides  
Steps

Loops

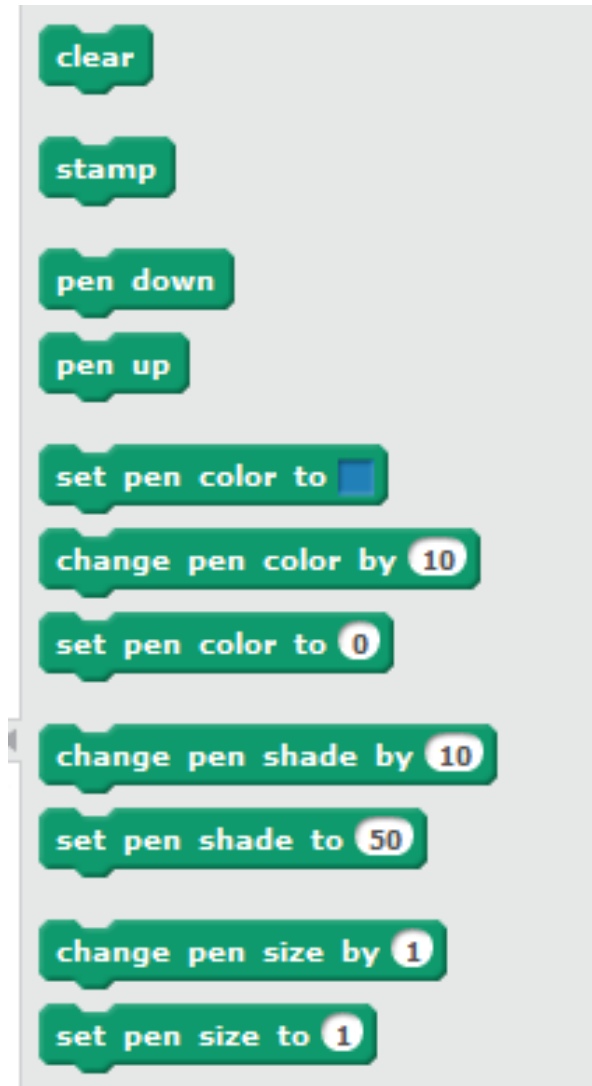
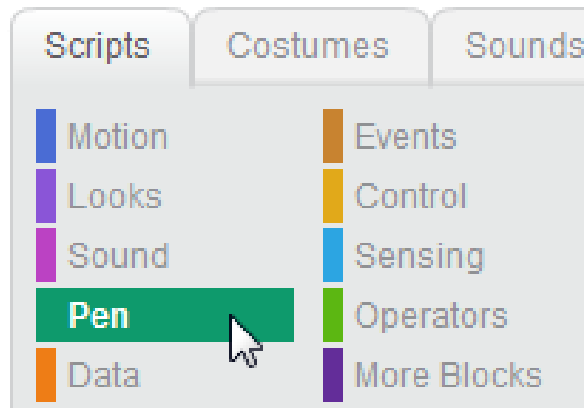
Variables

Sliders

Buttons



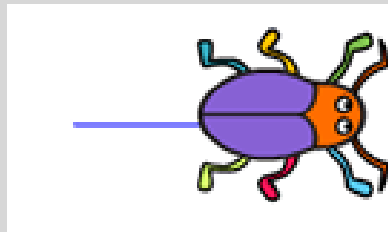
# The Pen Commands



# The Pen Commands

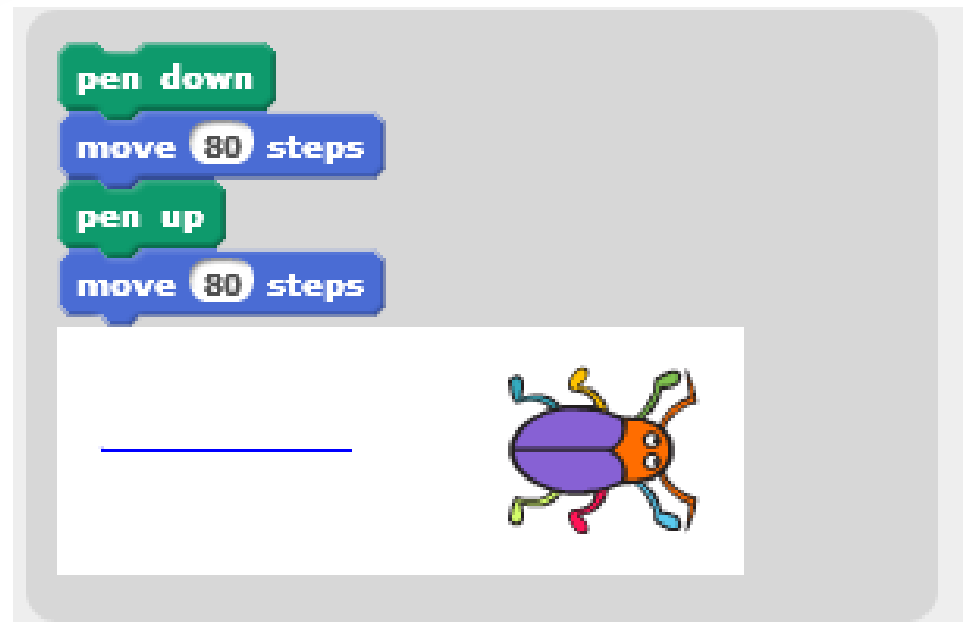


# The Pen Commands



The pen will leave a trail as soon as the sprite moves.

# The Pen Commands





# The Pen Commands



# The Pen Commands



```
pen down
repeat 100
  move 2 steps
  set pen color to y position
```



You can either set the pen color to a variable, like `y position` or a number. For example, number 0 is color red, number 70 is green, number 130 is blue, and number 170 is magenta.

Pen\_color=0 at red end of rainbow, pen\_color=100 at blue end of rainbow. Ranges from 0 to 200 to go around the color wheel.

# The Pen Commands

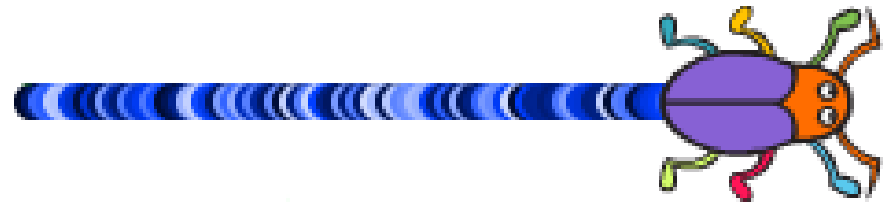


The pen shade goes from 0 to 100. 50 is the default.



Note: If the pen shade is 0, then the pen color will be close to black. If the pen shade is 100, the pen color will be close to white.

# The Pen Commands

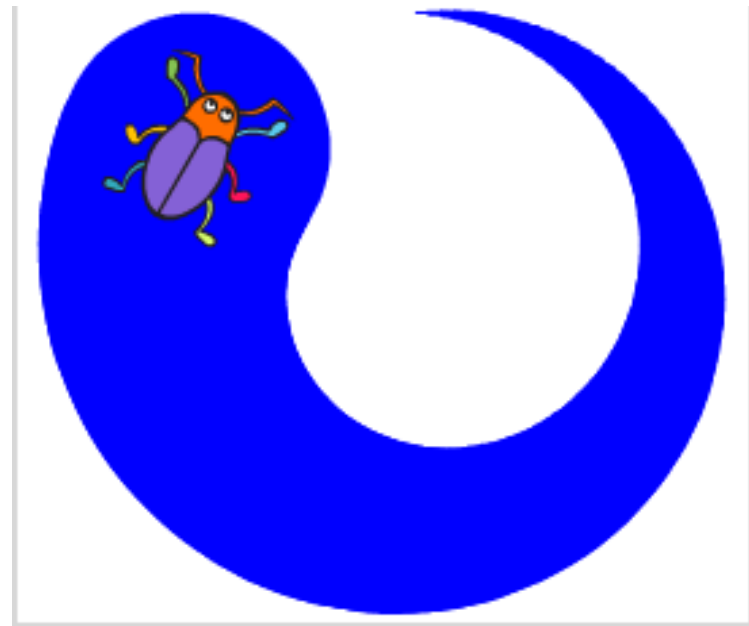


The pen shade goes from 0 to 100. 50 is the default.

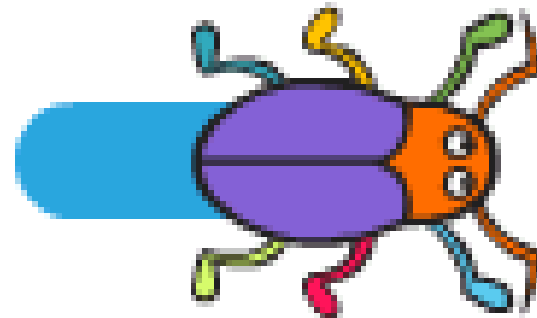


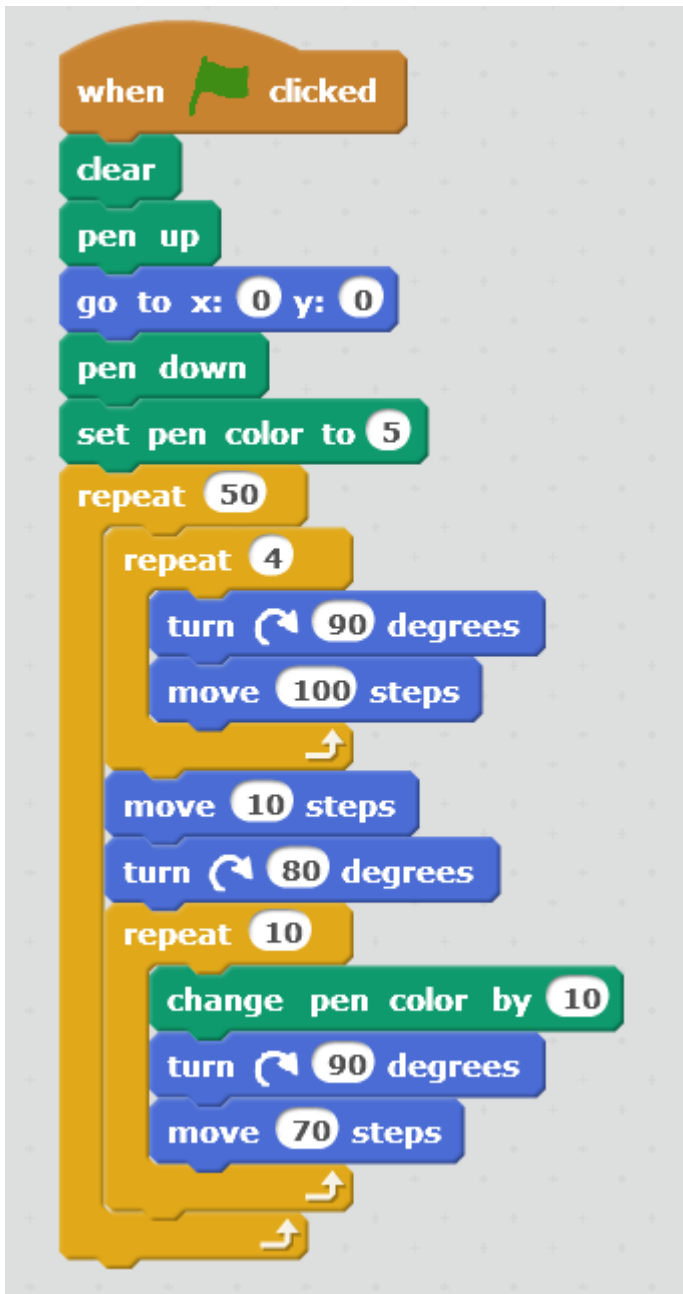
Note: If the pen shade is 0, then the pen color will be close to black. If the pen shade is 100, the pen color will be close to white.

# The Pen Commands



# The Pen Commands





Now for the  
Code!

Make it your  
Own

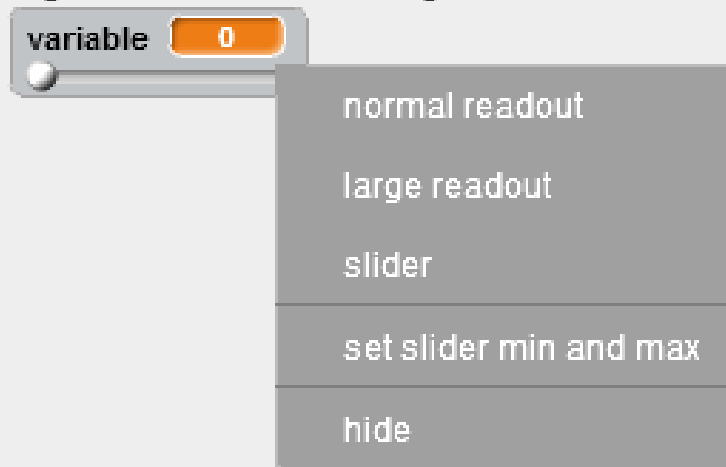
# Sliders

A variable can be viewed on screen in a view different views

To see the value of the variable, click the checkbox next to the block.



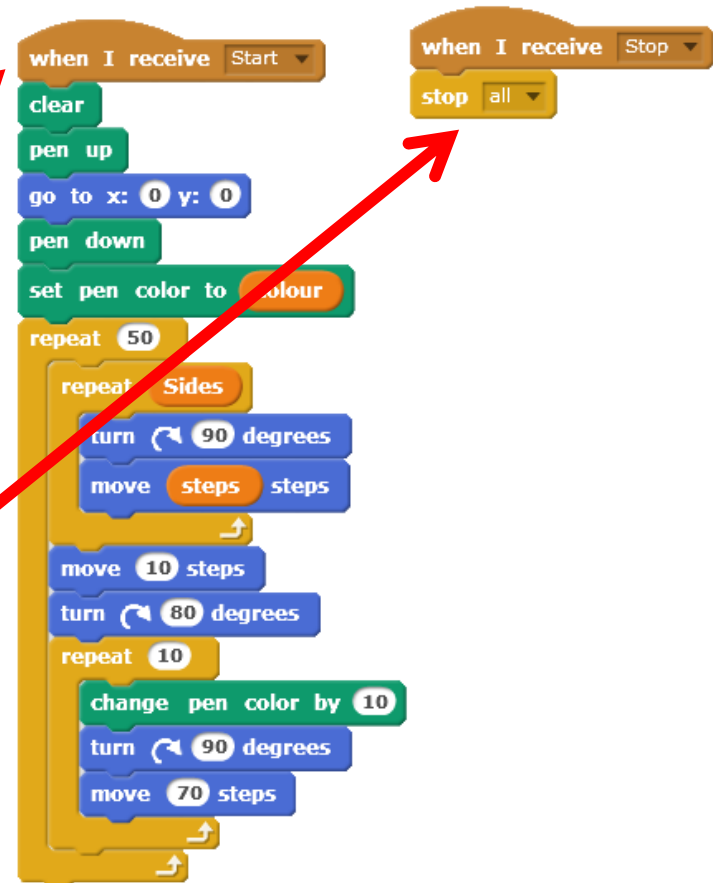
Right-click on readout to get different views:





# Buttons

Use sprites as buttons to execute code



# At the End ...

Upload your project to the Scratch Website  
user: **cdathenry1617** password: **athenry1617**

Access it  
from home



Improve it



Show your  
friends!



# Uploading to Scratch Website

