



CoderDojo Athenry



Code and notes by Martha Fahy, 2016

CoderDojo Athenry

"Above all, be cool"



Every week:

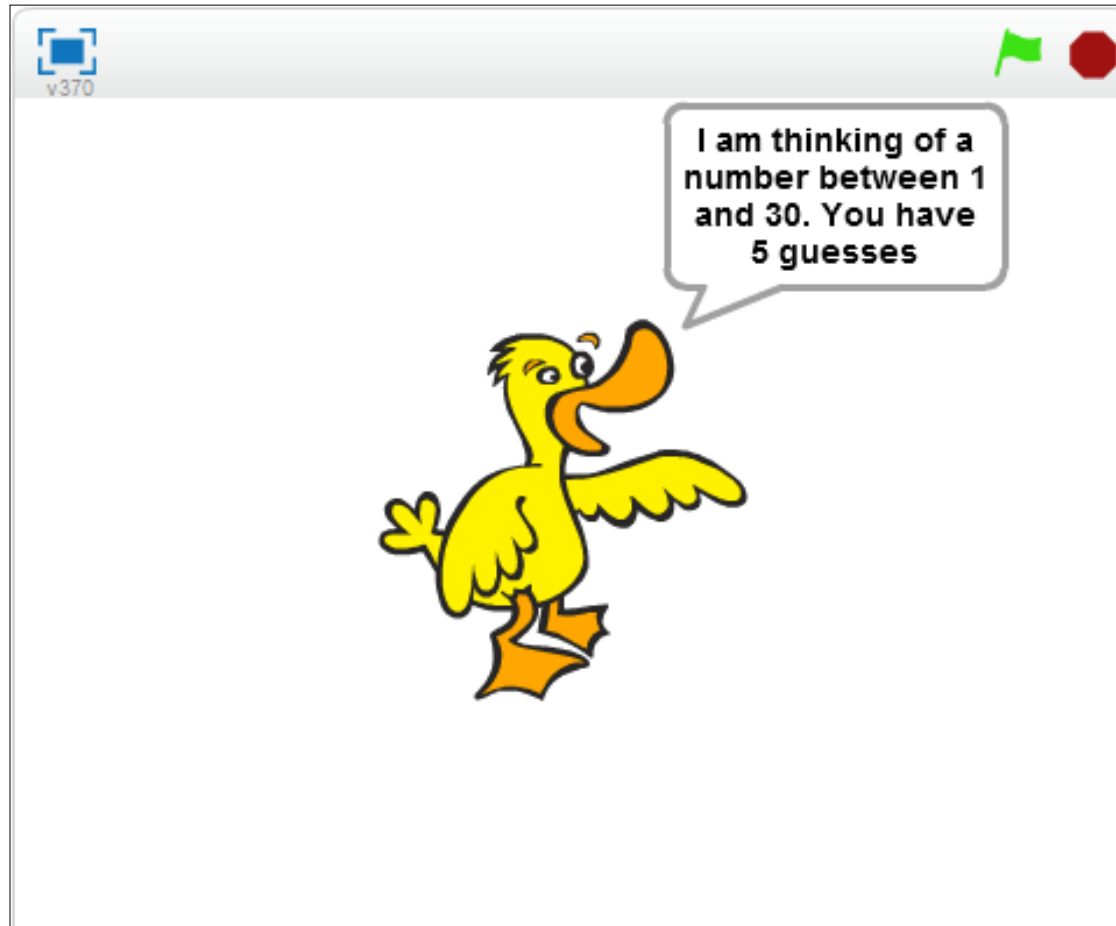
- ✓ Sign in at the door

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

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



Today's **Big** Ideas

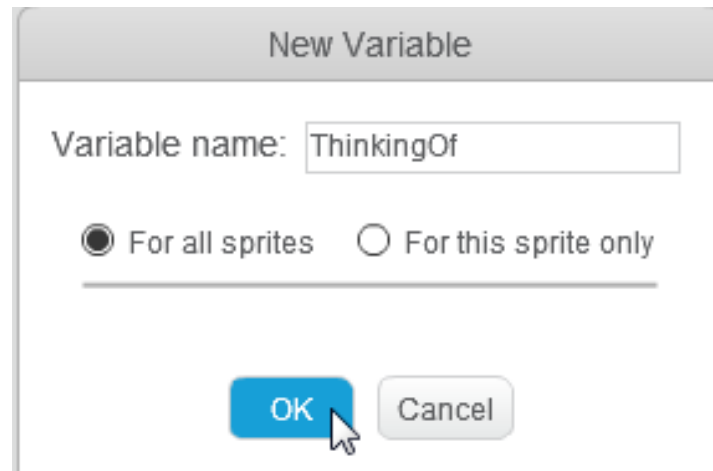
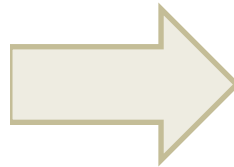
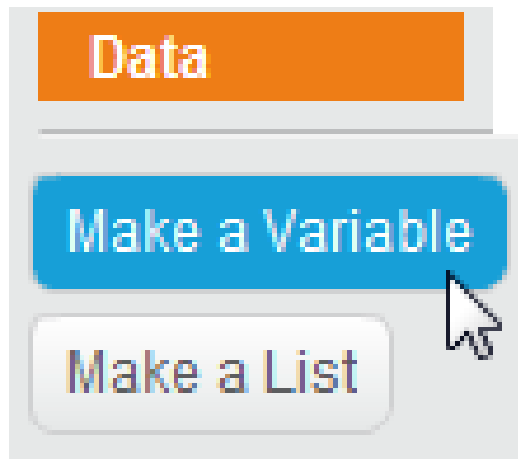
Input &
Output

Variables

Also: loops
& decisions

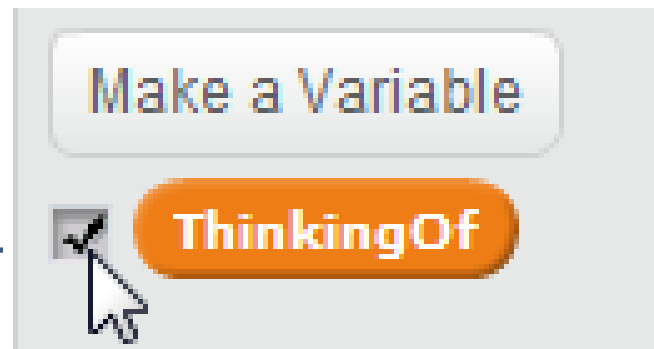


Create a Variable to Hold a Random Number



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



Ask Player to Guess It, Store Answer

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



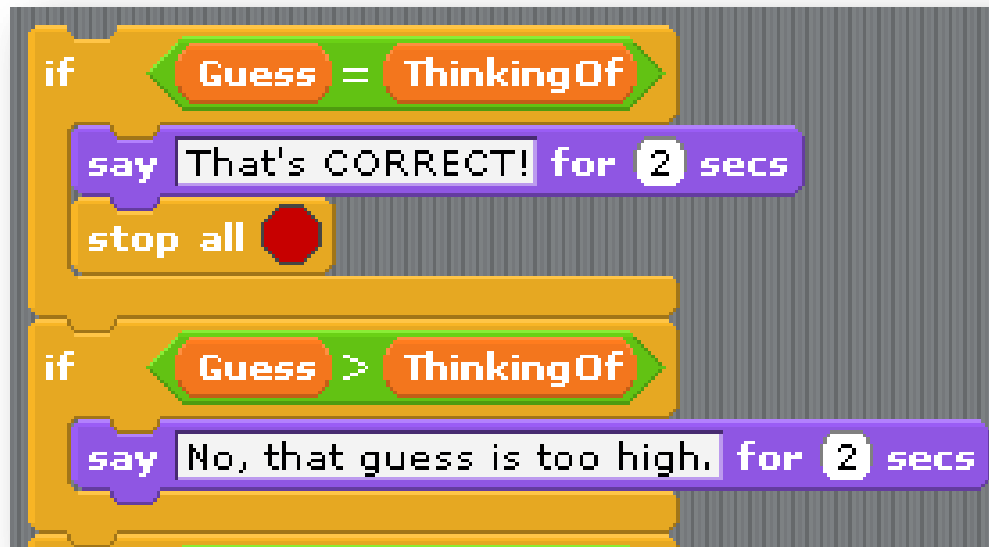
**Test whether Guess is
Right, Too High, Too Low**



Greater than 

Less than 

Test Whether Guess is Right, Too High, Too Low

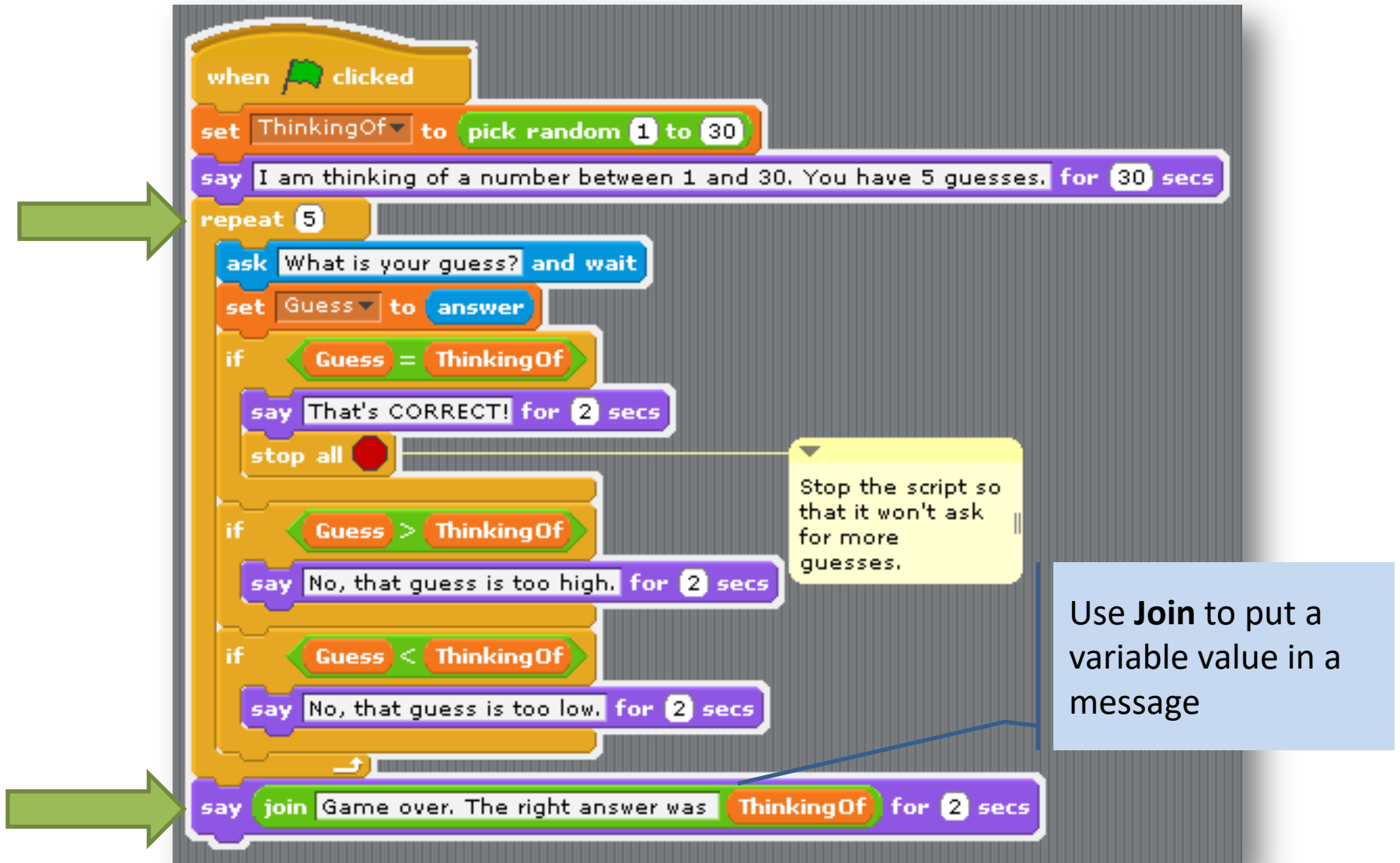


You need to complete this ...

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? - Animation

At the End ...

Upload your project to the Scratch Website

Access it
from home



Improve it



Show your
friends!



Uploading to Scratch Website

