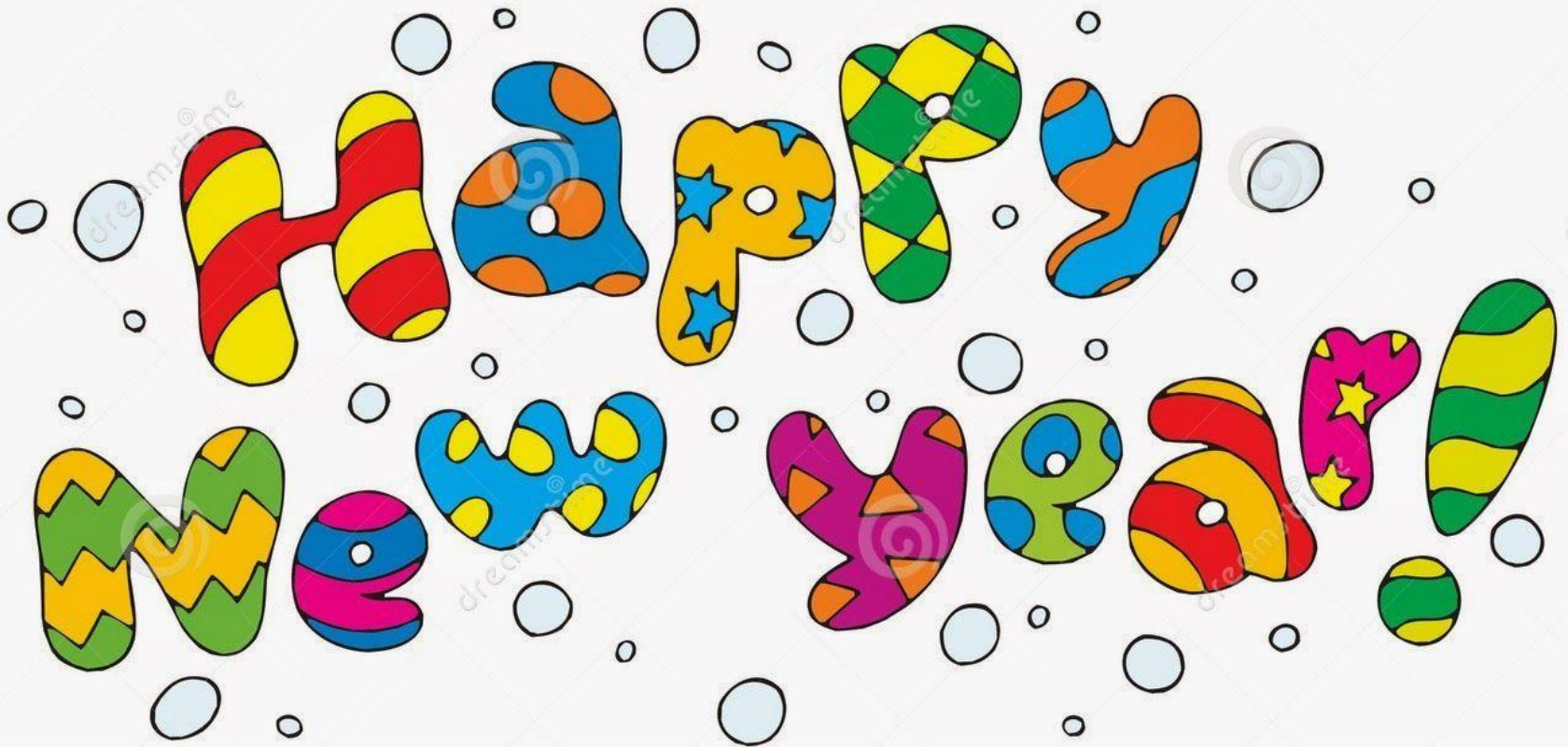
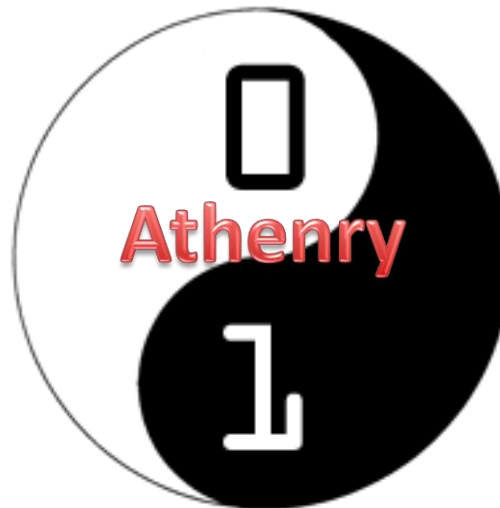


Happy
New Year!





CoderDojo Athenry



Code and notes by Martha Fahy, 2017

CoderDojo Athenry

"Above all, be cool"



Every week:

- ✓ Sign in at the door

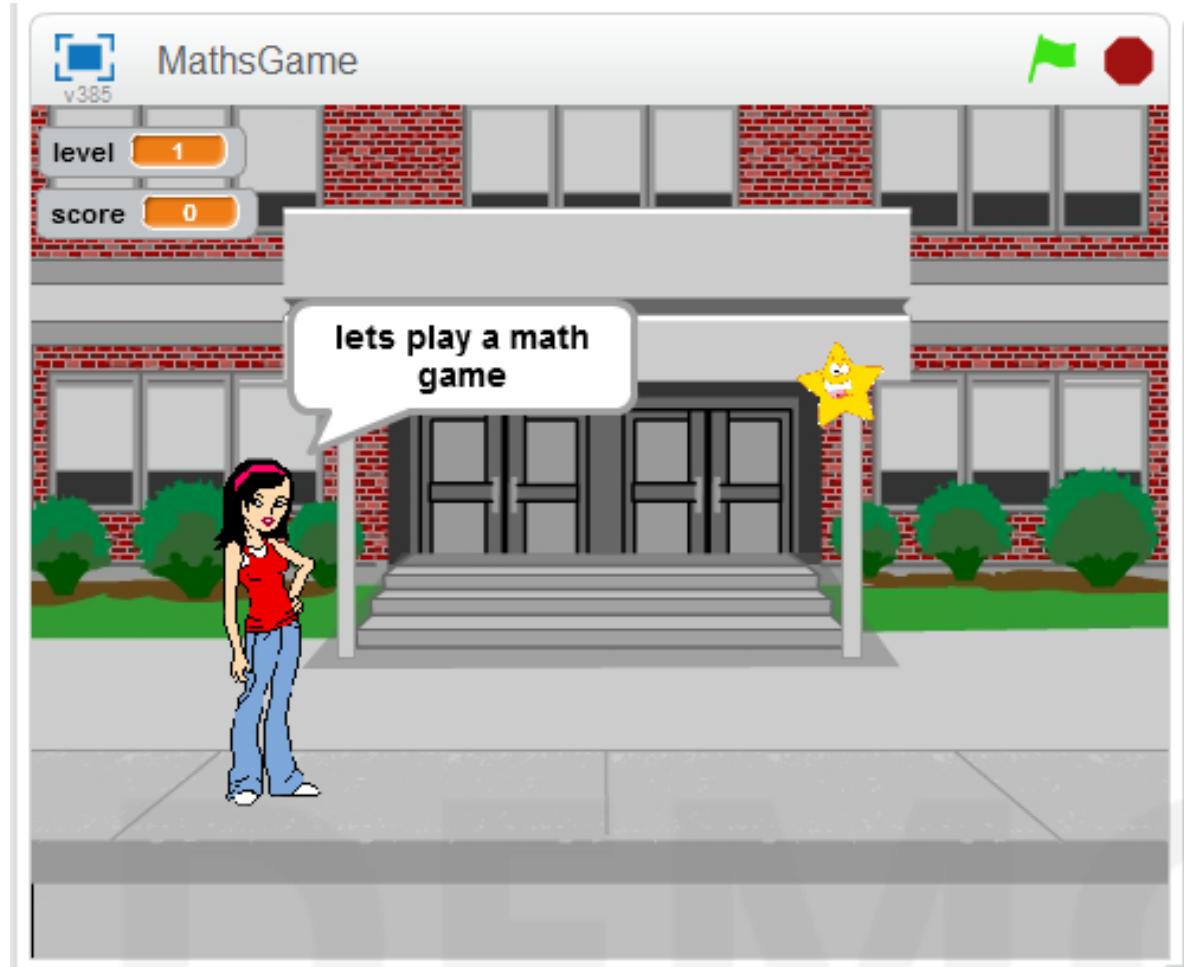
If you are new:

- ✓ Fill in Registration Form
- ✓ Ask a Mentor how to get started

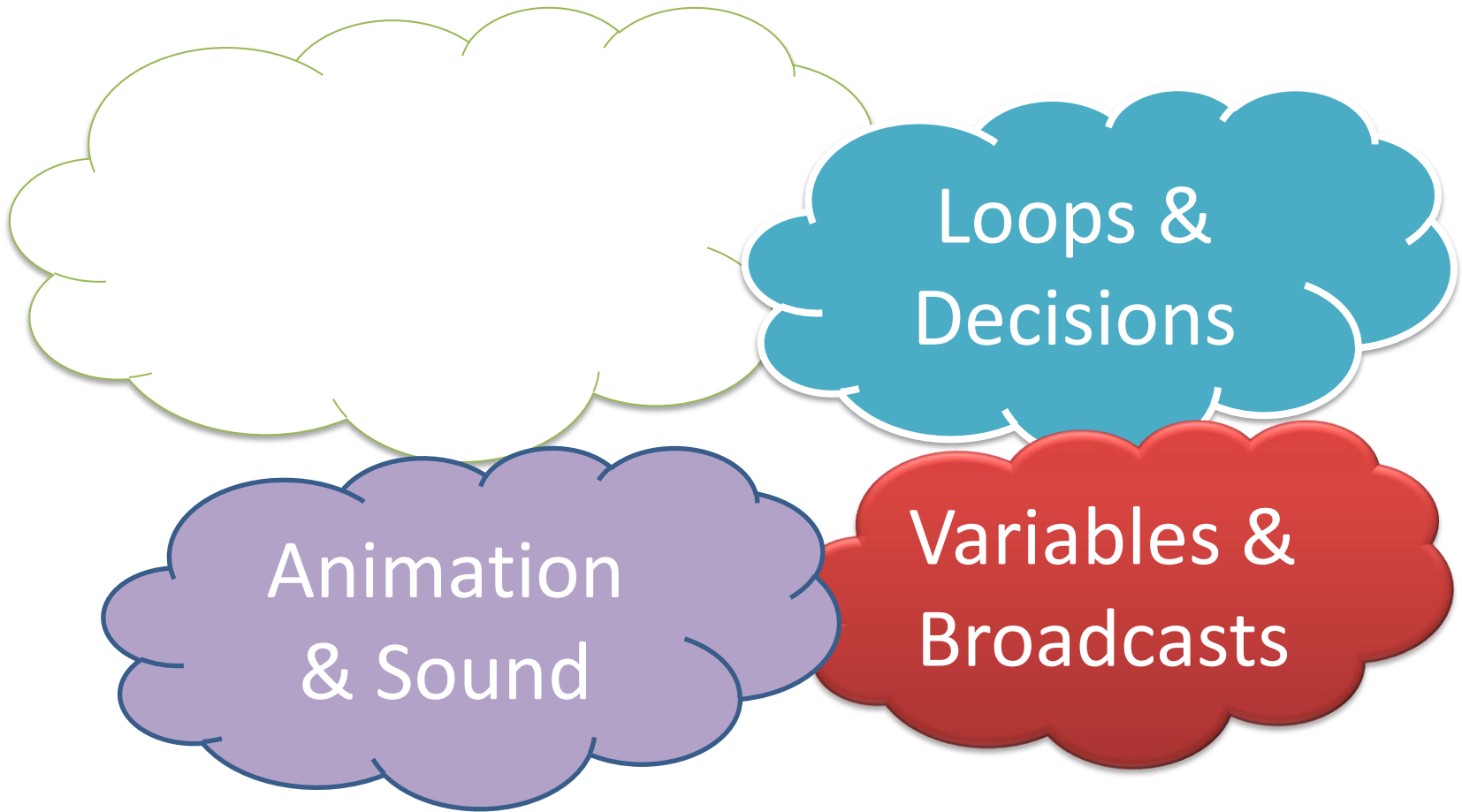
**Make sure you are on the Athenry
Parents/Kids Google Group:** email
coderdojoathenry@gmail.com

Today's Ninja Challenge:

Make a Game **Maths Game**



Use **Big Ideas** that You Should Understand to Get a Yellow Belt

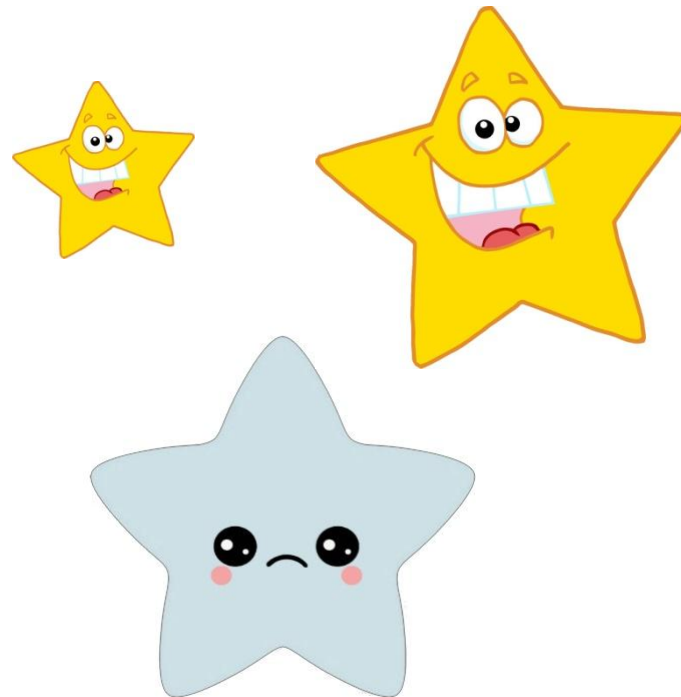


Design your Sprites

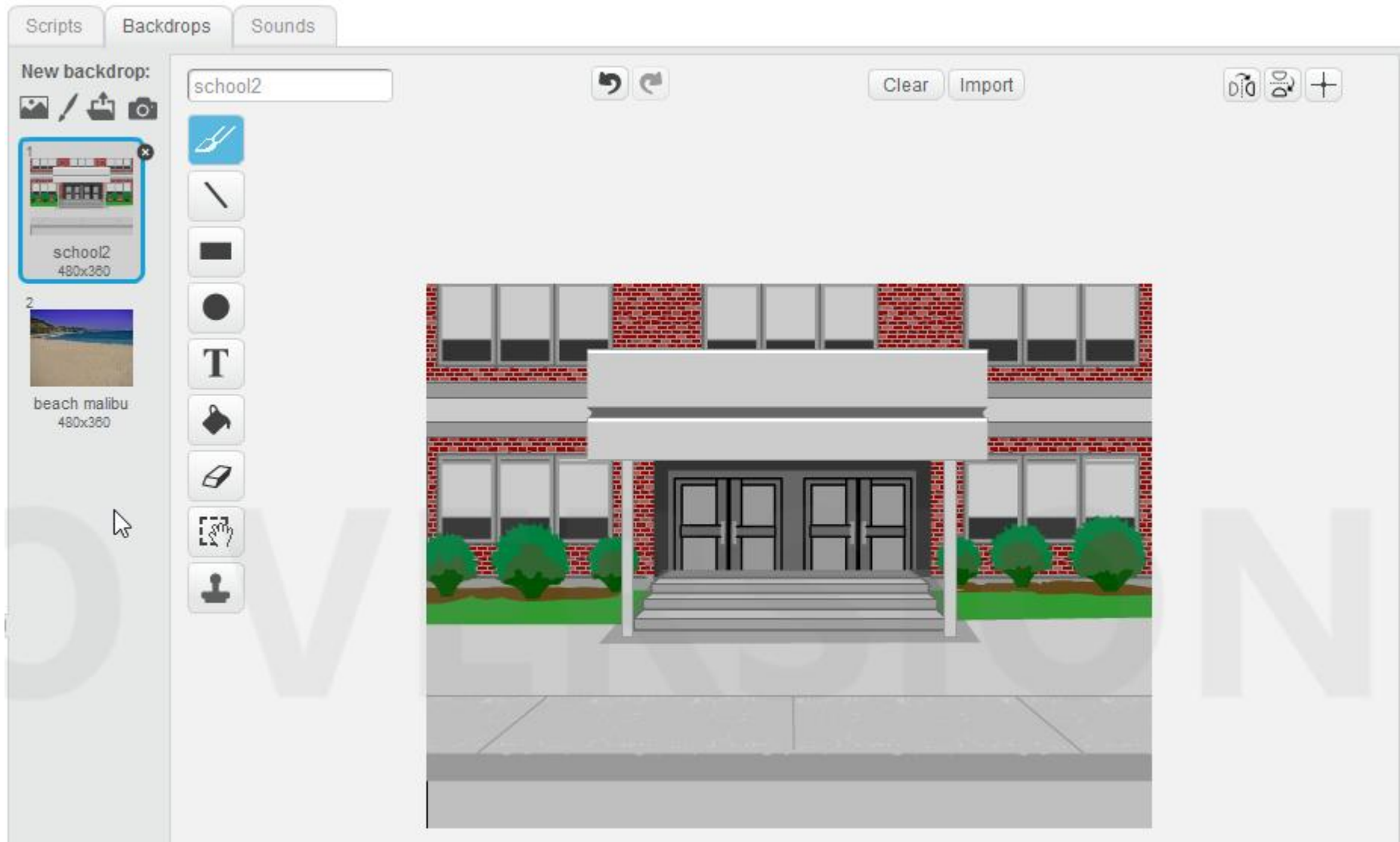
First Sprite will ask
the questions



Second Sprite will
grow/change
depending on answer



Select your Backgrounds



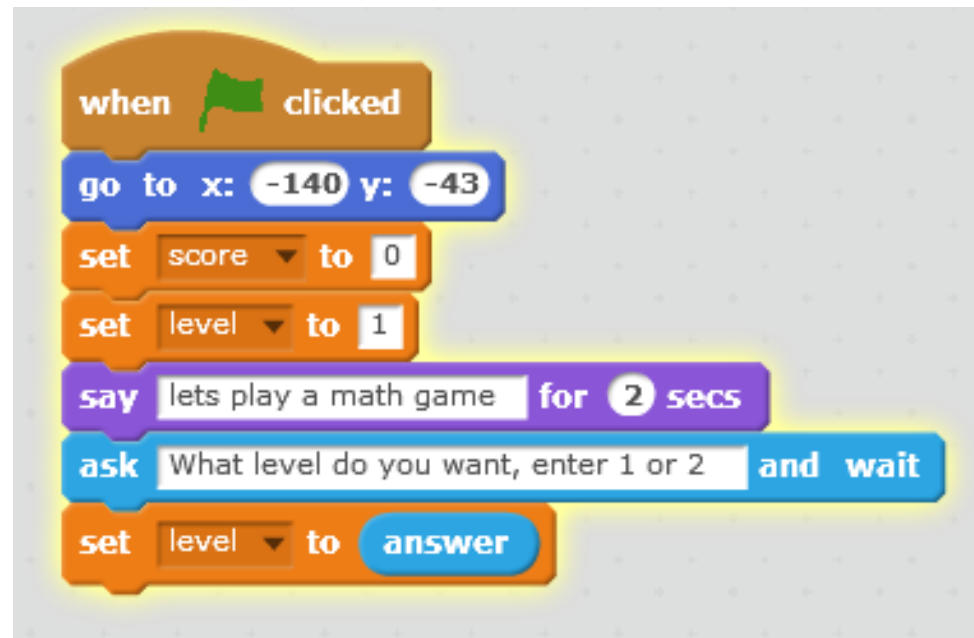
Create First Two Variables

Score

Level



Code for Sprite 1 to **ASK** Questions.....



Code for Sprite 1 to Set Math Questions....



```
if level = 1 then
  set number1 to pick random 1 to 10
  set number2 to pick random 1 to 10
else
  set number1 to pick random 1 to 100
  set number2 to pick random 1 to 100
ask join join number1 + number2 and wait
```

Code for Sprite 1 when it receives Right/Wrong answers..



```
if <answer = number1 + number2> then
  say You got it right, yay! for 2 secs
  broadcast correct answer
else
  say Sorry, that is wrong for 2 secs
  broadcast wrong answer
```

Note: repeat by 5....why?

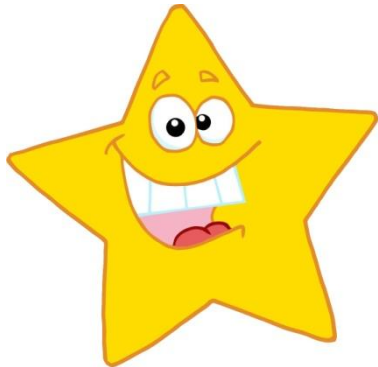
Code for Sprite 2 ...



❖ Switch Costume

❖ Set Size

❖ React to Right or Wrong answer



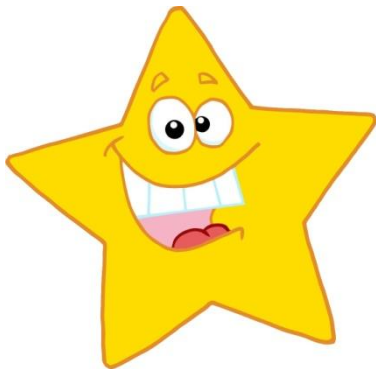
Code for Sprite 2 ...



```
when clicked
  switch costume to jpg_0790-Happy-Yellow-Star-Smiling2
  set size to 10 %

when I receive correct answer
  change score by 1
  change size by 25

when I receive wrong answer
  switch costume to sad_star
  stop all
```



Code for Backgrounds...

The image shows the Scratch interface with the 'Backdrops' tab selected. On the left, the 'New backdrop:' panel lists two backdrops: 'school2' (480x360) and 'beach malibu' (480x360). The 'school2' backdrop is currently selected. In the center, a script is written on the stage:

```
when green flag clicked  
  switch backdrop to school2  
  wait until score = 5  
  switch backdrop to beach malibu  
  stop all
```

The script consists of five blocks: a 'when green flag clicked' block, followed by a 'switch backdrop to school2' block, a 'wait until score = 5' block, a 'switch backdrop to beach malibu' block, and a 'stop all' block. The 'score' variable is set to 5. The 'school2' and 'beach malibu' backdrops are visible in the 'New backdrop:' panel.

At the End ...

Upload your project to the Scratch Website

Access it
from home



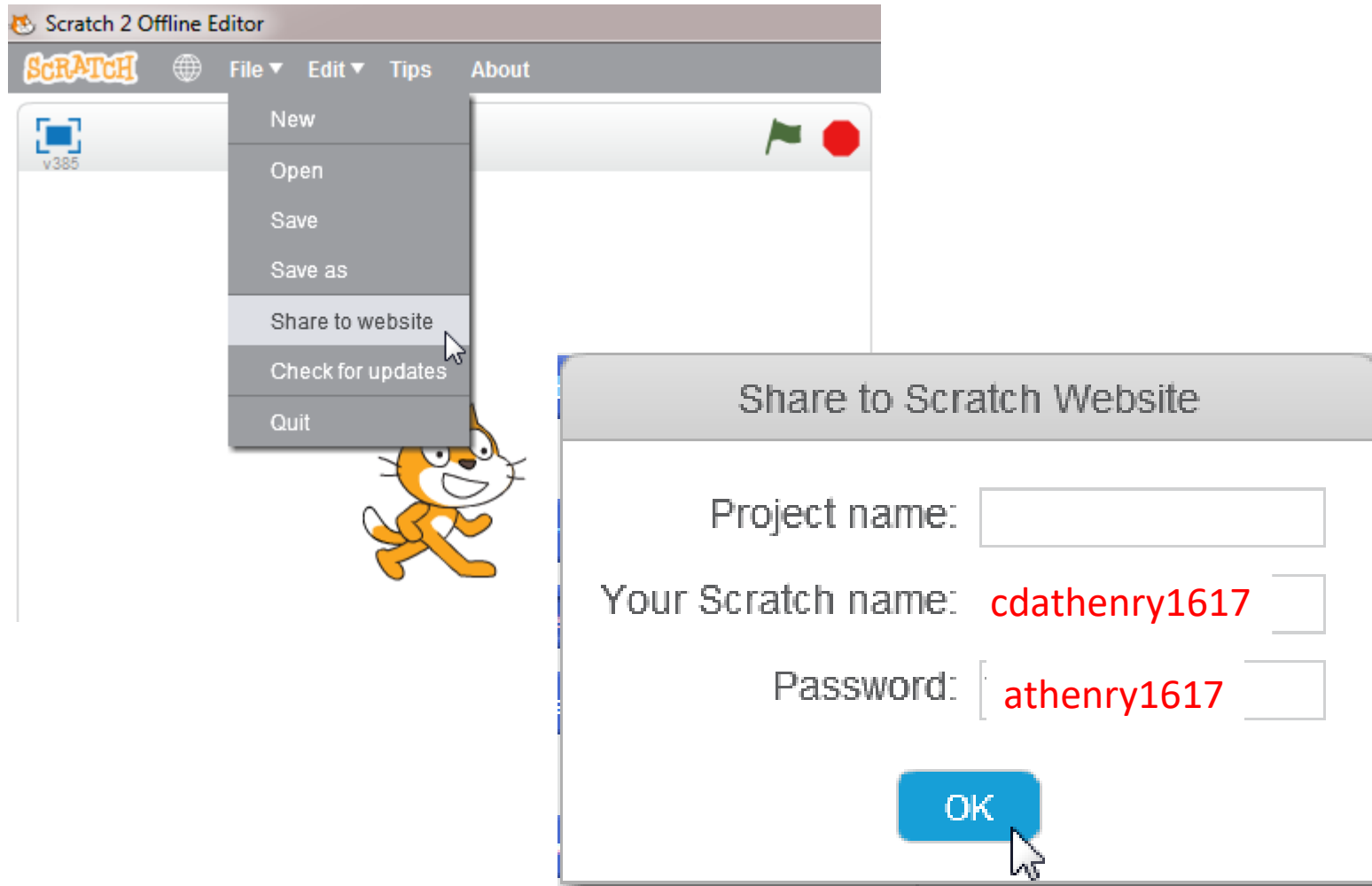
Improve it



Show your
friends!



Uploading to Scratch Website



Keep In Touch!

coderdojoathenry@gmail.com

[@coderdojoathenr](#)

zen.coderdojo.com/dojo/53



For next week...

Please download
Paint.net

www.getpaint.net

