

CoderDojo Athenry



Code and notes by Martha Fahy, 2017

CoderDojo Athenry



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



Weekly Reminders



- Please leave passageways between desk and keep **CLEAR** at all times
- If power cable goes across passageways – must be **TAPED DOWN** ask mentor for tape
- **ONLY NINJAS** need a table - parents, please only use a chair
- If **FIRST AID** is required please alert a Mentor



Weekly Reminders



- Fire exit doors/main doorways must be kept clear **AT ALL TIMES**
- In the case of an emergency , please proceed in a calm and orderly manner to the nearest **Exit** and go to Assembly **Point**

Do **NOT** take anything with you

If you have a child in another room, do **NOT** go to them, a Mentor will look after them

Weekly Reminders

Loaner Laptops:

- Available for anyone that needs one, ask a Mentor

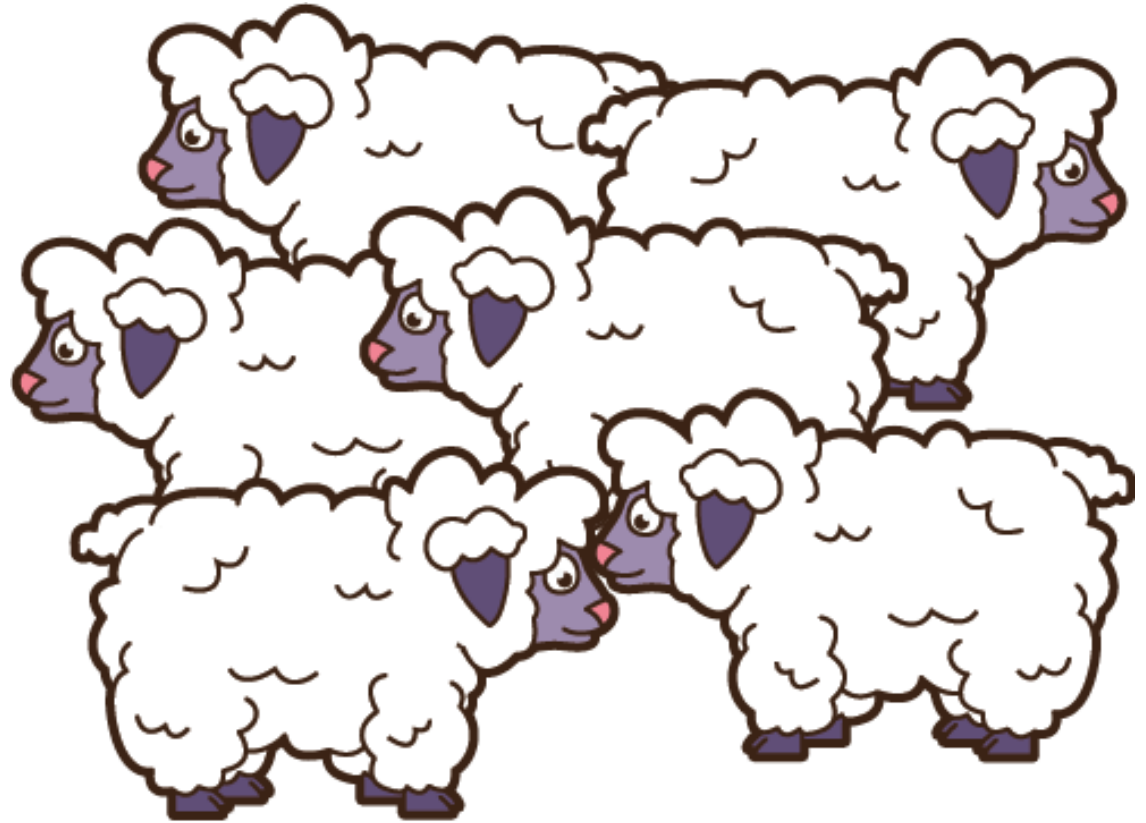
Tea/Coffee:

- Available down the corridor on the left.
€2/€1.50

Tables and Chairs:

- Please help put back chairs and tables in the class rooms, ask Mentors for guidance

Today's Ninja Challenge: Help Little Bo Peep find her Sheep

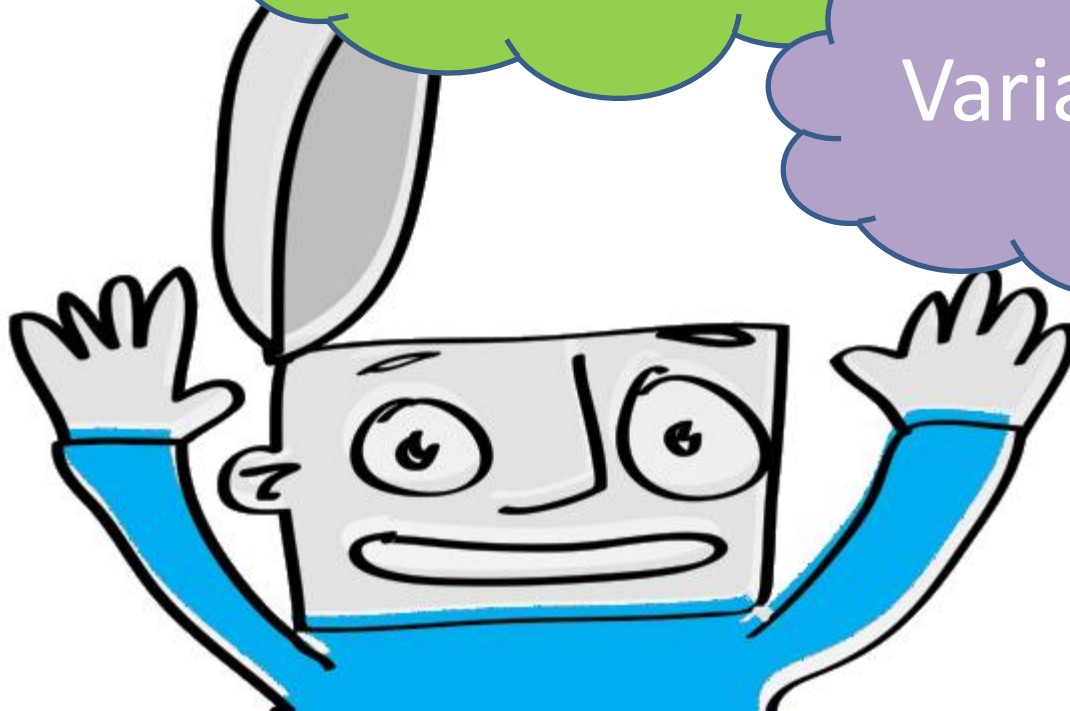


Today's **Big** Ideas

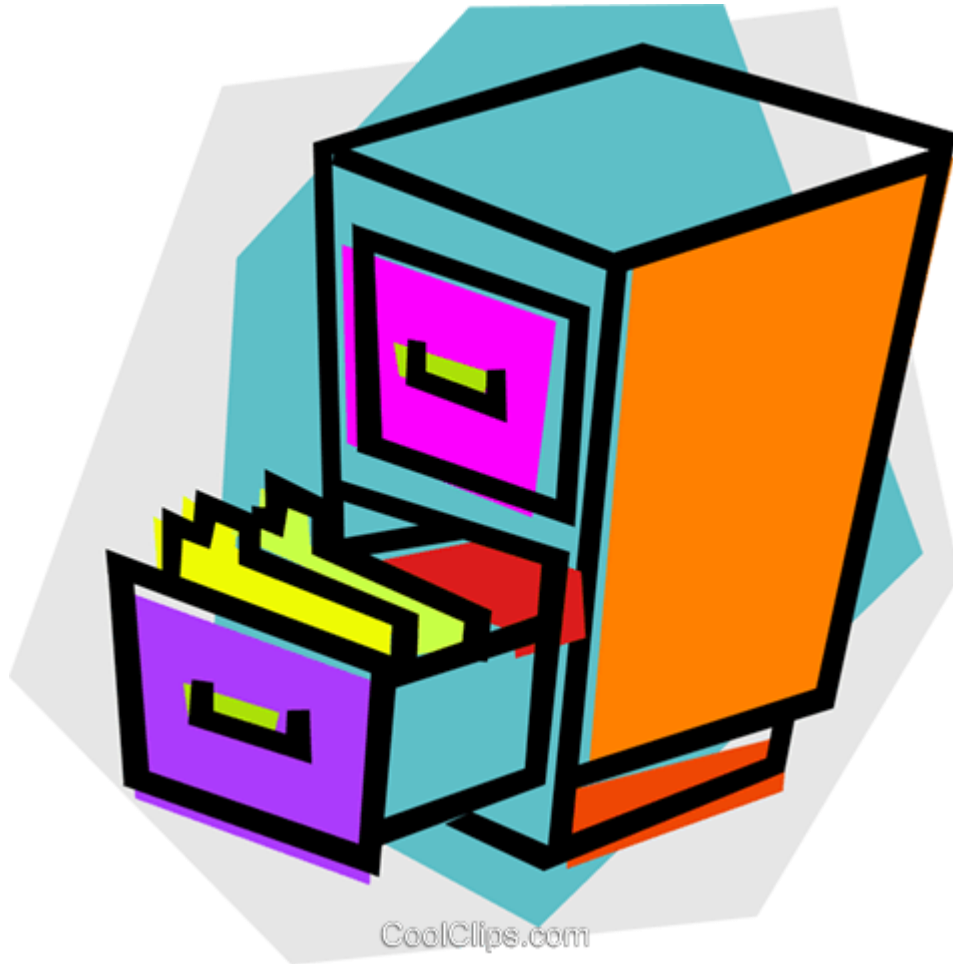
Designing
your game

Loops &
Decisions

Variables



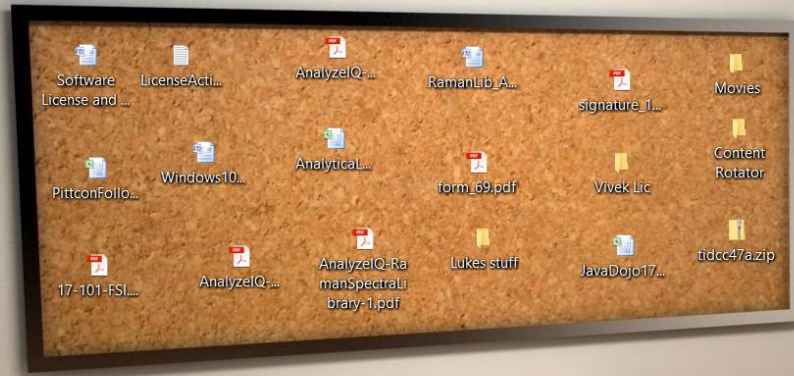
A little Bit of File **Management**



Who has a Desktop like THIS?

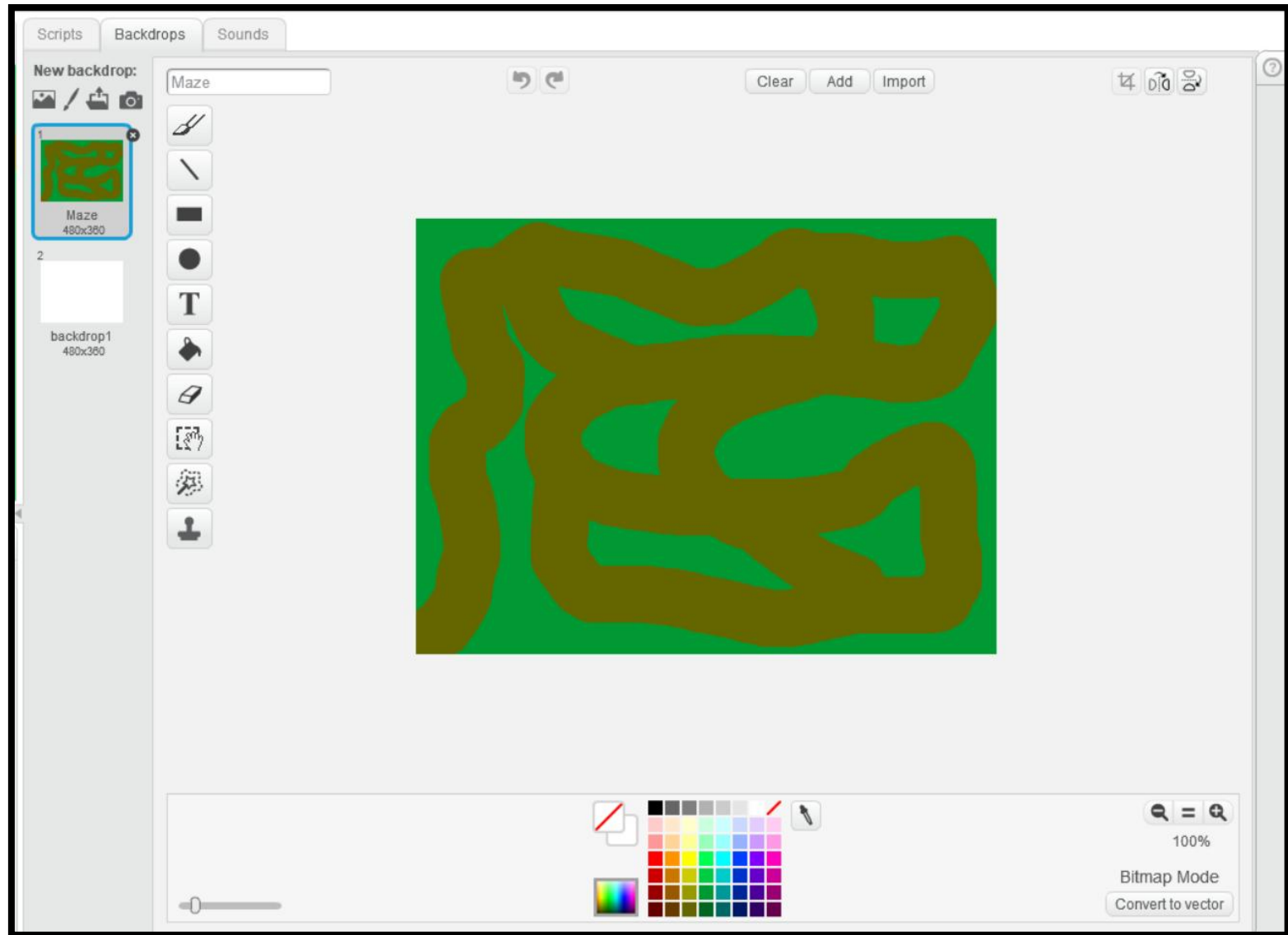


This is Mine.....



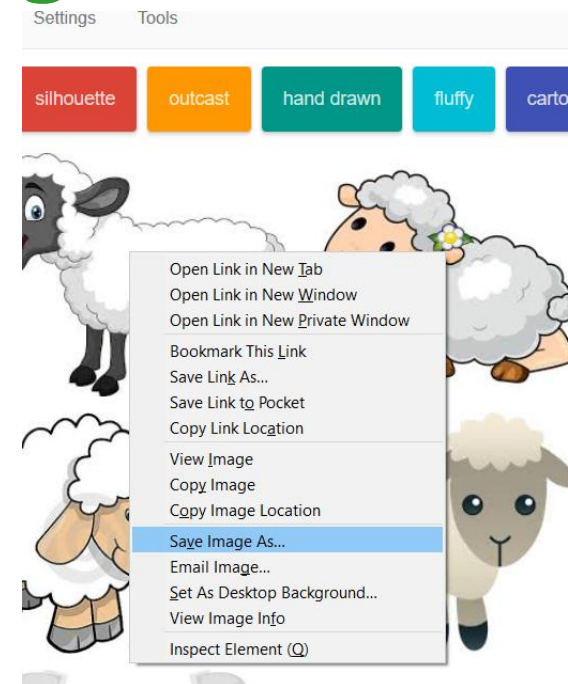
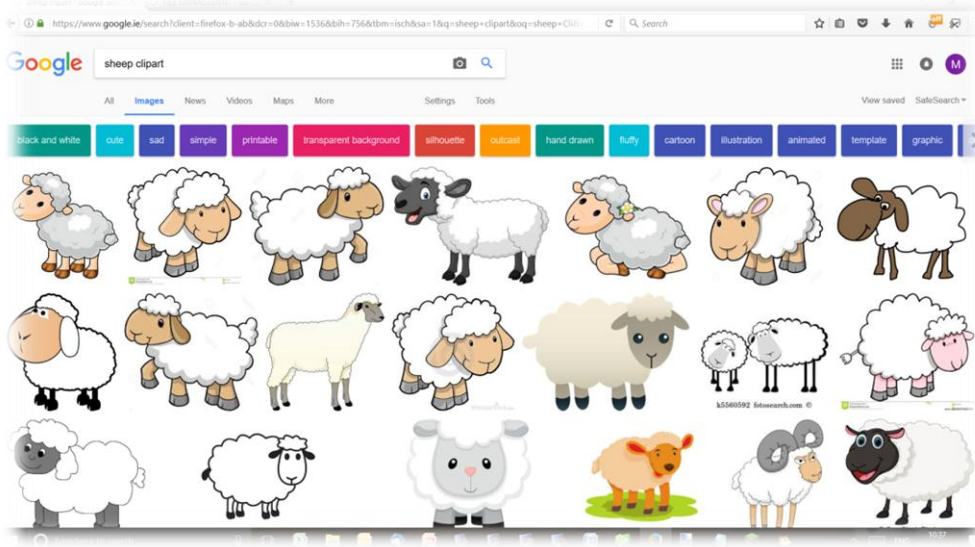


Create our Background in Scratch

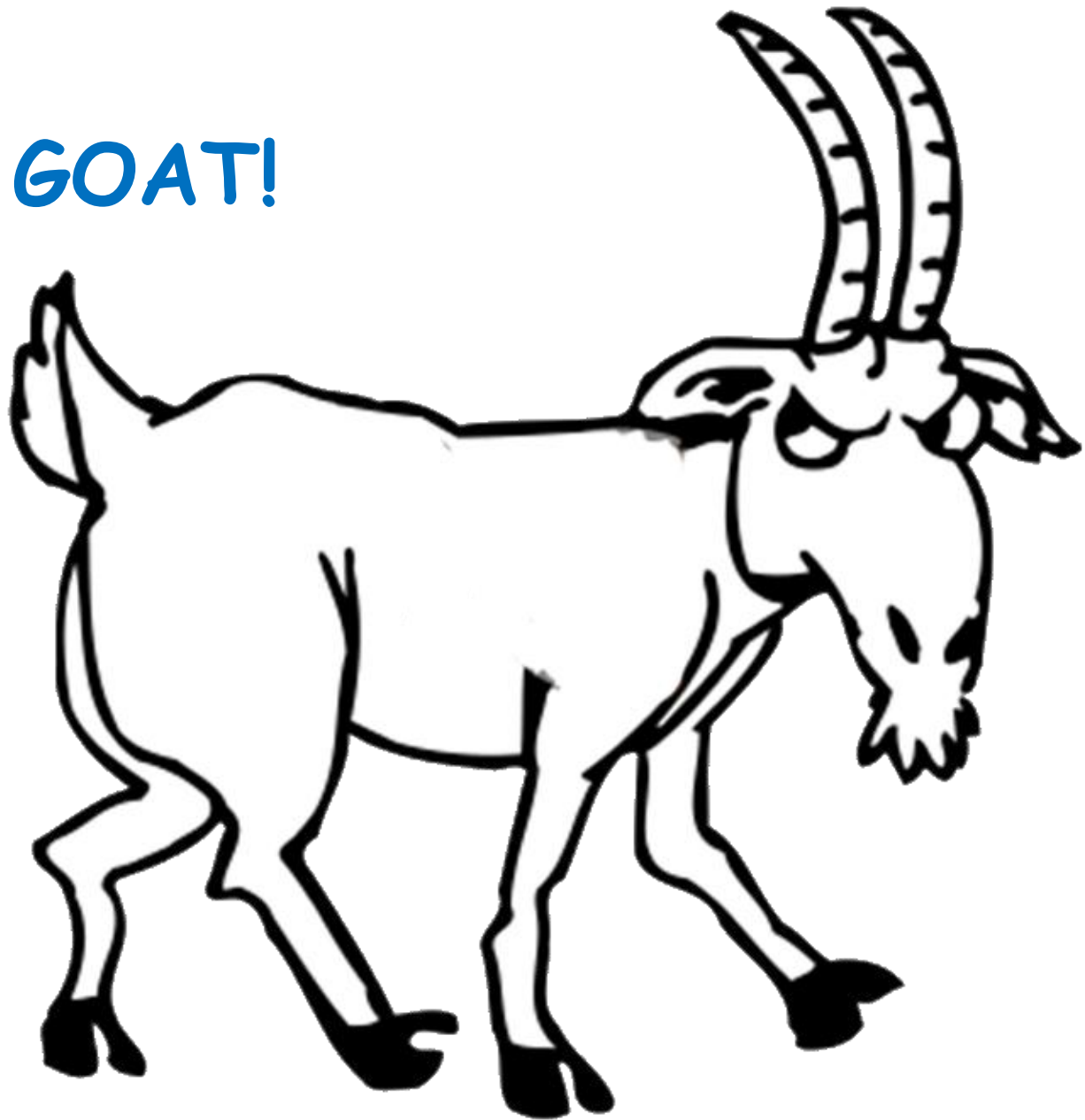


Get Bo Peep and her Sheep!

1. Google Image Search
2. Easier to Use Clipart
3. Save Image

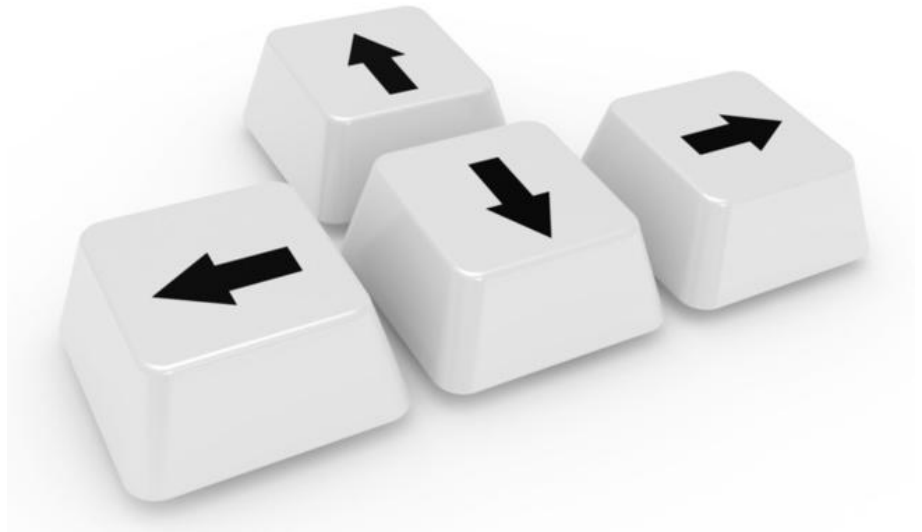


...and a GOAT!

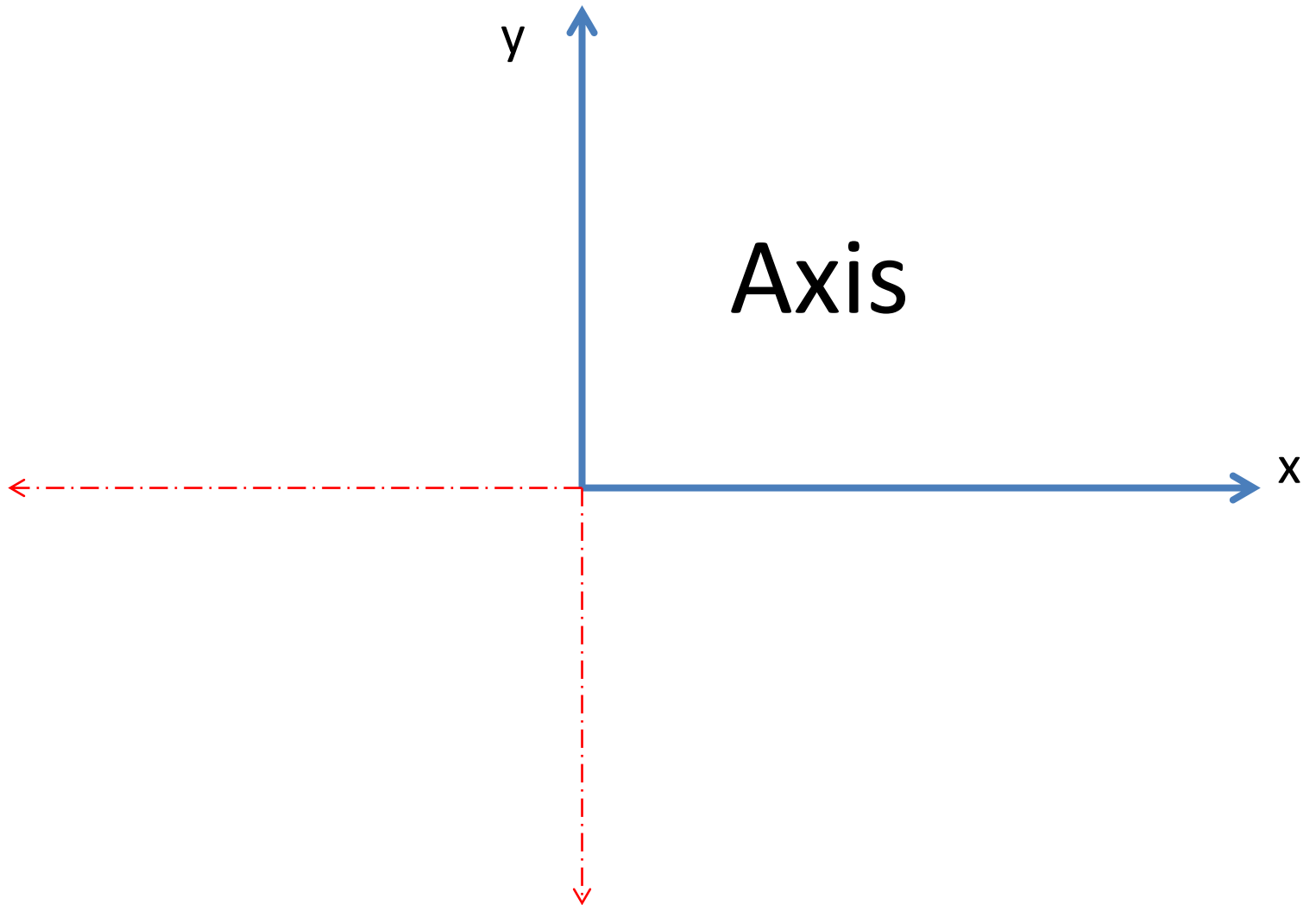


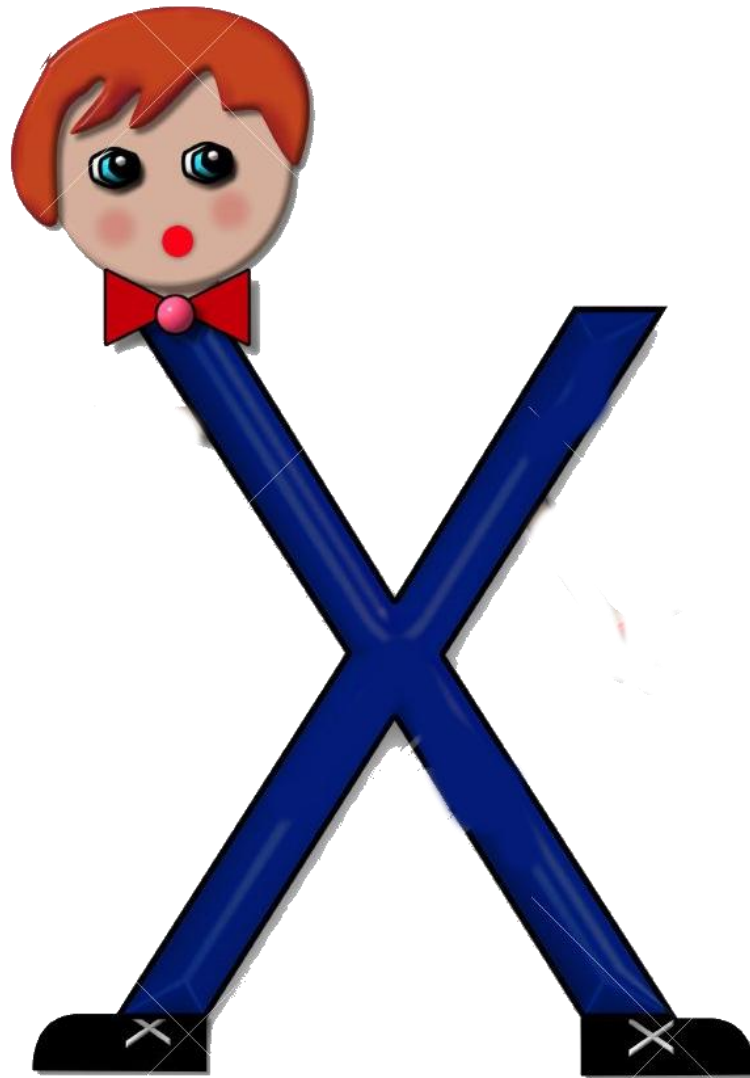
Moving Little Bo Peep

With our Arrow Keys

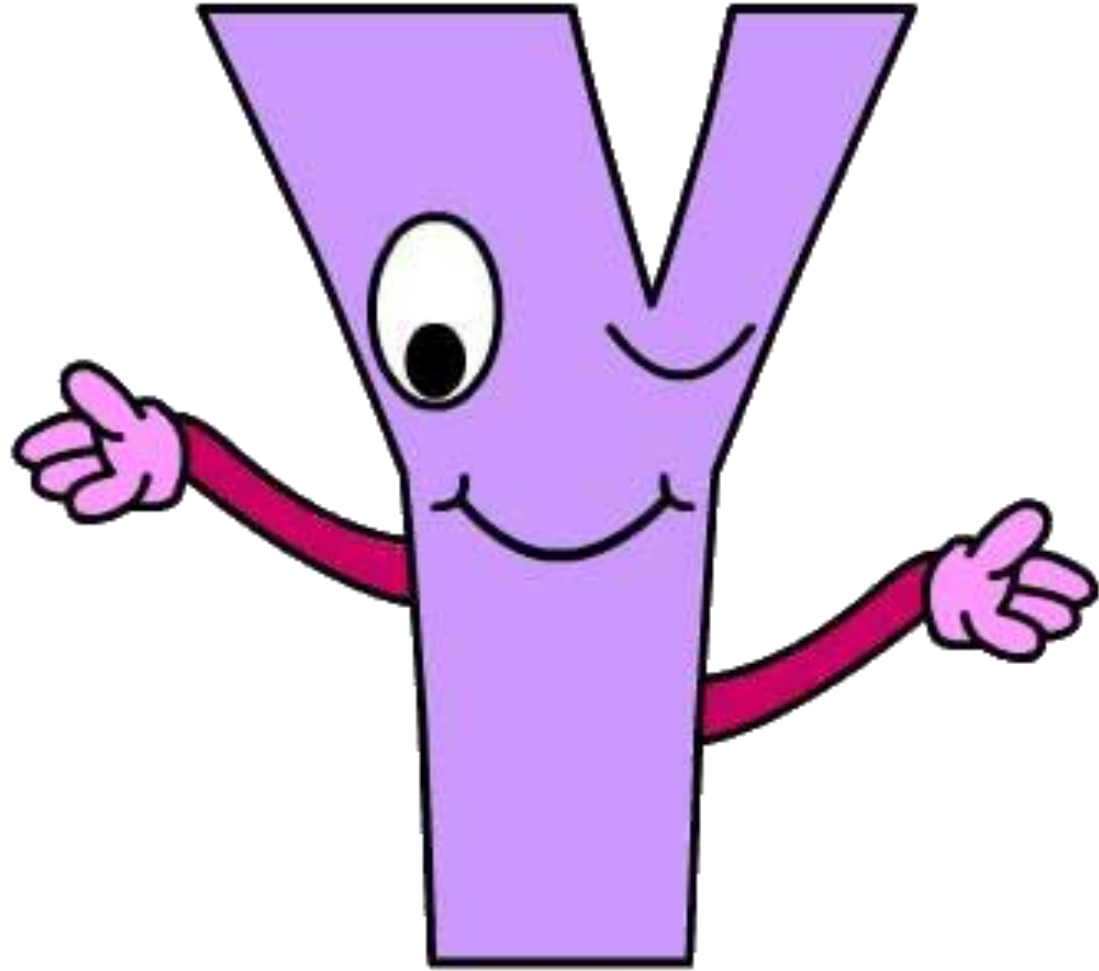


Make it Move Under **Your Control**





X Axis



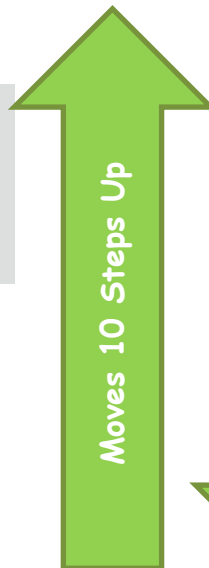
Y Axis

Make it Move Under Your Control

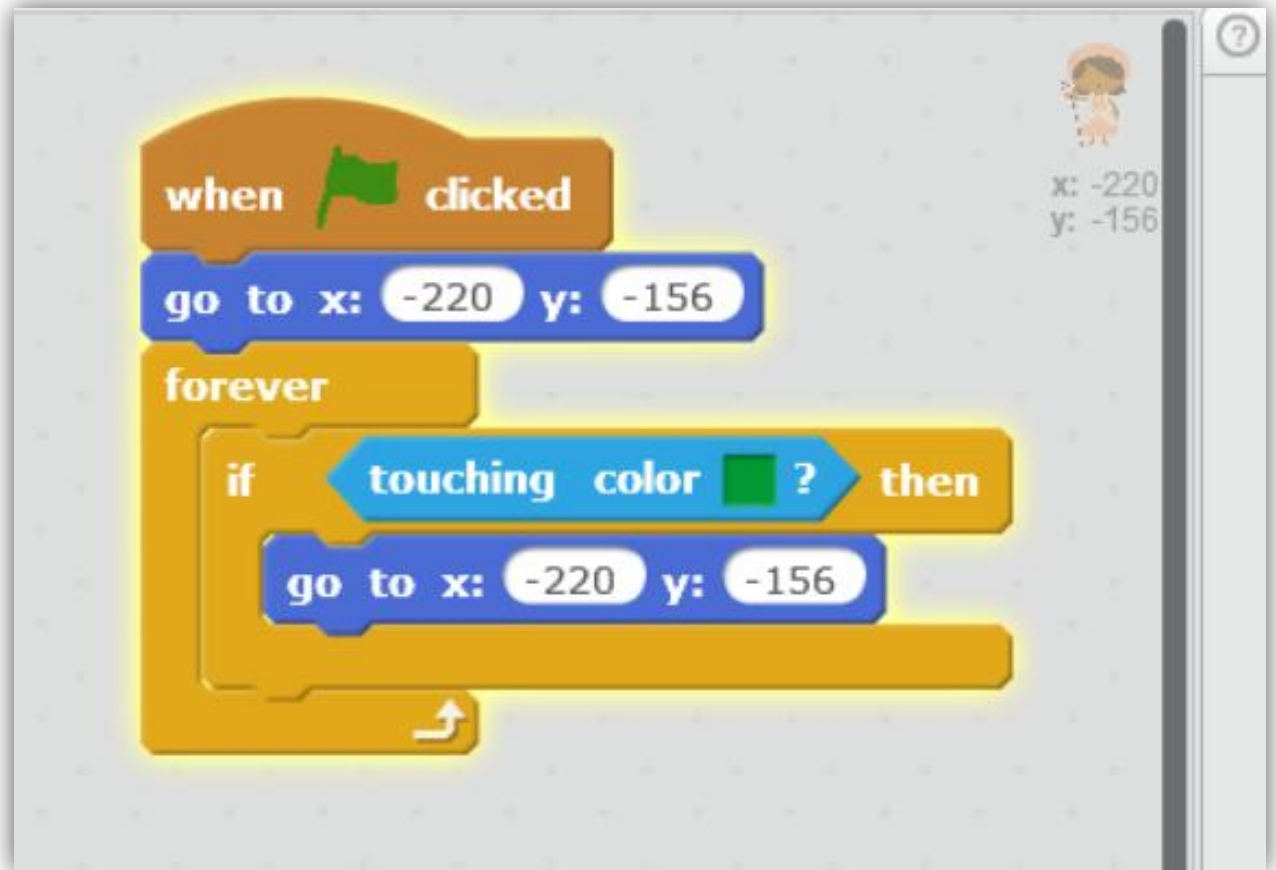


Moves 10 Steps to the Right

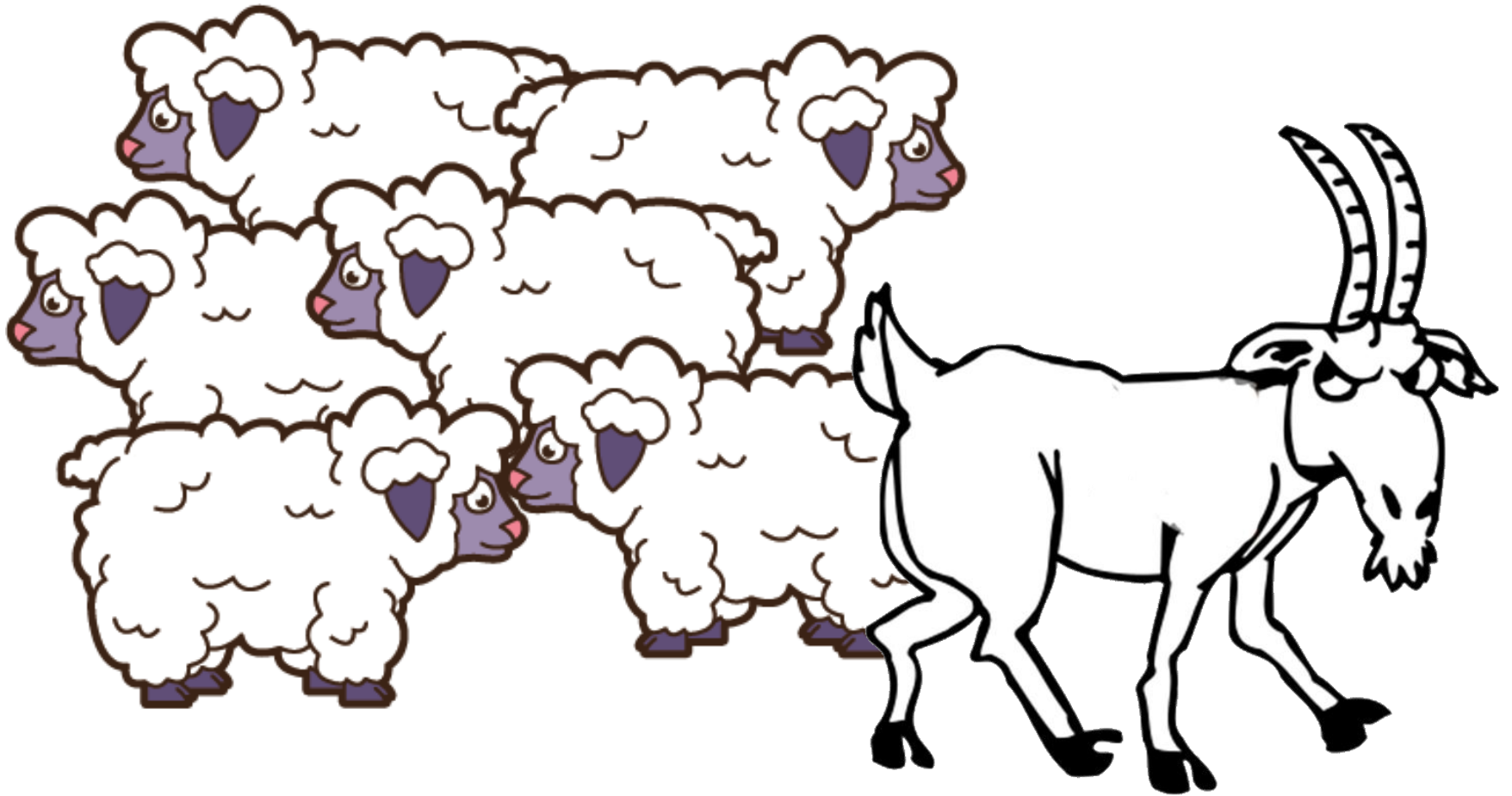
Make it Move Under Your Control



Keep Little Bo Peep on the Path



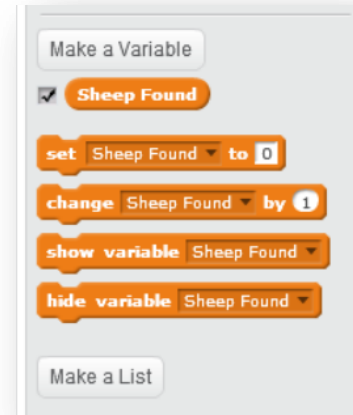
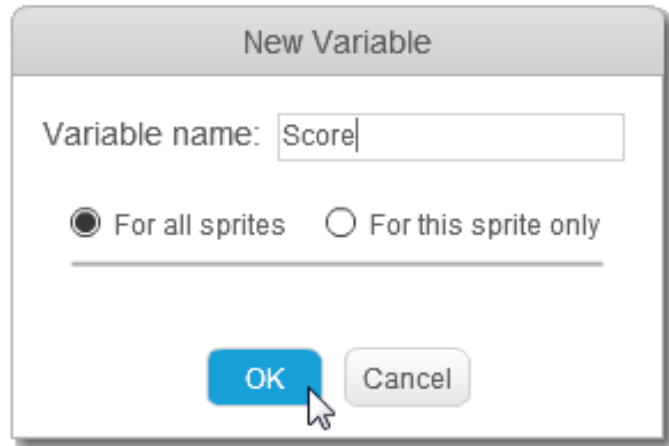
Lets Add our Sheep....and Goat



Variables For Sheep Found

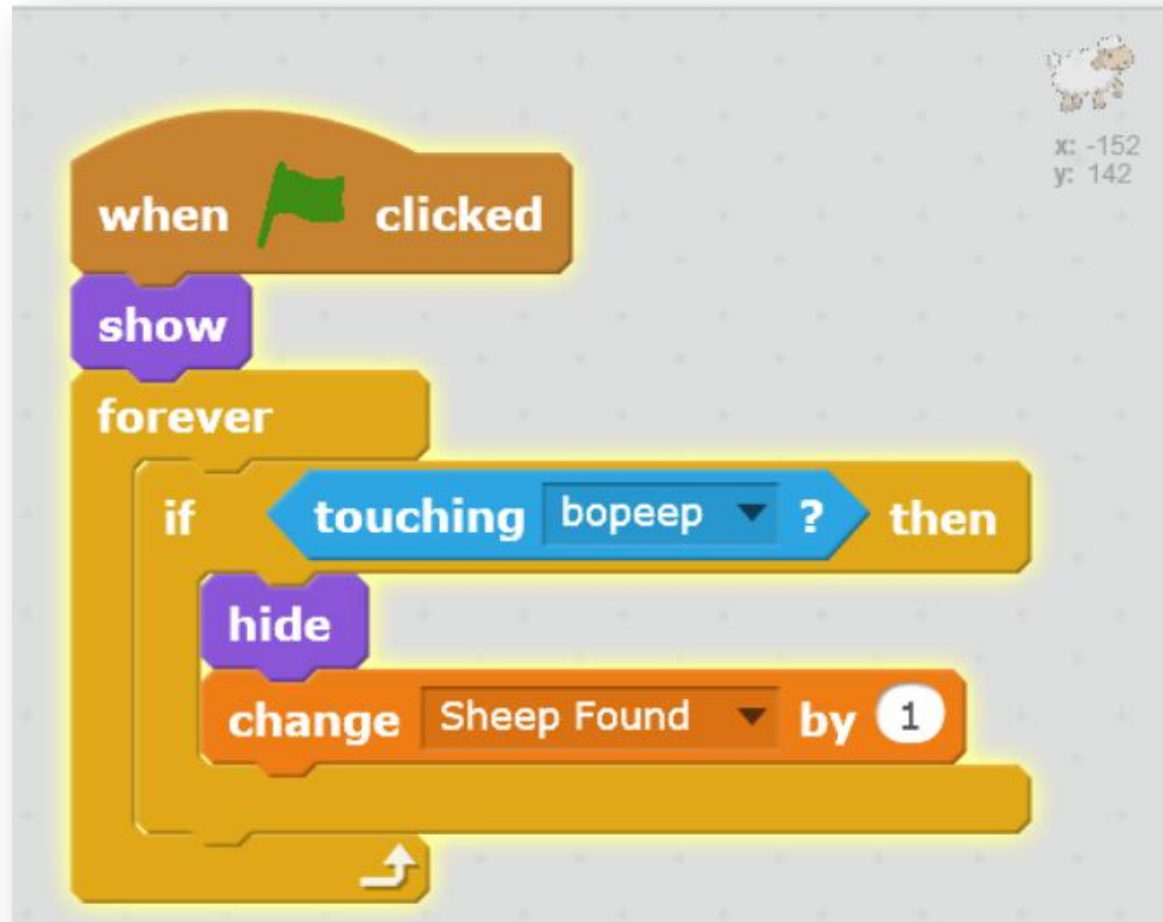
To keep track of a number, need a **Variable**:

- A key programming concept
- Stores a **Value** (number/text data):
this can vary
- Has a **Name** – this is fixed:
use this in the code to compare/change values

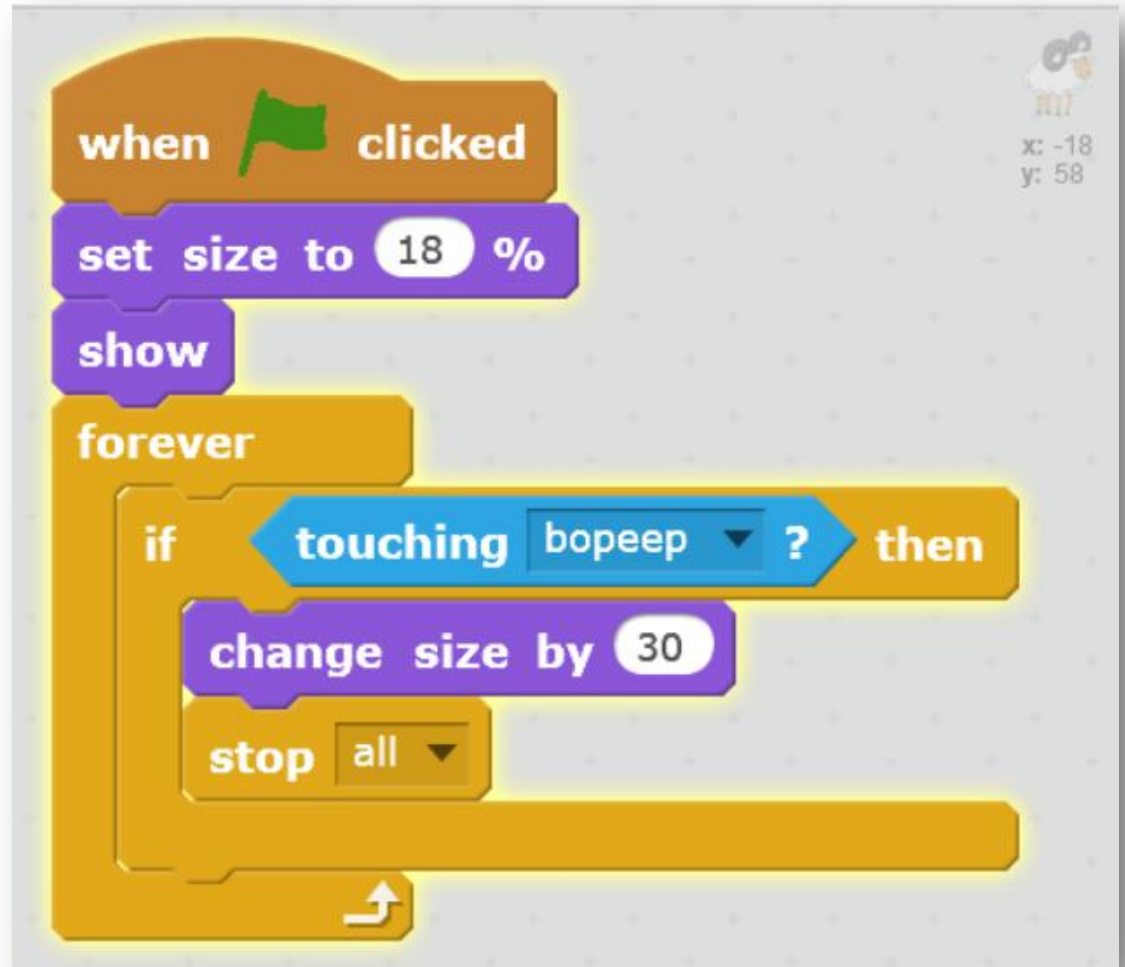




For Each Sheep



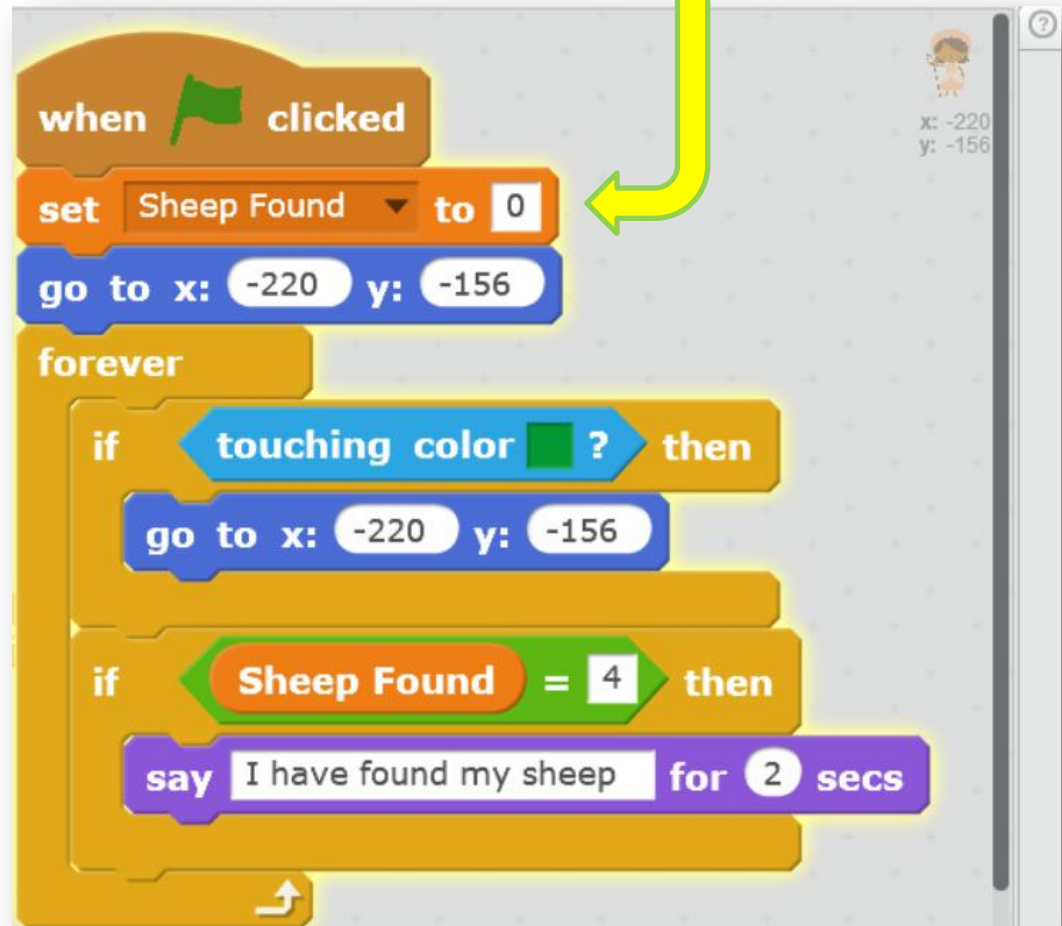
Don't forget the GOAT!





Set Sheep Found = 0

What happens when she finds her Sheep



At the End ...

Upload your project to the Scratch Website

Access it
from home



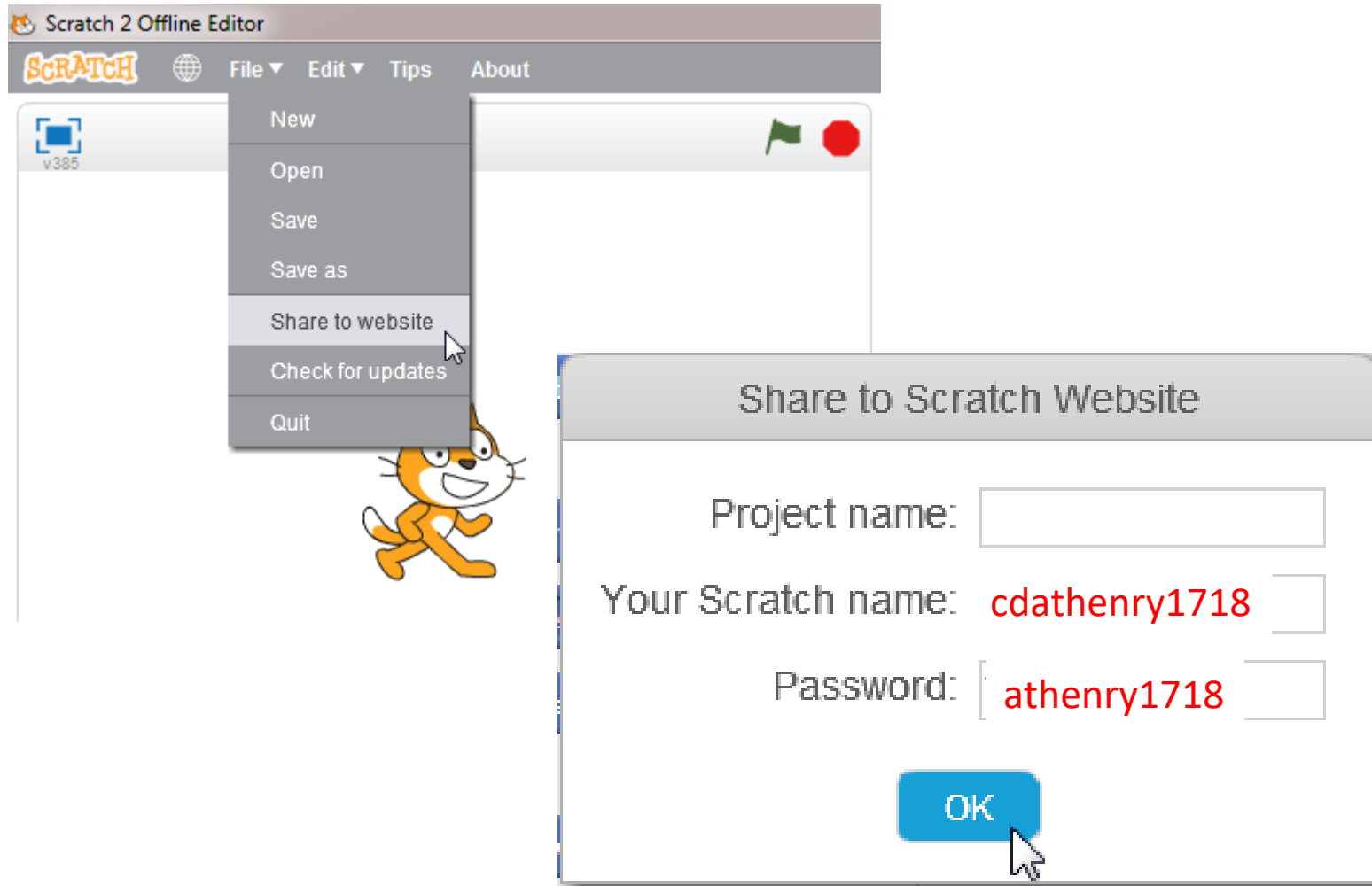
Improve it



Show your
friends!



Uploading to Scratch Website



Keep In Touch!

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