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 2**

  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

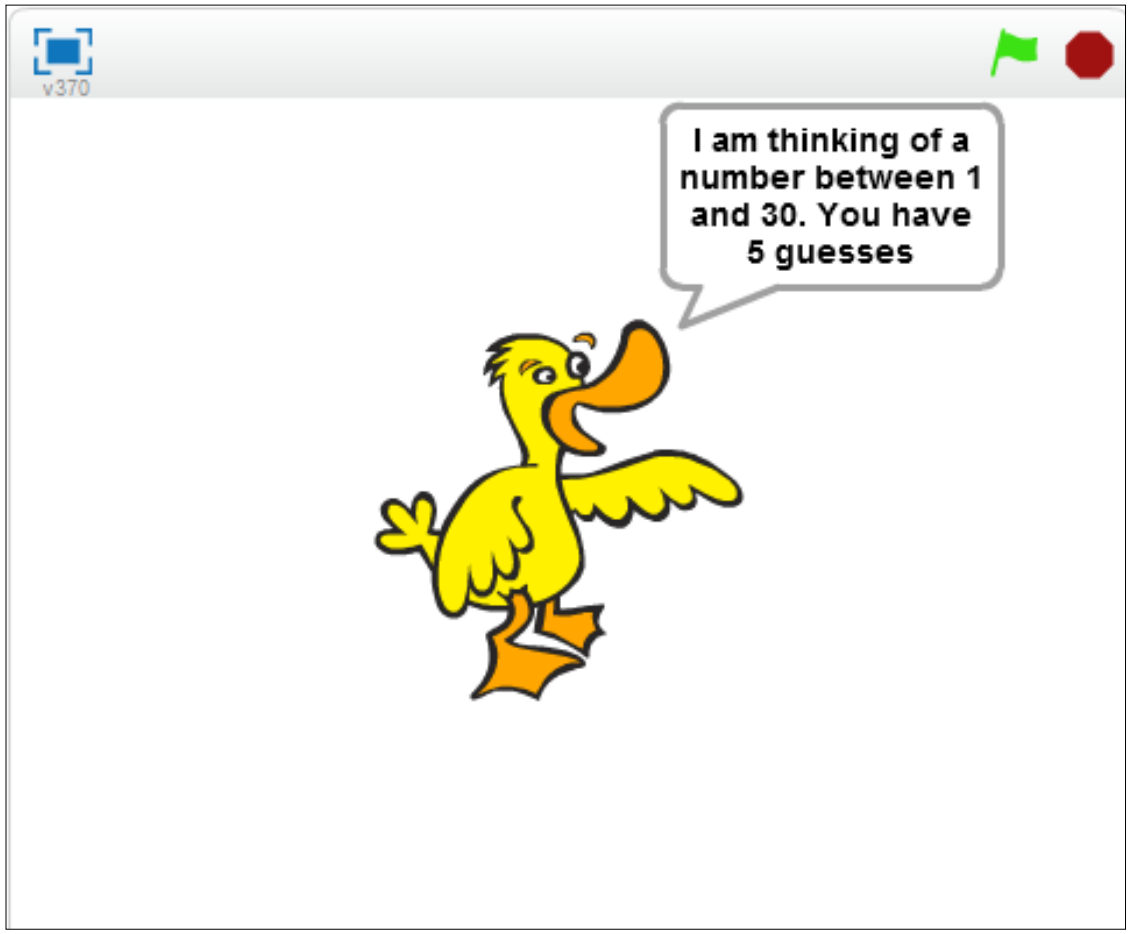
Tea/Coffee:

- 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:
Write a Number Guessing Game!



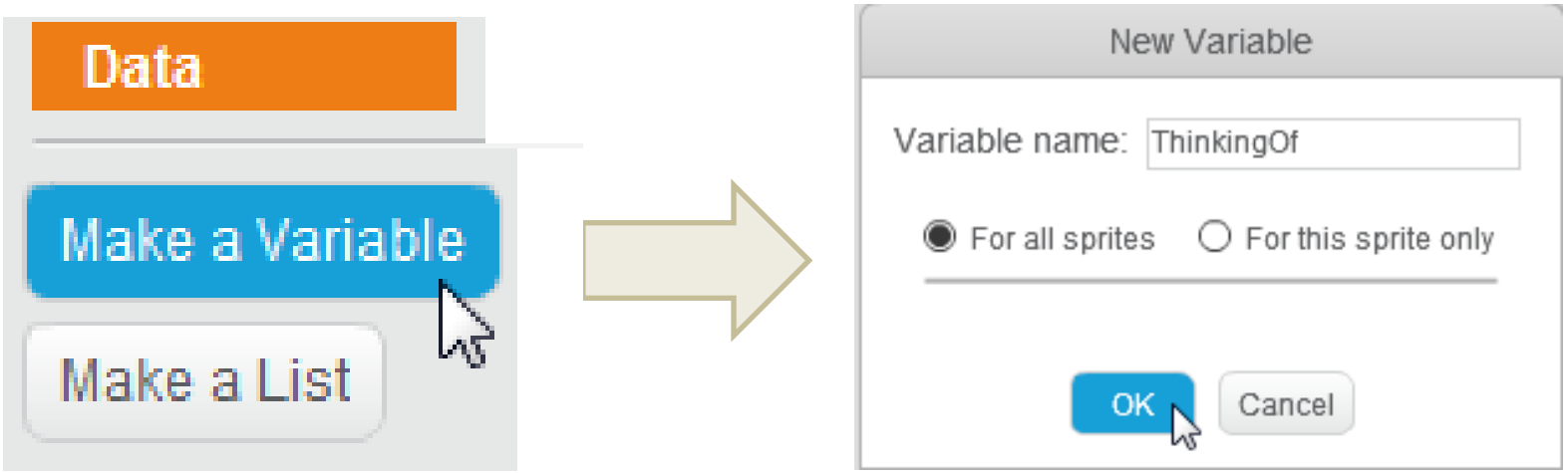
Today's Big Ideas

Input & Output

Variables

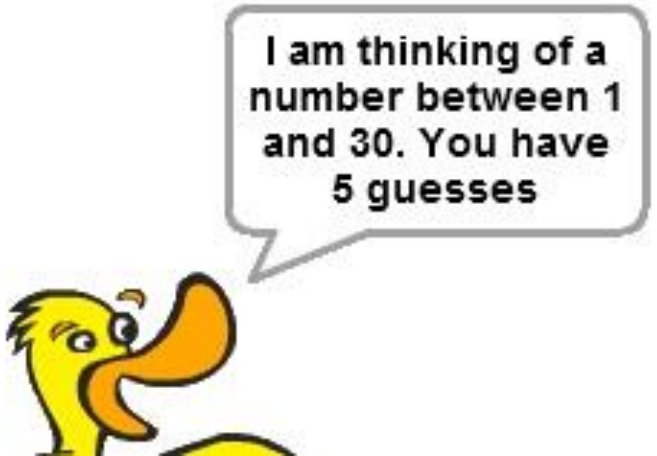
Also: loops & decisions

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 …"



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

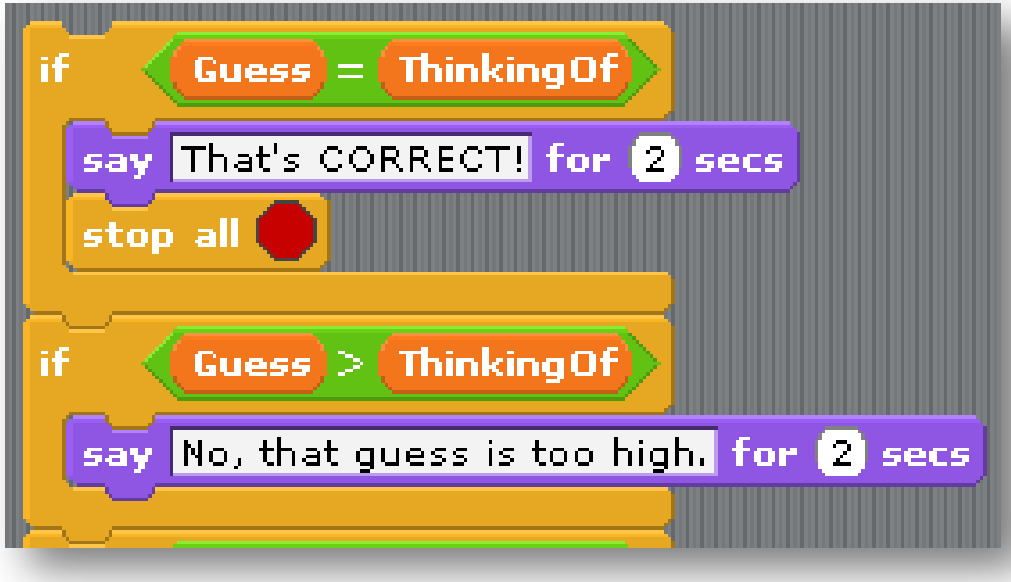
Need another variable!
I've called it **Guess**.

Test whether Guess is Correct, Too High, Too Low

Greater than >

Less than <

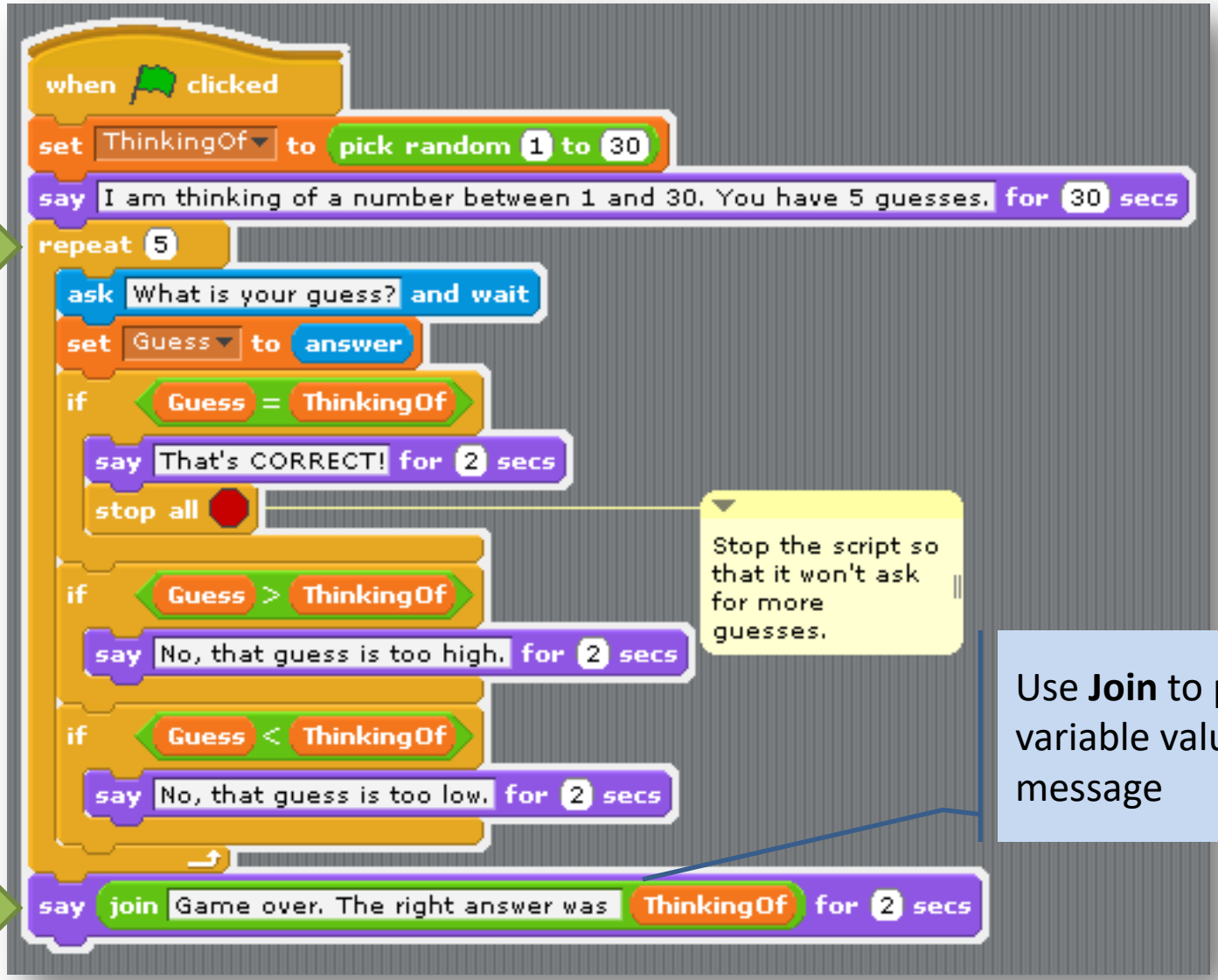
Test Whether Guess is Correct, Too High, Too Low



You need to complete this …

Give Player Five Guesses

Give Player Five Guesses



Use **Join** to put a variable value in a message

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.

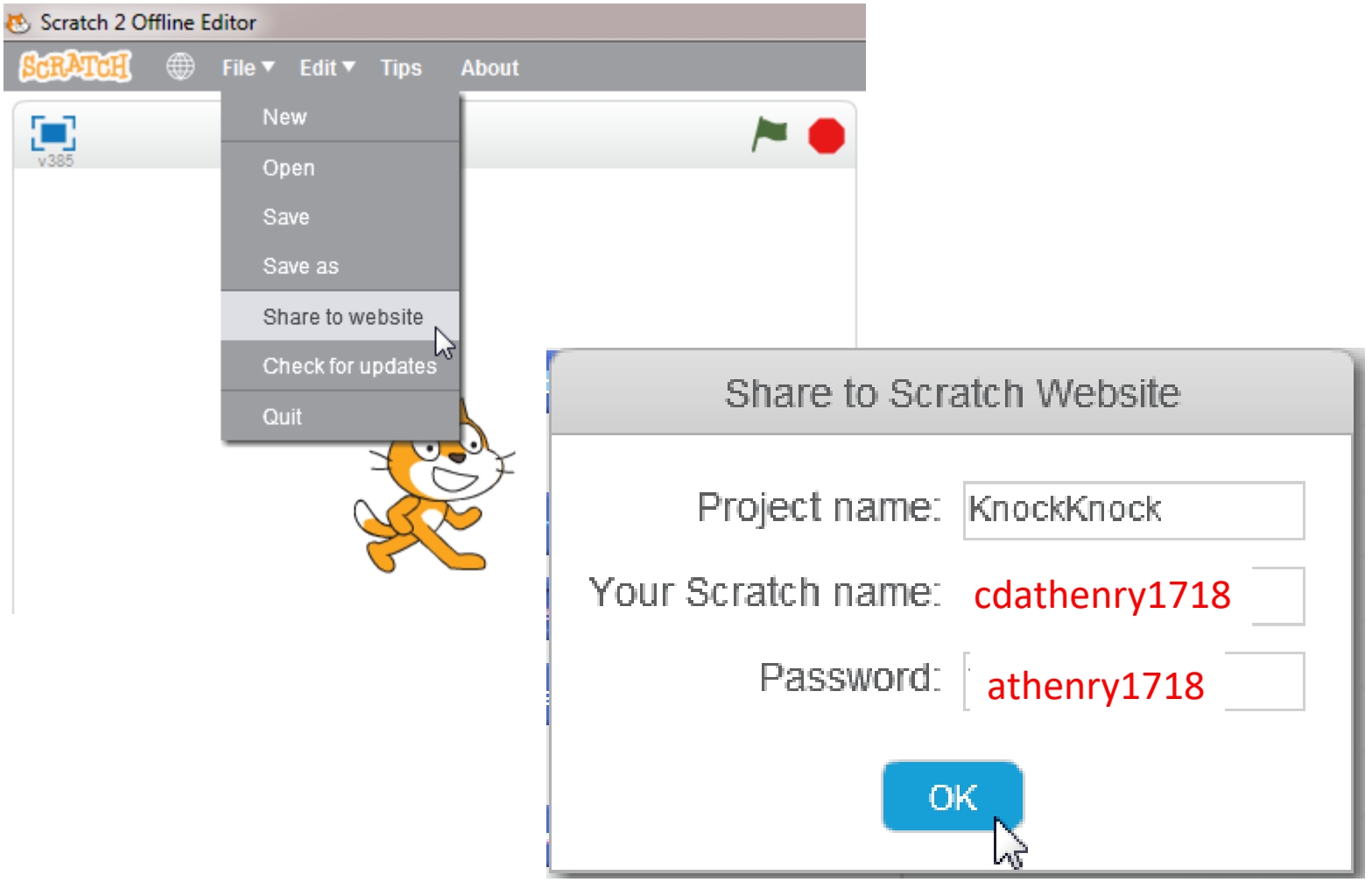
3. Other ideas? - Animation

At the End …

Upload your project to the Scratch Website

Access it from home

Improve it

Show your friends!

Uploading to Scratch Website