



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



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:

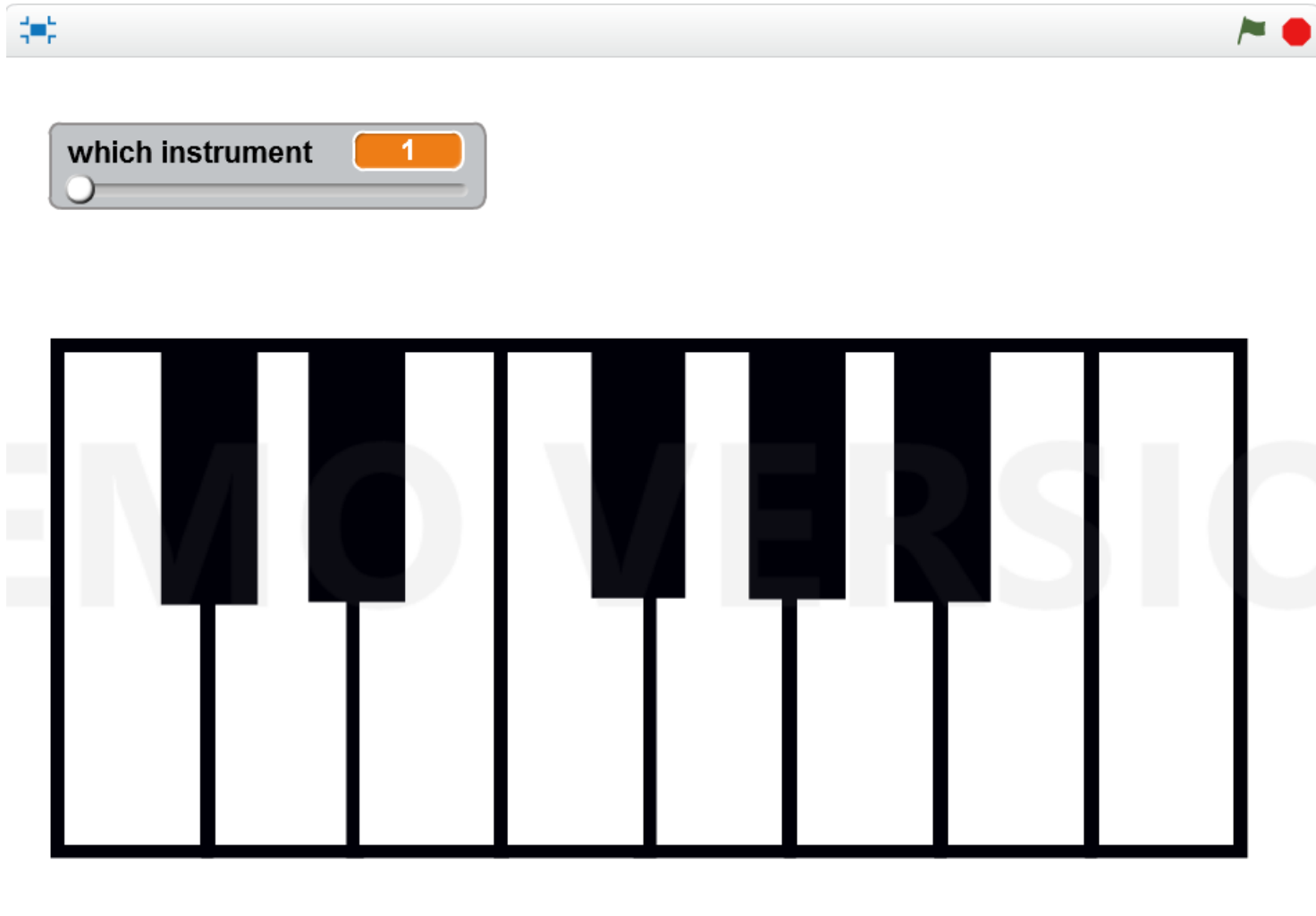
- Available down the corridor on the left.
€2/€1.50

Tables and Chairs:

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

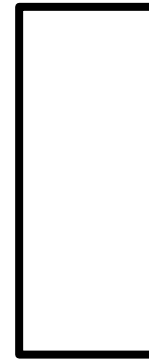
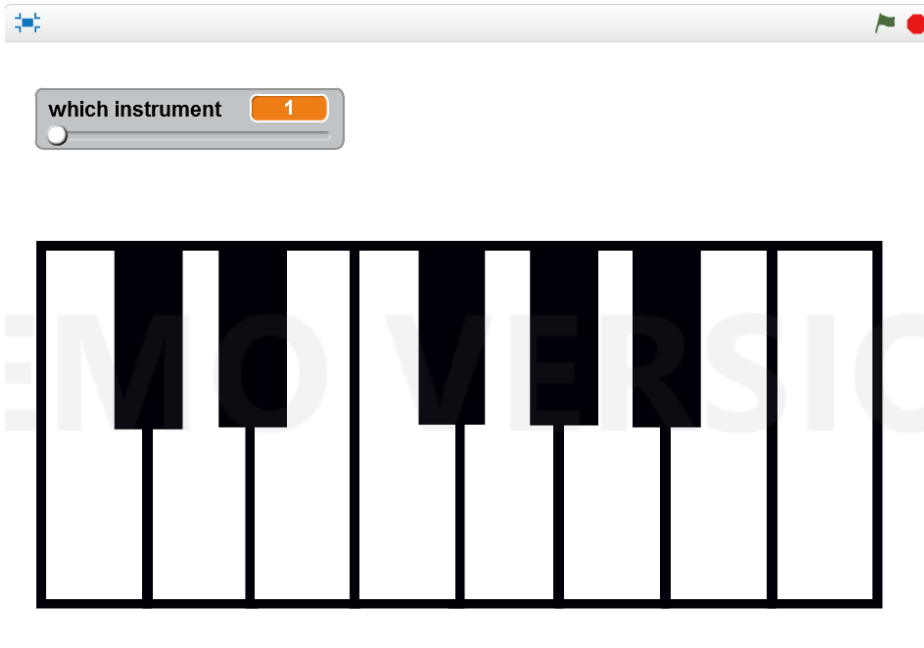
Today's Challenge:

Making a Piano



Lets get started

Draw each key as a *Sprite*



Note C



Note C#

Create a second costume for each one

Lets get started

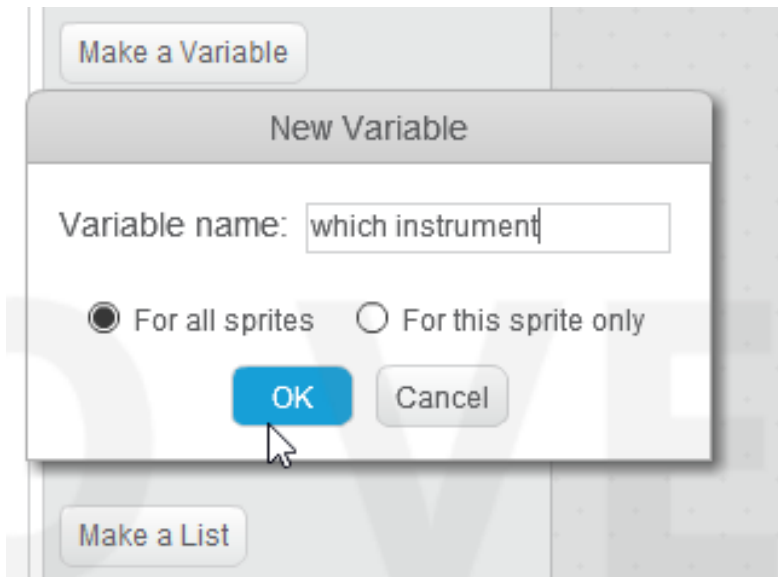
Draw each key as a *Sprite*

Note C# Note D#

Note F# Note G# NoteA#



We need to create a variable called *Which Instrument*



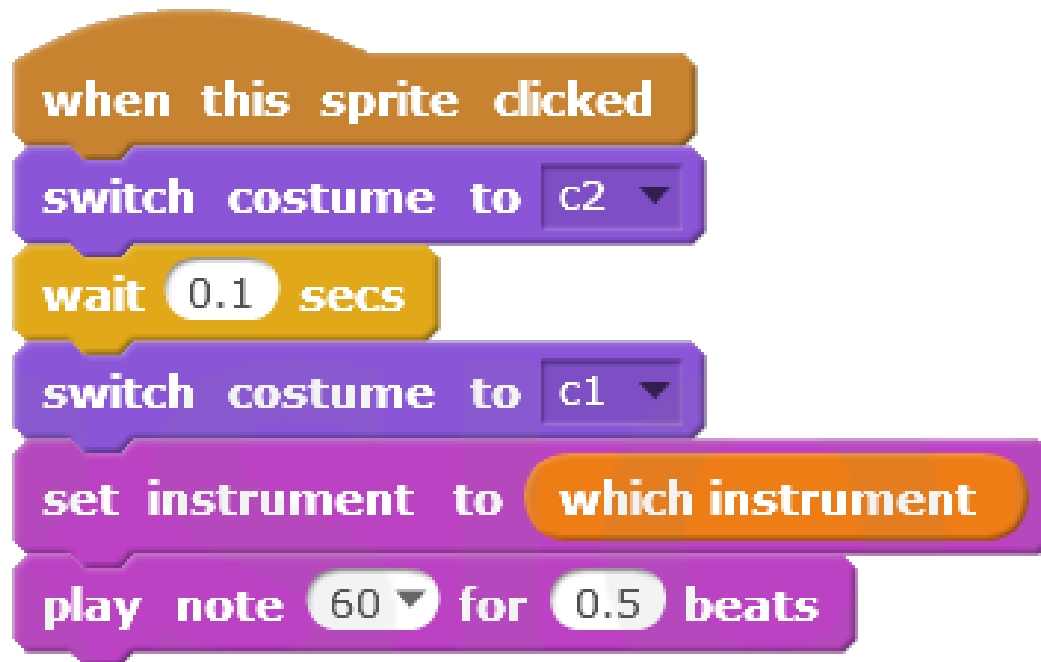
set instrument to 1

- (1) Piano
- (2) Electric Piano
- (3) Organ
- (4) Guitar
- (5) Electric Guitar
- (6) Bass
- (7) Pizzicato
- (8) Cello
- (9) Trombone
- (10) Clarinet
- (11) Saxophone
- (12) Flute
- (13) Wooden Flute
- (14) Bassoon
- (15) Choir
- (16) Vibraphone
- (17) Music Box
- (18) Steel Drum
- (19) Marimba
- (20) Synth Lead
- (21) Synth Pad

Each number
corresponds to
a different
Instrument



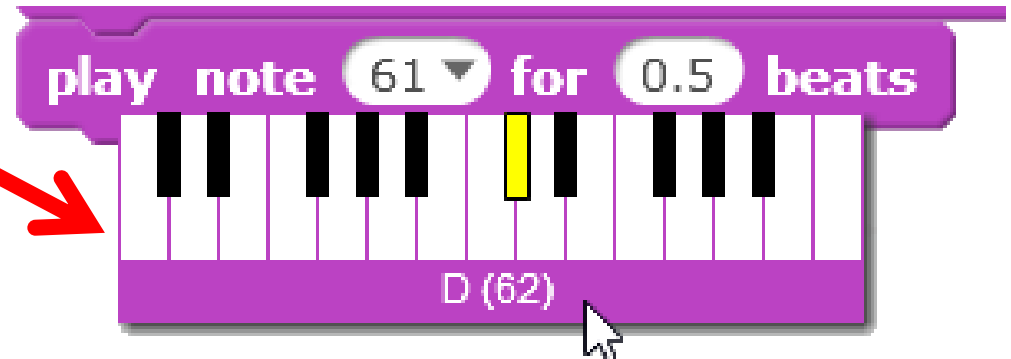
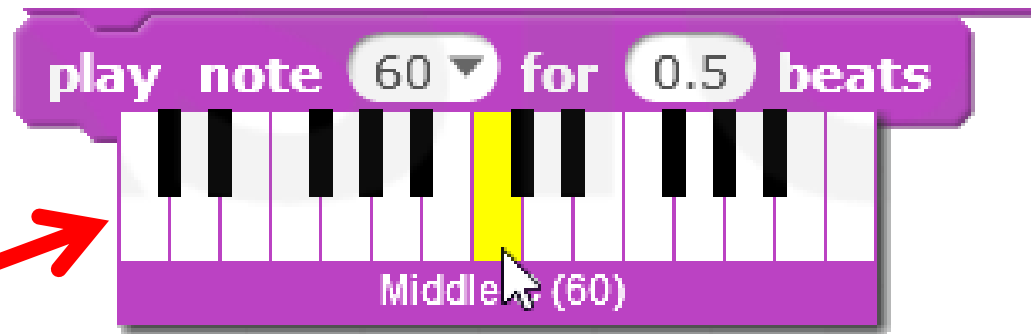
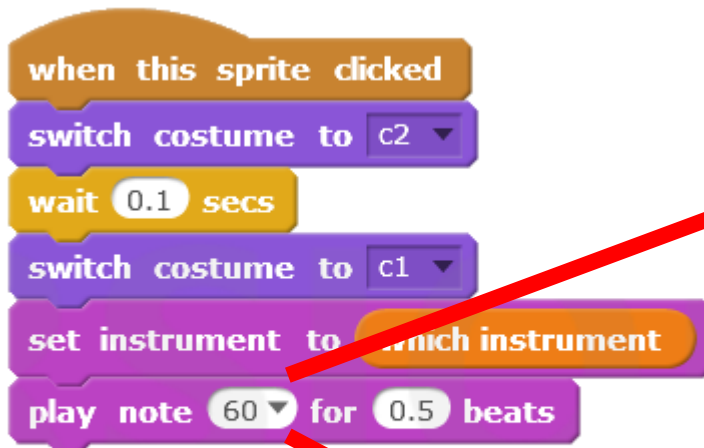
Now for the *Code*



```
when this sprite clicked
  switch costume to c2
  wait 0.1 secs
  switch costume to c1
  set instrument to which instrument
  play note 60 for 0.5 beats
```

The image shows a sequence of Scratch code blocks. It starts with a brown 'when this sprite clicked' block. This is followed by a purple 'switch costume to' block with a dropdown menu showing 'c2'. Next is a yellow 'wait' block with a text input field containing '0.1' and the unit 'secs'. This is followed by another purple 'switch costume to' block with a dropdown menu showing 'c1'. The next block is a purple 'set instrument to' block with a dropdown menu showing 'which instrument'. Finally, there is a purple 'play note' block with a dropdown menu showing '60' and a text input field containing '0.5' followed by the unit 'beats'.

Only one difference for each *Note*



At the End ...

Upload your project to the Scratch Website

user: **cdathenry1718** password: **athenry1718**

Access it
from home

Improve it

Show your
friends!

