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

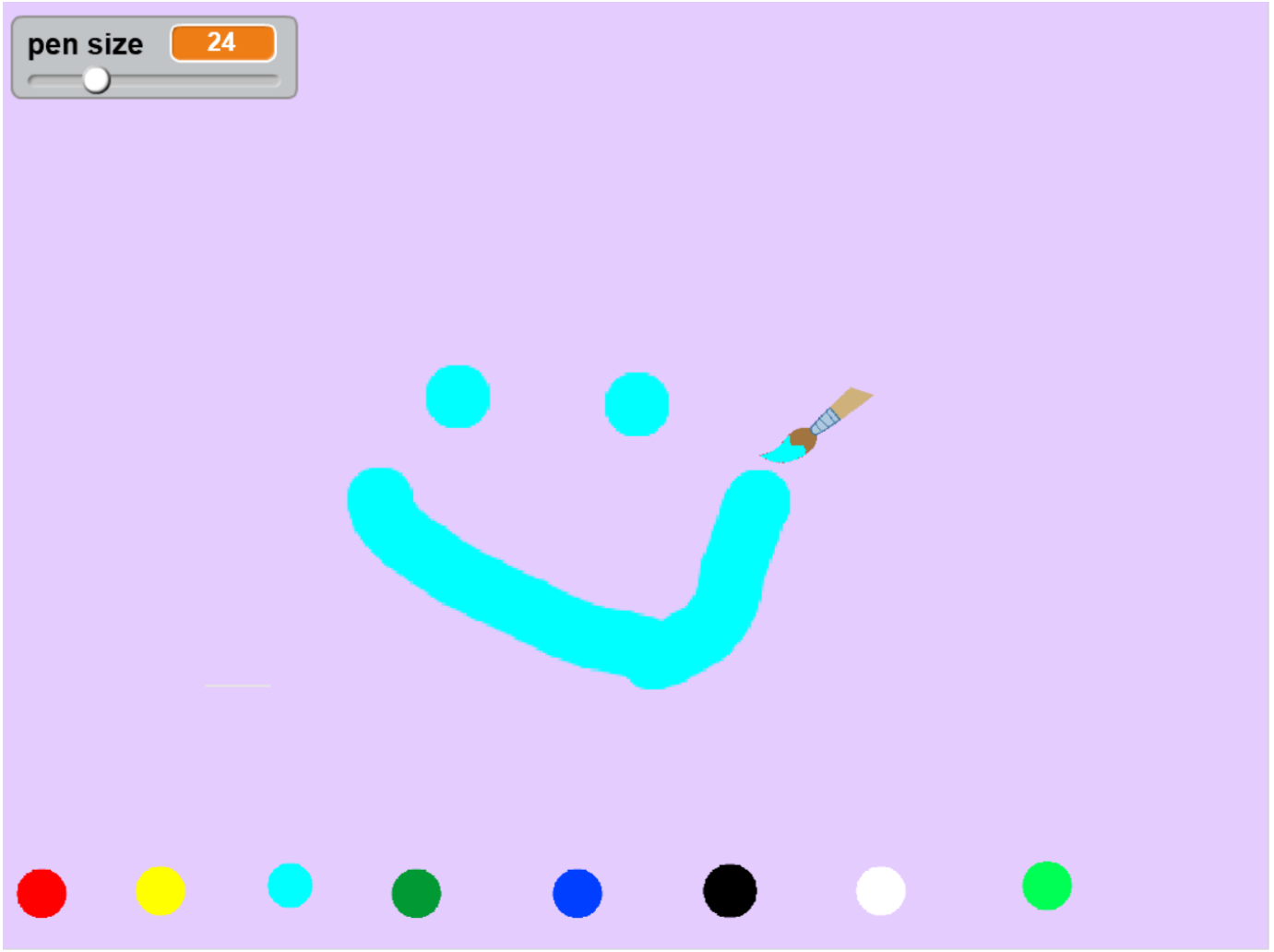
Tea/Coffee:

- 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

Todays Challenge:
Making a Paint Program

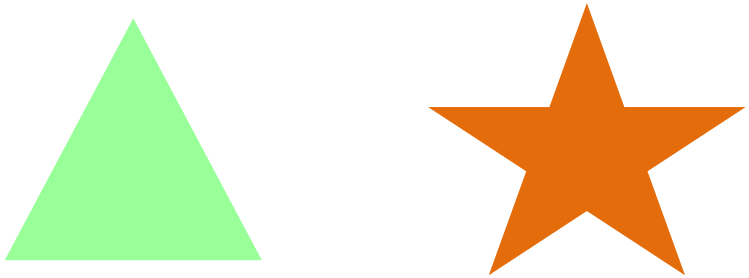


Lets get started

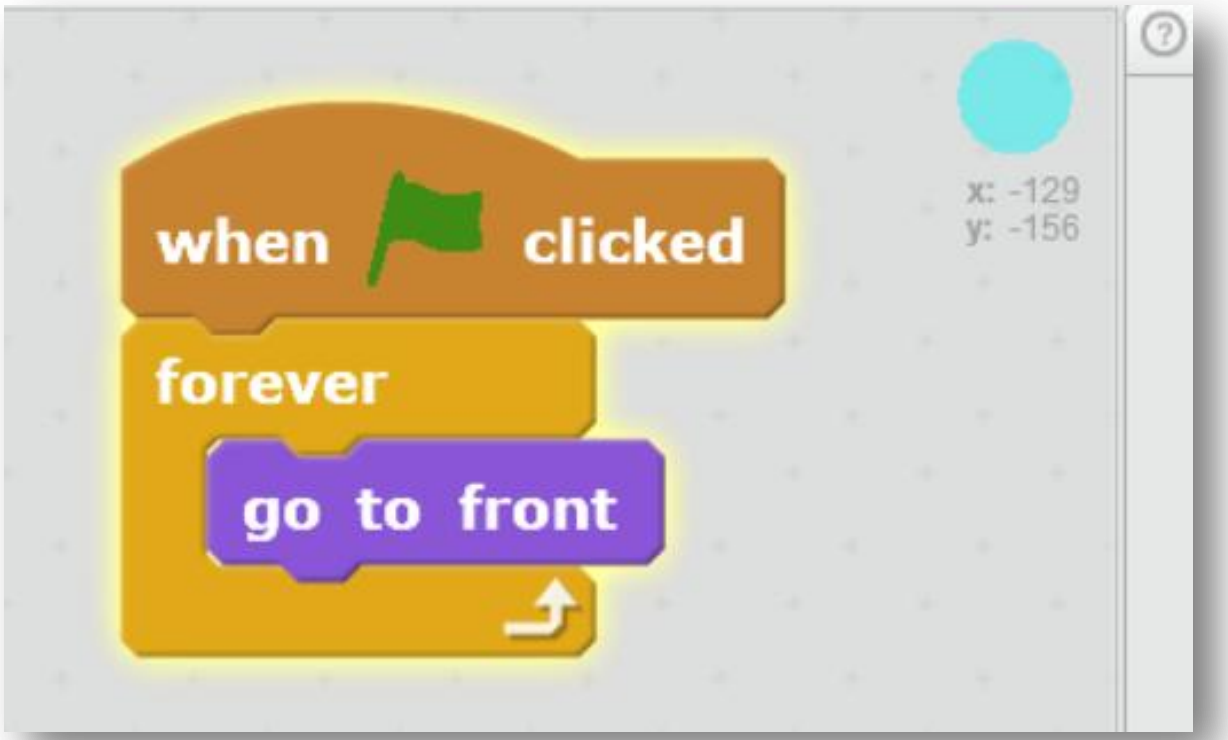
Draw each Colour as a *Sprite*

Don't have to be a Circle

Can be any shape

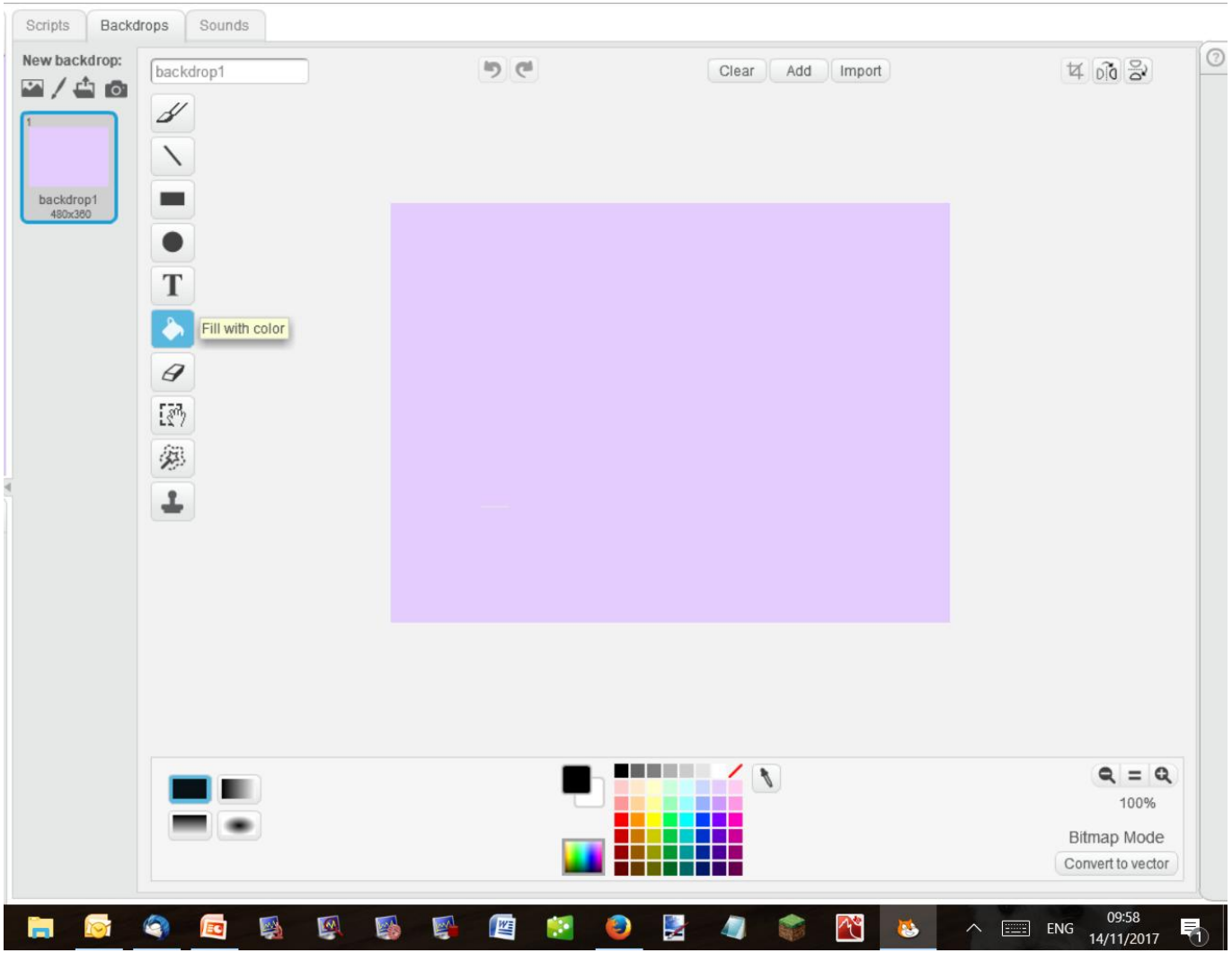


Creat One than Duplicate and change Colour



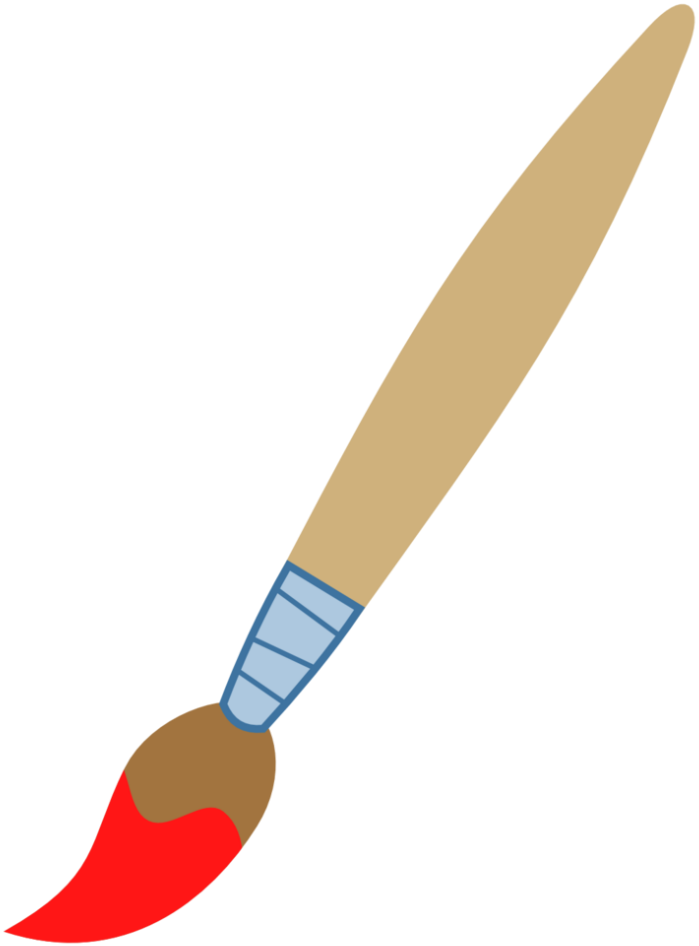
Create a Plain Colour Background

Tip: Not too Dark

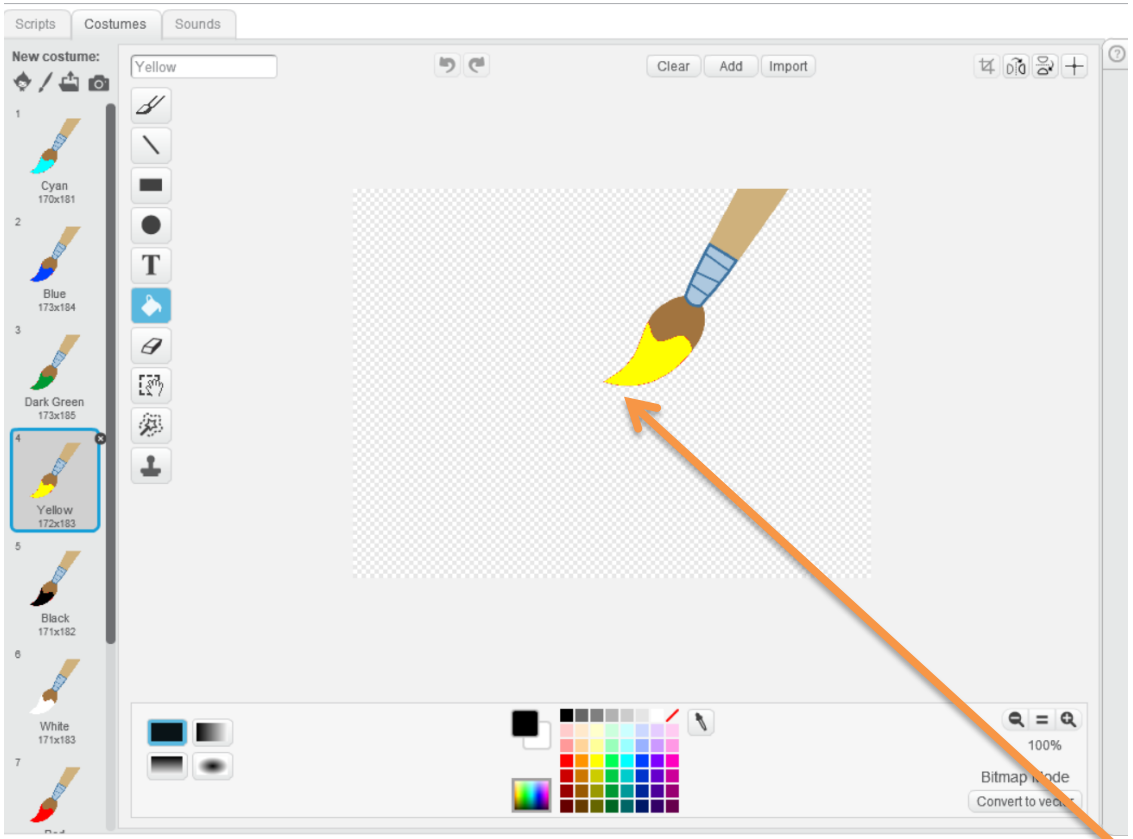


Now for the *Paintbrush* *Sprite*

Can use Pencil from Library or Get Paintbrush from the Internet



Create a Costume for Each Colour and NAME IT!

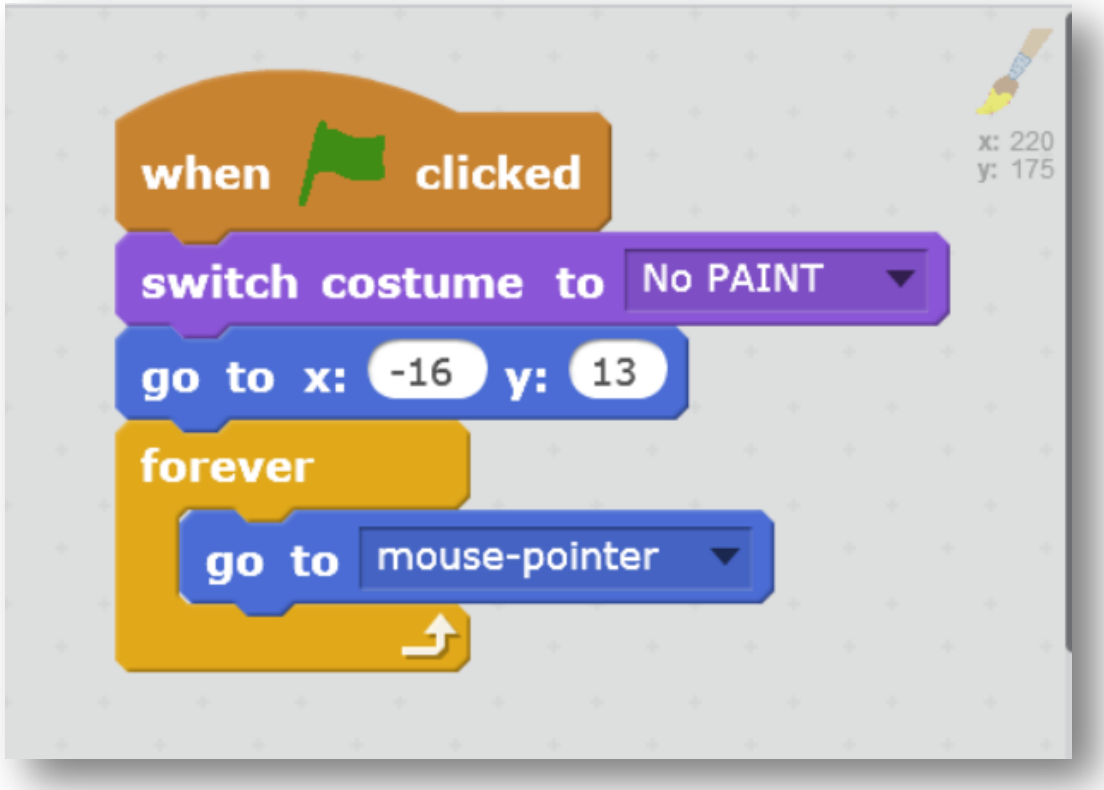


Have one with NO Paint as well as one for each

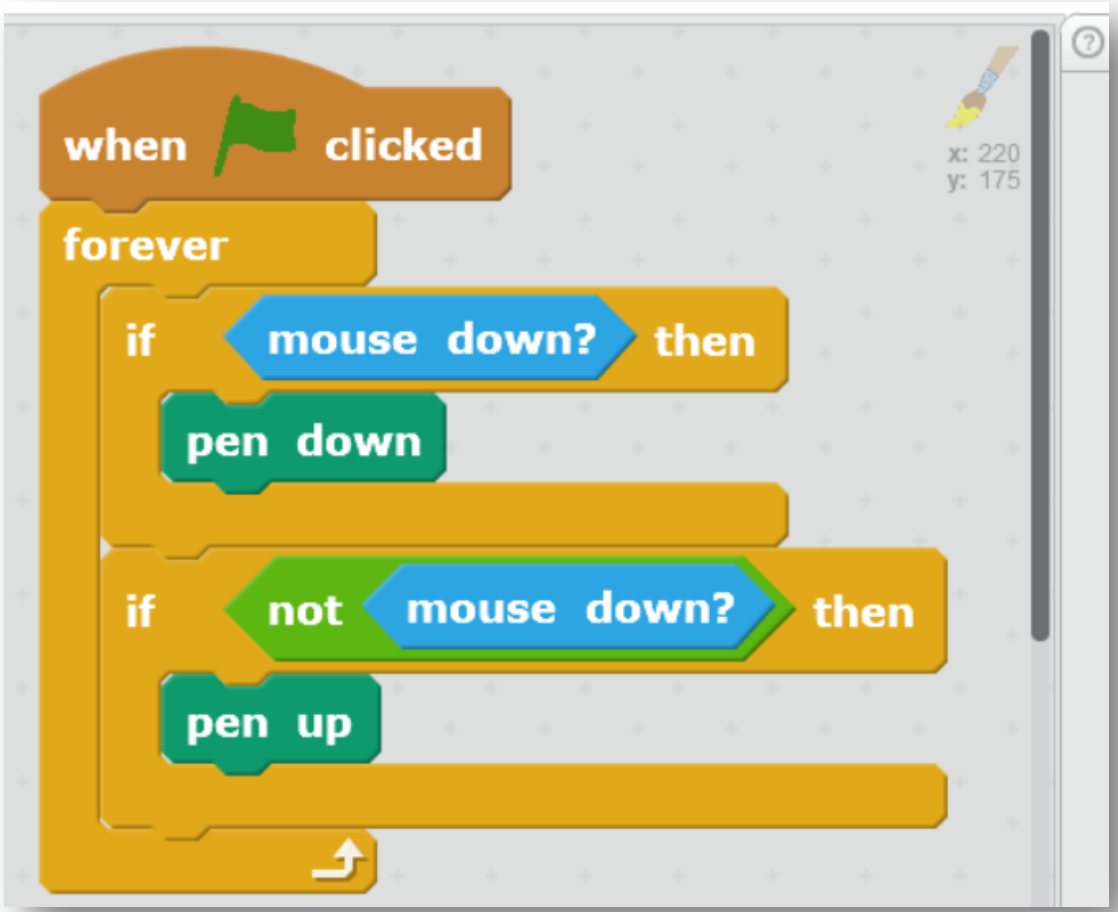
Colour

Must Centre on Tip

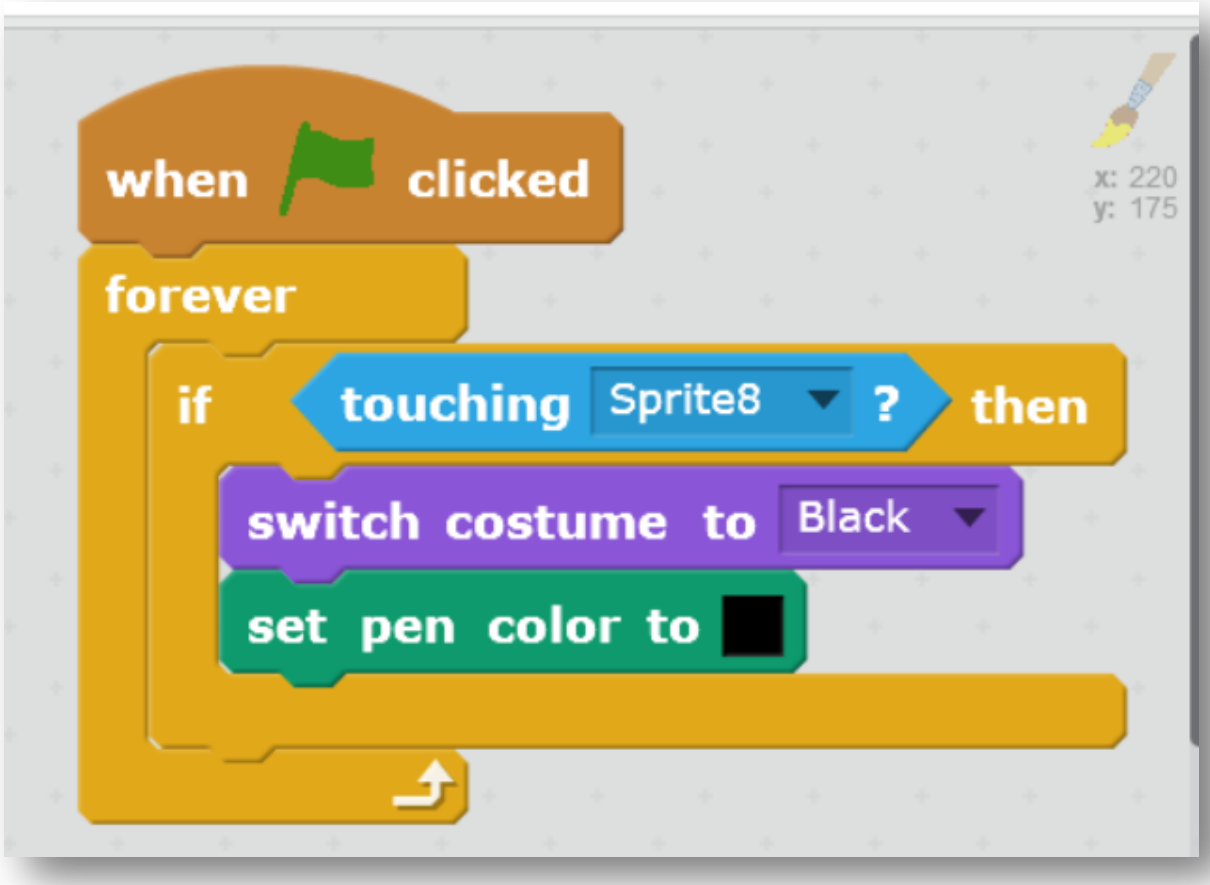
Now the Code!


when clicked
switch costume to No PAINT
go to x: -16 y: 13
forever
go to mouse-pointer
x: 220
y: 175

Now the Code to Make the Brush Paint!

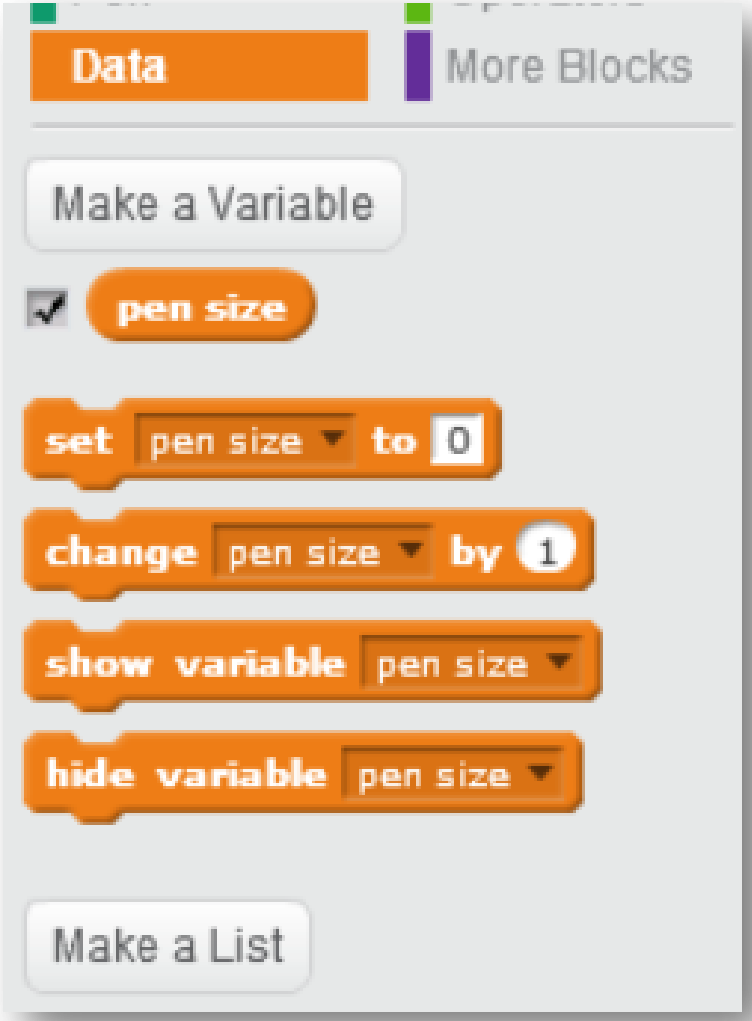


Now the Code to Make the Brush Change Colour and Costume!

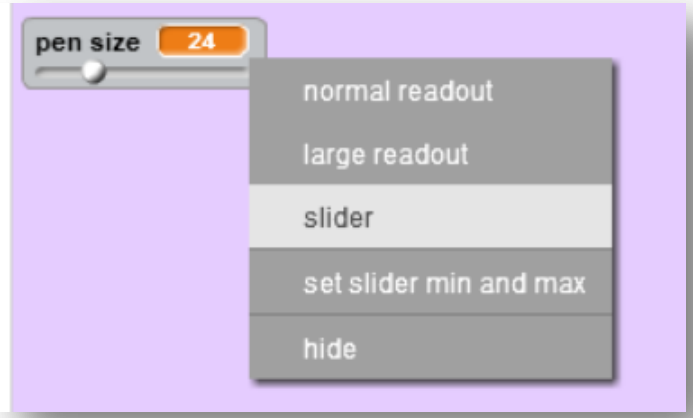


Do this for each Colour

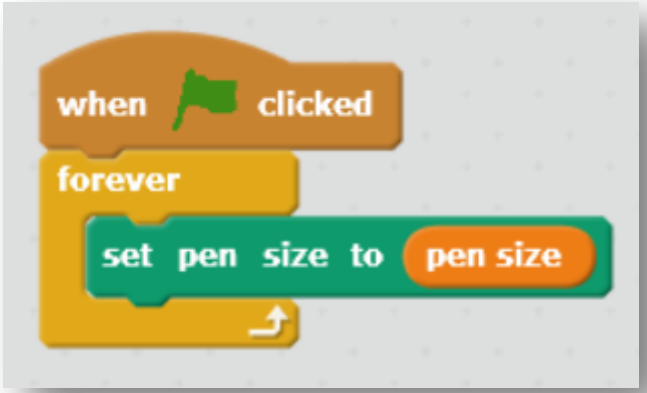
To Change Pen Size Create a Variable



Set as *Slider*



Code to Add to Paintbrush Sprite



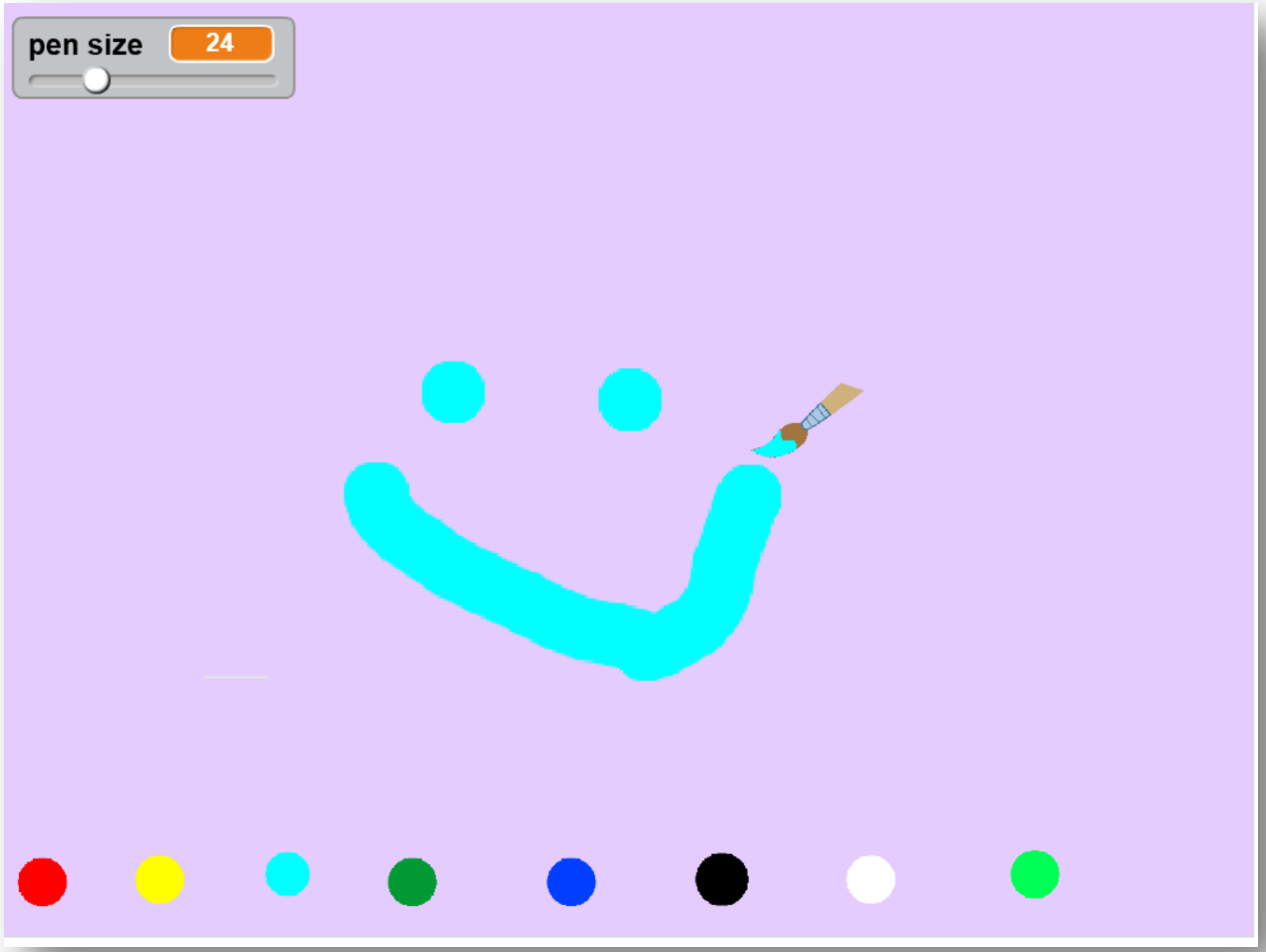
Need to be able to Erase what youve done CLEAR!

At the End …

Upload your project to the Scratch Website

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

Access it from home

Improve it

Show your friends!