

CoderDojo Athenry



Code and notes by Martha Fahy, 2018

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:

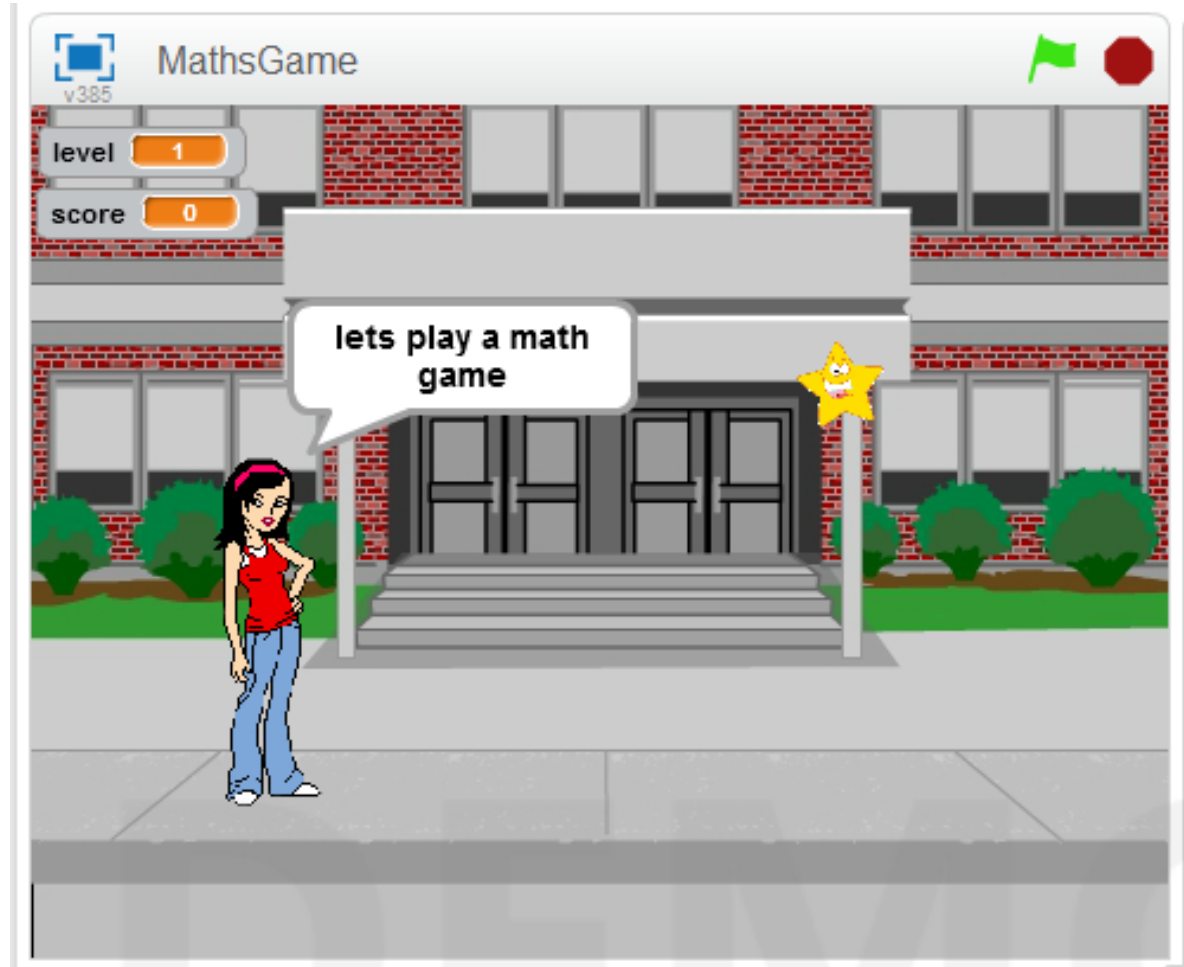
- Available down the corridor on the left.
€2/€1.50

Tables and Chairs:

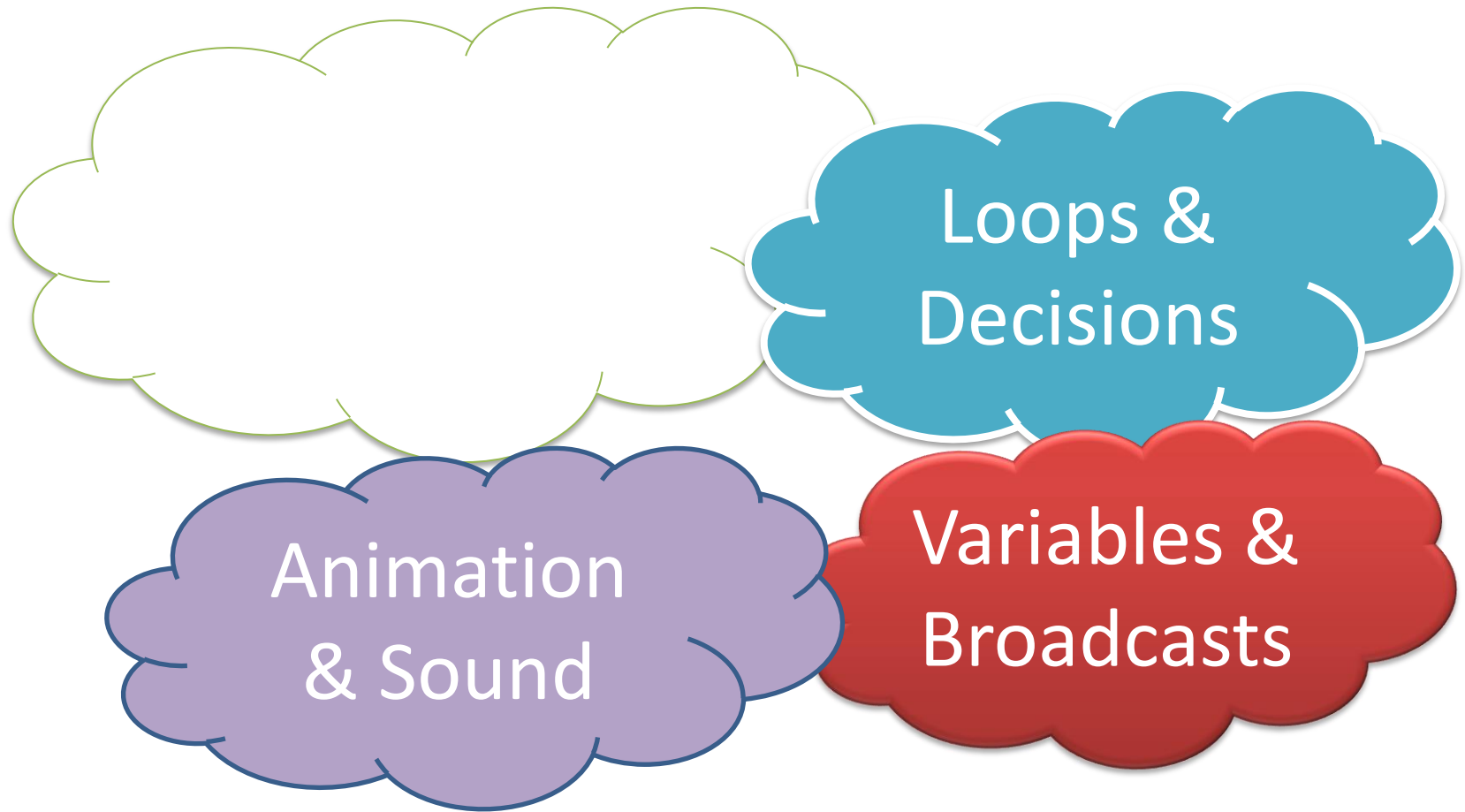
- Please help put back chairs and tables in the class rooms, ask Mentors for guidance

Today's Ninja Challenge:

Make a Game **Maths Game**



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

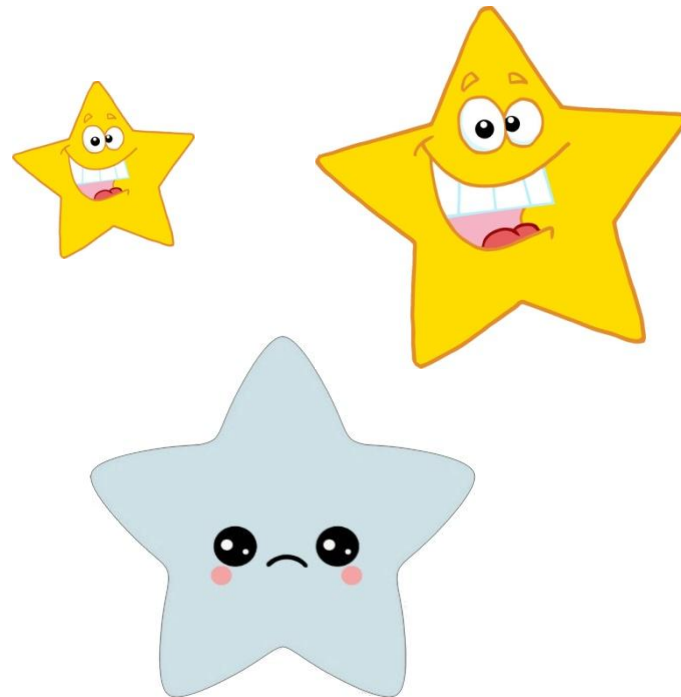


Design your Sprites

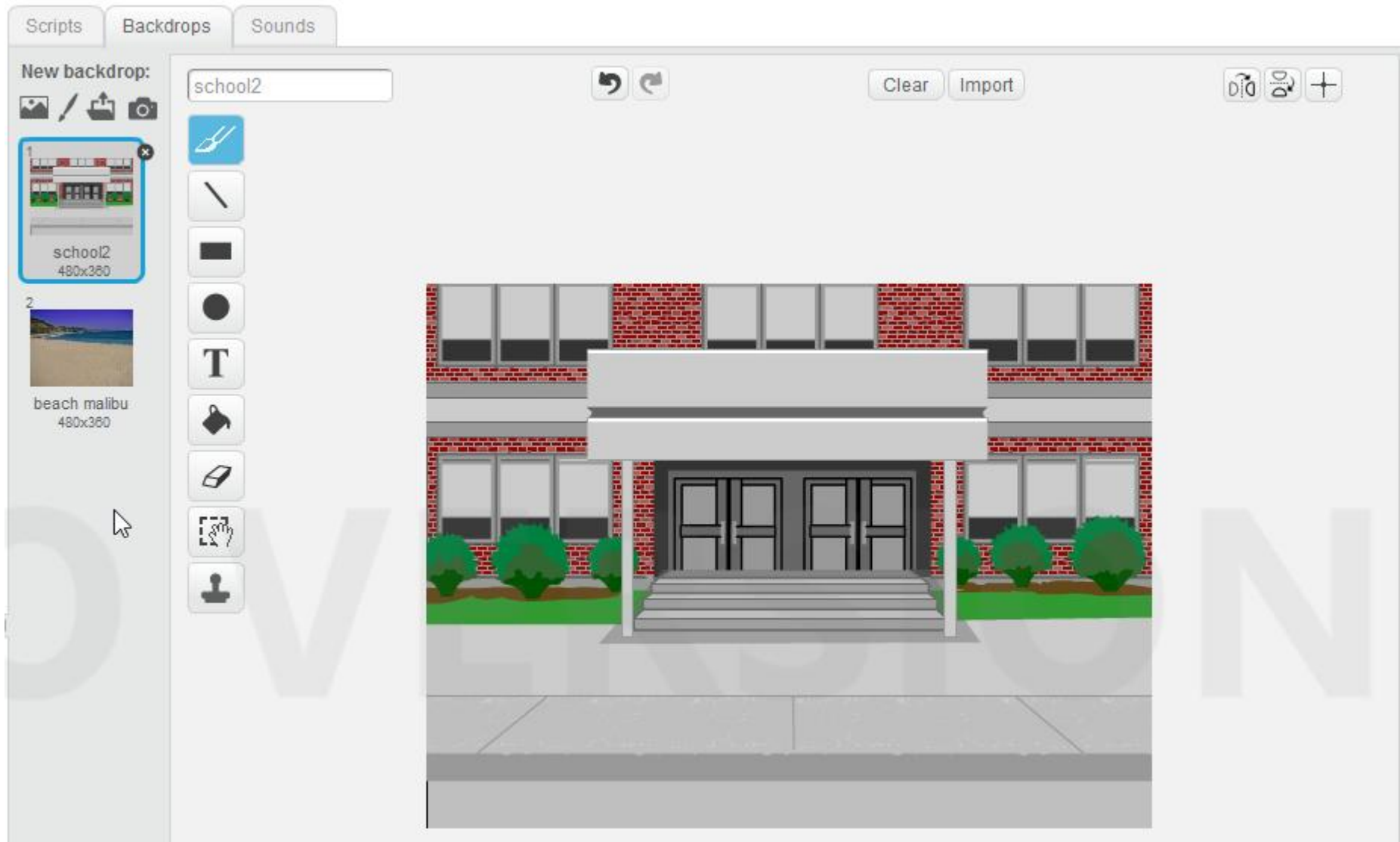
First Sprite will ask
the questions



Second Sprite will
grow/change
depending on answer



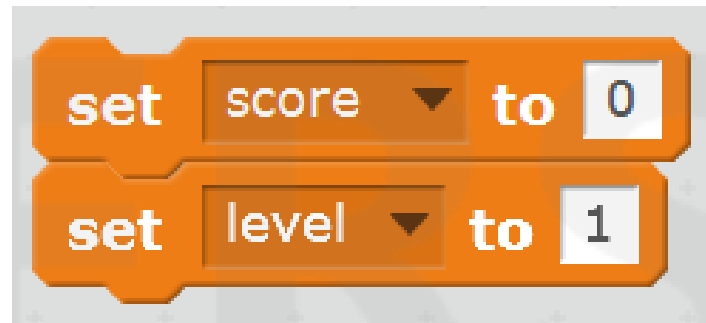
Select your Backgrounds



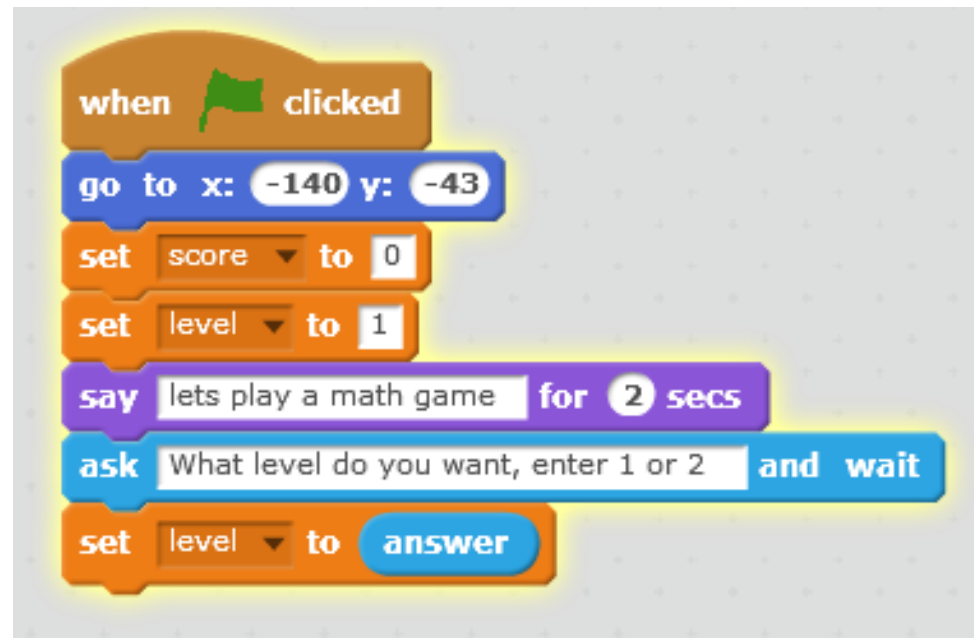
Create First Two Variables

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



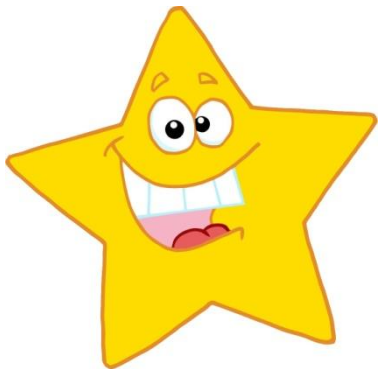
Code for Sprite 2 ...



```
when green flag 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, under 'New backdrop:', there are two options: 'school2' (480x360) and 'beach malibu' (480x360). The 'school2' backdrop is currently selected. In the center, a script is being built on a grid background. The script consists of the following blocks:

- when green flag clicked** (orange block)
- switch backdrop to school2** (purple block)
- wait until score = 5** (orange block with a green arrow pointing right)
- switch backdrop to beach malibu** (purple block)
- stop all** (orange block)

The script is highlighted with a yellow glow. The 'school2' backdrop is also highlighted with a blue border. The 'beach malibu' backdrop is also highlighted with a blue border.

At the End ...

Upload your project to the Scratch Website

Access it
from home



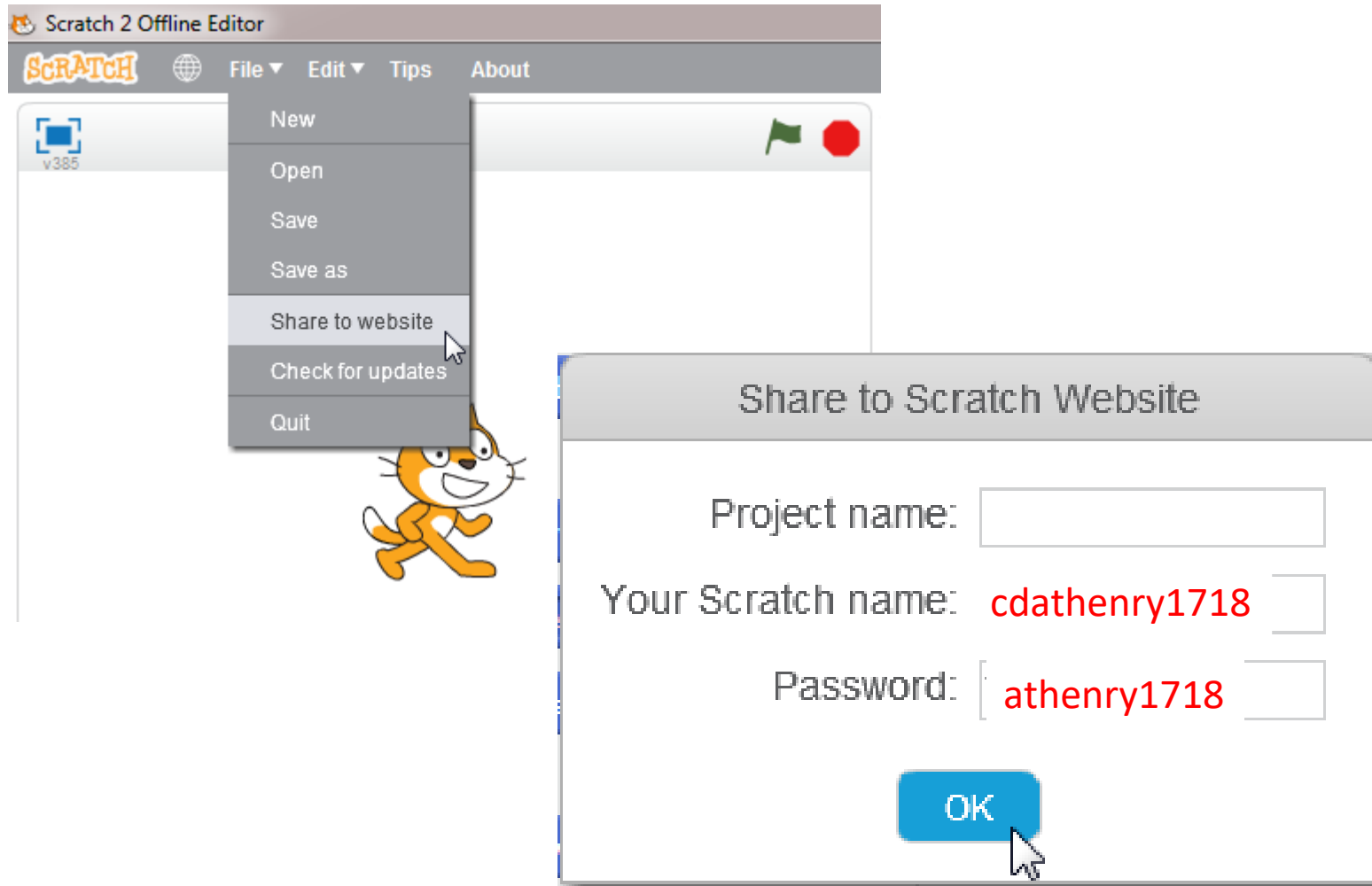
Improve it



Show your
friends!



Uploading to Scratch Website

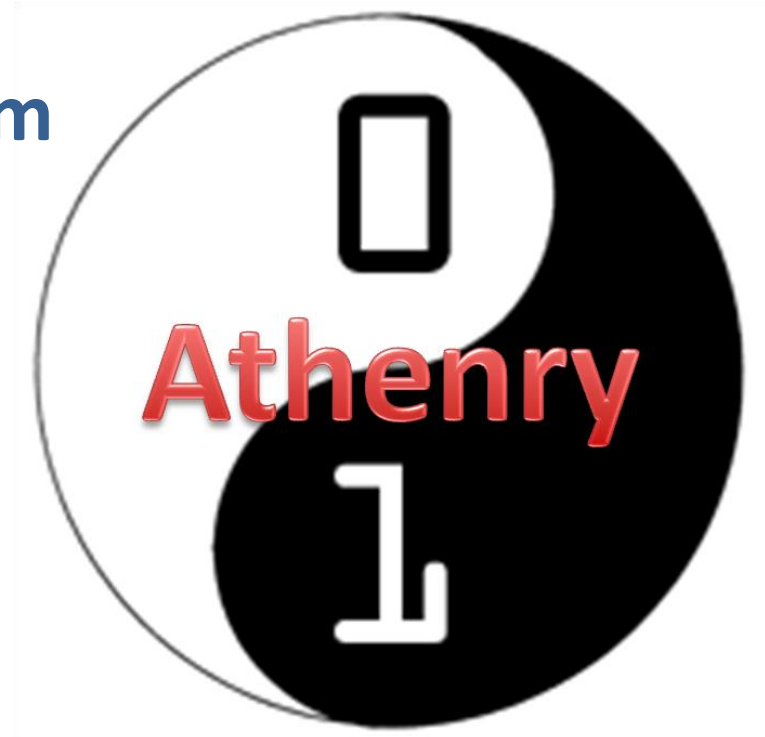


Keep In Touch!

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For next week...

Please download
Paint.net

www.getpaint.net

