

# CoderDojo Athenry



Code and Notes by Martha Fahy, 2019

# 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](mailto:coderdojoathenry@gmail.com)



# 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 your 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



- 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

**There are a number of trained first responders  
on site every week**

€2



+



***Help us cut down on Single Use Cups***



***Bring your own cup (must have lid)***

**€1.50**

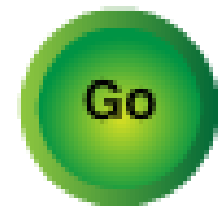
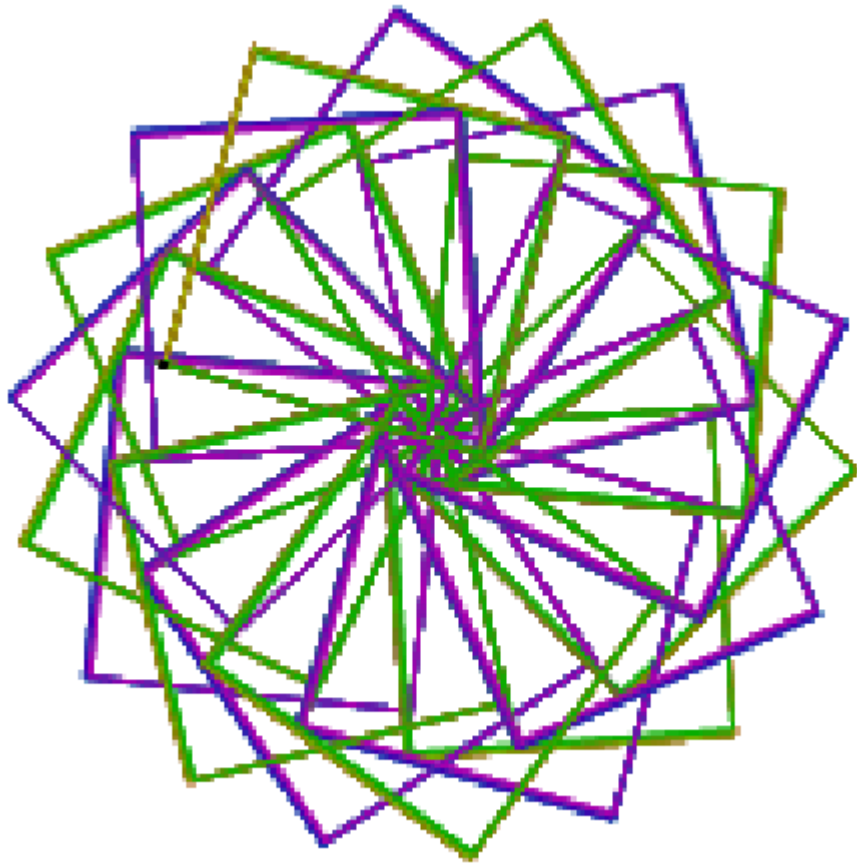


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# Today's Challenge:

## Pen Command, Sliders, Buttons



# Today's **Big** Ideas

Degrees  
Sides  
Steps

Loops

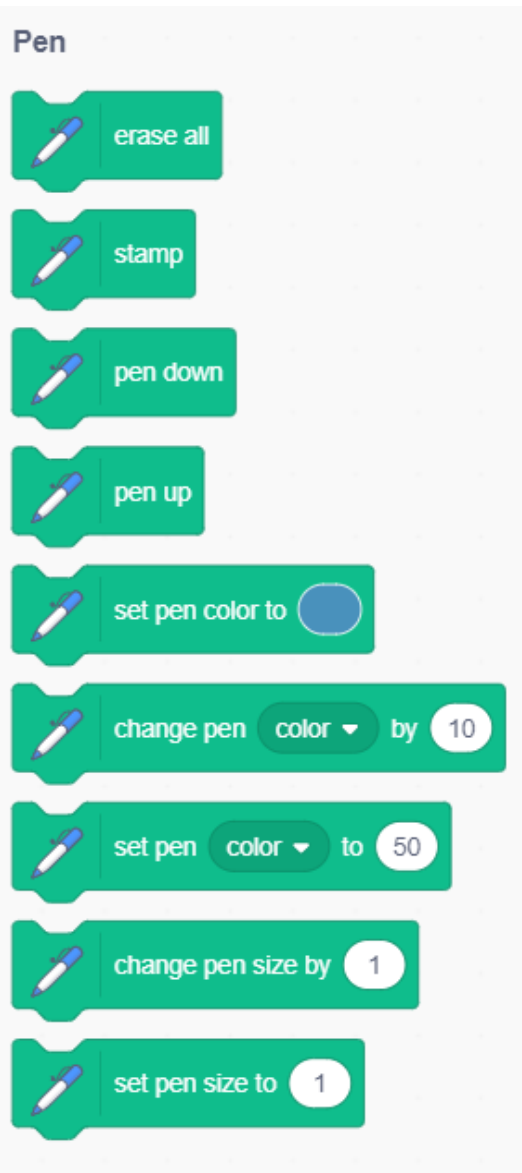
Variables

Sliders

Buttons



# The Pen Commands



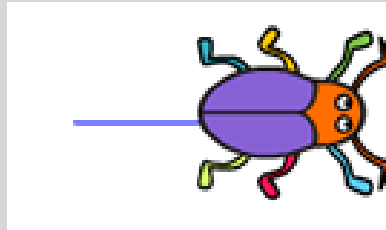


# The Pen Commands



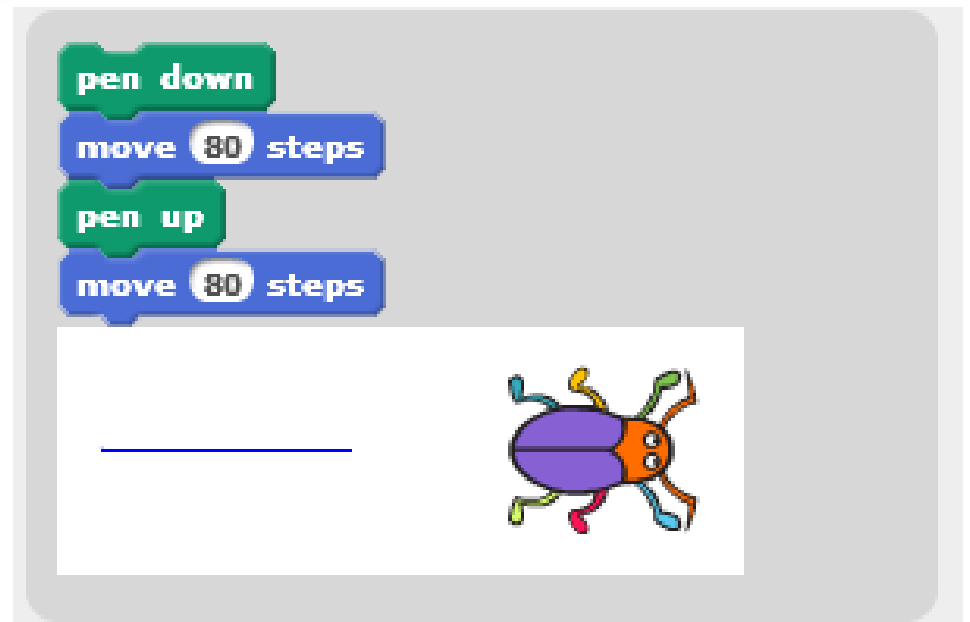


# The Pen Commands



The pen will leave a trail as soon as the sprite moves.

# The Pen Commands



# The Pen Commands



# The Pen Commands



```
pen down
repeat 100
  move 2 steps
  set pen color to y position
```



You can either set the pen color to a variable, like `y position` or a number. For example, number 0 is color red, number 70 is green, number 130 is blue, and number 170 is magenta.

Pen\_color=0 at red end of rainbow, pen\_color=100 at blue end of rainbow. Ranges from 0 to 200 to go around the color wheel.

# The Pen Commands

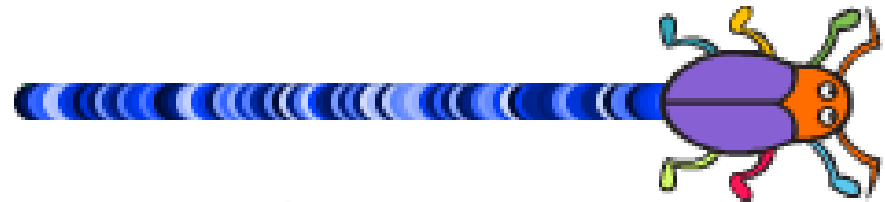


The pen shade goes from 0 to 100. 50 is the default.



Note: If the pen shade is 0, then the pen color will be close to black. If the pen shade is 100, the pen color will be close to white.

# The Pen Commands



The pen shade goes from 0 to 100. 50 is the default.

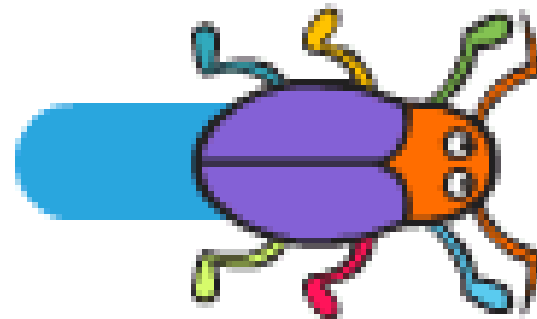


Note: If the pen shade is 0, then the pen color will be close to black. If the pen shade is 100, the pen color will be close to white.

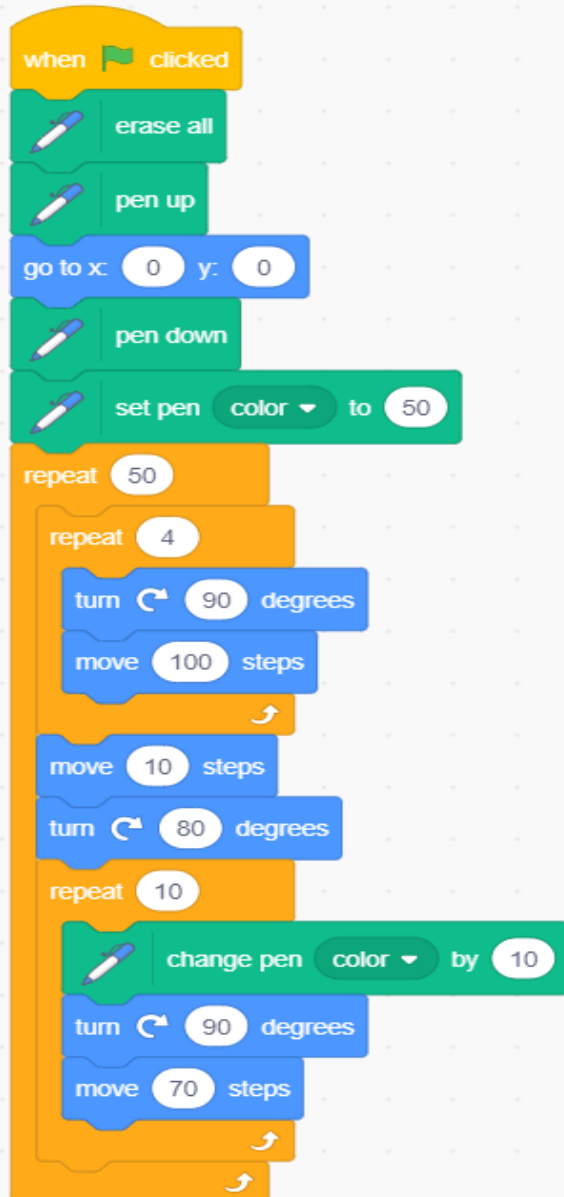
# The Pen Commands



# The Pen Commands







Now for the  
Code!

Make it your  
Own

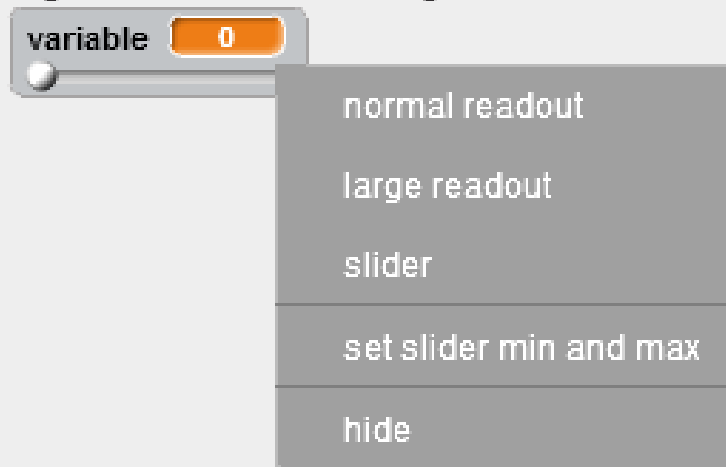
# Sliders

A variable can be viewed on screen in a view different views

To see the value of the variable, click the checkbox next to the block.

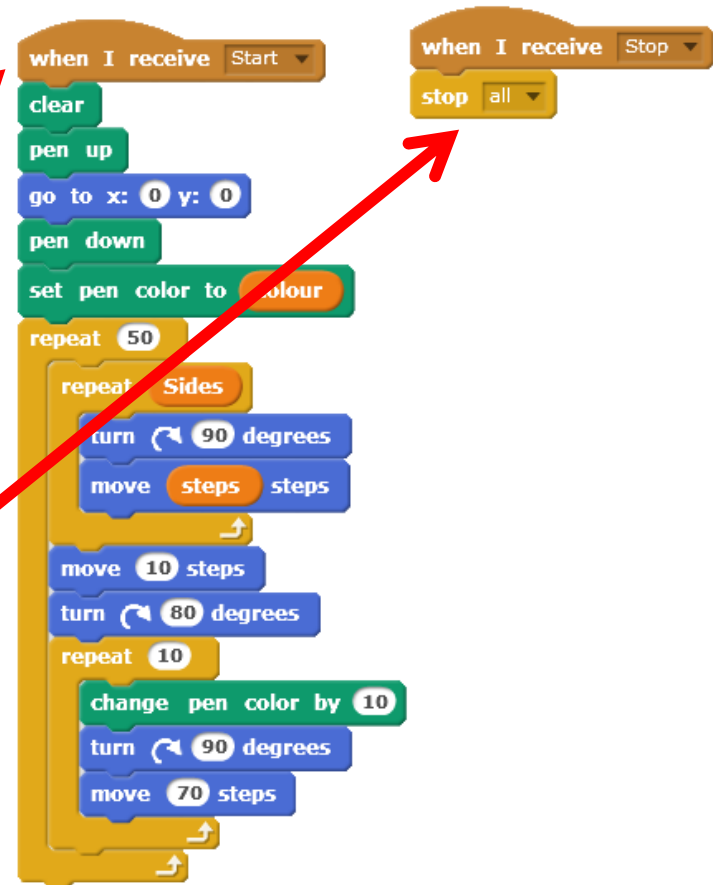


Right-click on readout to get different views:



# Buttons

Use sprites as buttons to execute code



# At the End ...

Upload your project to the Scratch Website

Access it  
from home



Improve it



Show your  
friends!



# Uploading to Scratch Website

