# 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

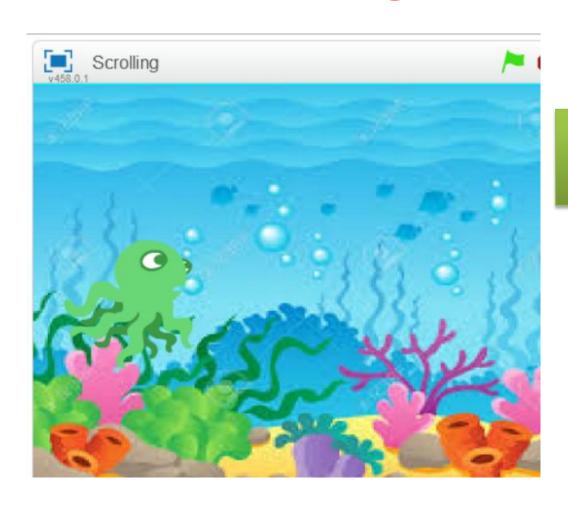
#### Tea/Coffee:

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

#### **Tables and Chairs:**

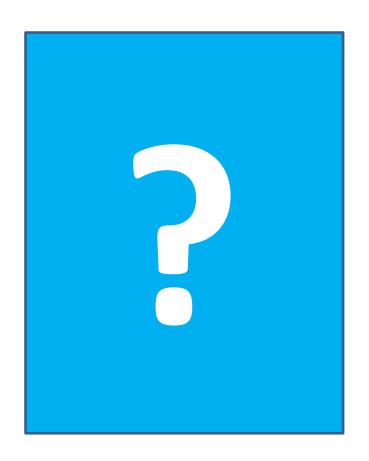
 Please help put back chairs and tables in the class rooms, ask Mentors for guidance

# Todays Challenge: Scrolling Backgrounds

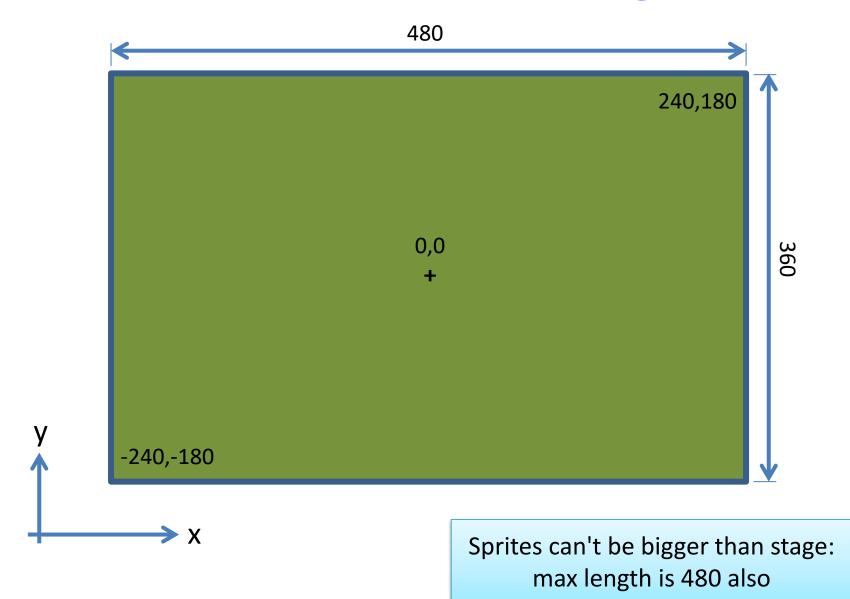


Stage can't move: need to use sprites for moving background

## Lets get our Sprites



## The Scratch Stage



### How to do it, Part 1 ...

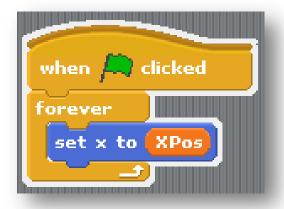
Reducing **XPos** makes the ground move to the **left**, to give impression that Mario is moving **right**.



### How to do it, Part 2 ...

Make a variable **XPos**: x-position of the first ground sprite.

The second ground sprite will be at x-position **XPos + 480**.





### At the End ...

Upload your project to the Scratch Website

Access it from home

Improve it

Show your friends!







# Uploading to Scratch Website

