



Code and Notes by Martha Fahy, 2018

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



 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

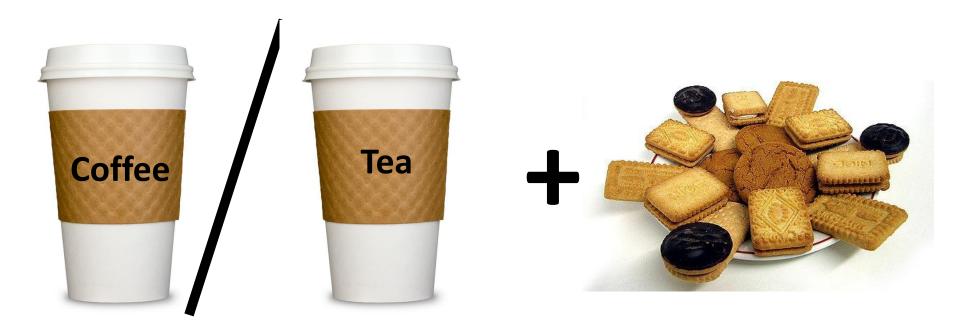




If FIRST AID is required please alert a Mentor

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

E2



Help us cut down on Single Use Cups



Bring your own cup (must have lid)



Don't have a game...don't worry

Download: www.scratch.mit.edu

Login: cdexplorers1819

Password: explorers1819

Steps To Improve Our Game

Something happens when OCTUPUS touches the FISH



Make Things Happen When They Touch

```
when clicked

x: 159
y: 107

forever

point towards mouse-pointer

move 10 steps
```

```
when clicked

x: 206
y: 159

set size to 50 %

forever

if touching color ? then

change size by -10
```

Have fun with it!

Keep Track of Score/Lives

Need to make a variable

$$1 + x = 3$$

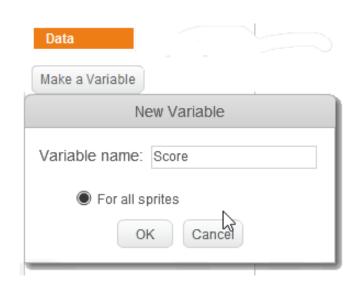
$$\uparrow$$
variable

A variable is something that can be changed



In computer programming we use variables to store information that might change and can be used later in our program.

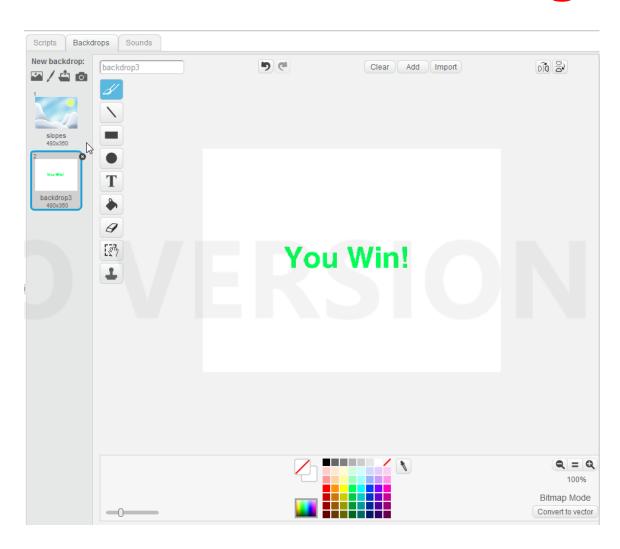
Keep Track of Score



Need to make a variable



Create a Second Background



Write our code for the Scores

Add to Background

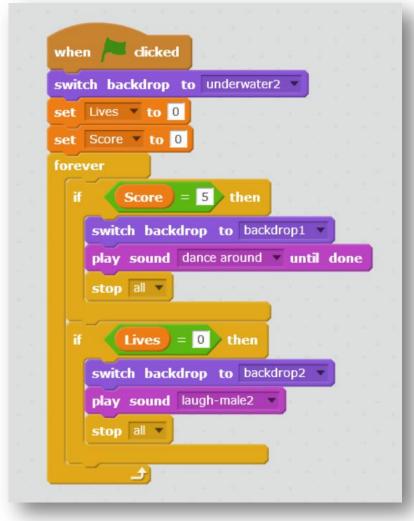
```
when Clicked
switch backdrop to underwater2
set Score ▼ to 0
forever
        Score = 5 then
    switch backdrop to backdrop1
    play sound dance around vuntil done
    stop all ▼
```

Add to the Fish Food

```
when Marchicked
set size to 30 %
show
  turn ( pick random 1 to 360 degrees
  move pick random 10 to 100 steps
  if on edge, bounce
  wait 0.2 secs
     touching Fish2 ? then
    play sound dog1
                   change Score v by 1
    show
    set size to 10 %
```

Write our code for the Lives

Add to Background



Add to the Fish

```
when clicked

x: 220
y: 179

set size to 50 %

forever

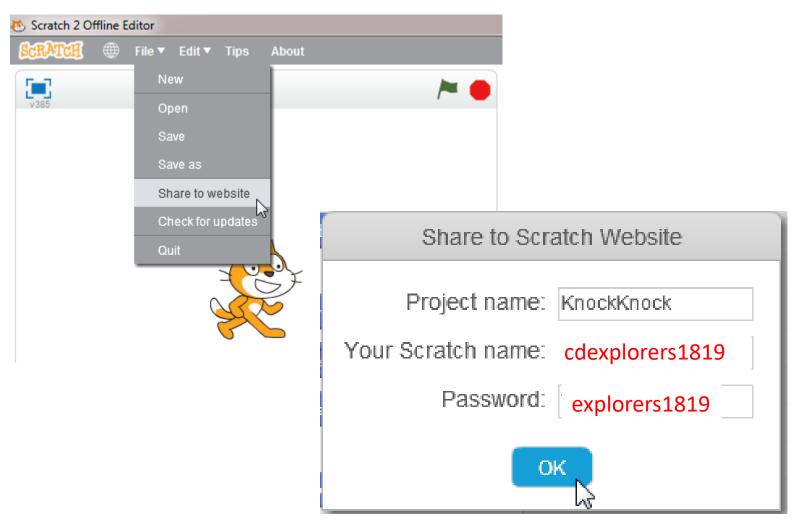
if touching color ? then

change size by -10

change Lives v by -1
```



Uploading to Scratch Website



Keep In Touch!

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