

CoderDojo Athenry



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**

€2



+



Help us cut down on Single Use Cups



Bring your own cup (must have lid)

€1.50



+



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

Download: www.scratch.mit.edu

Login: cdexplorers1819

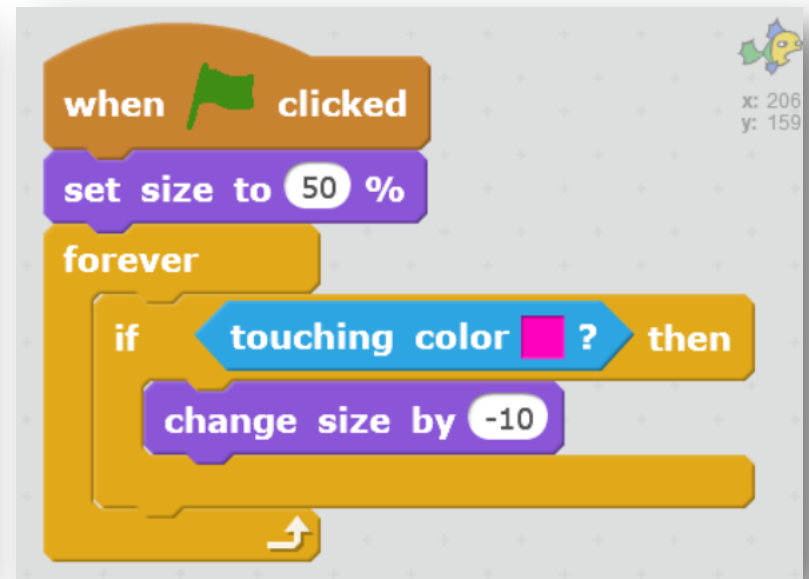
Password: explorers1819

Steps To Improve Our Game

Something happens when OCTUPUS touches the FISH




Make Things Happen When They Touch



Have fun with it!

Keep Track of Score/Lives

Need to make a variable

$$1 + x = 3$$


variable

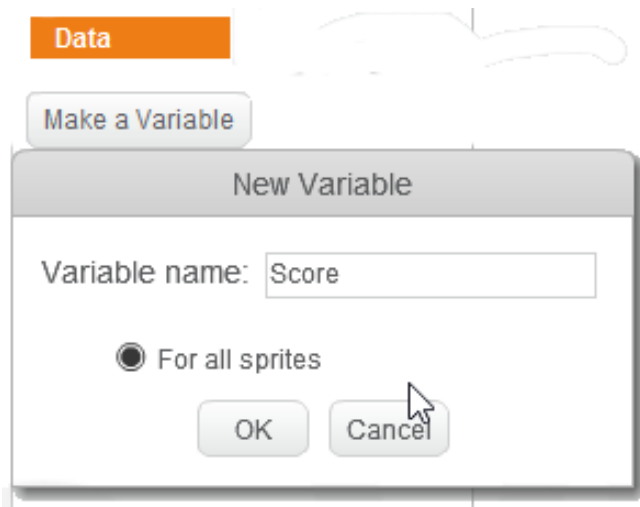
A variable is something that can be changed



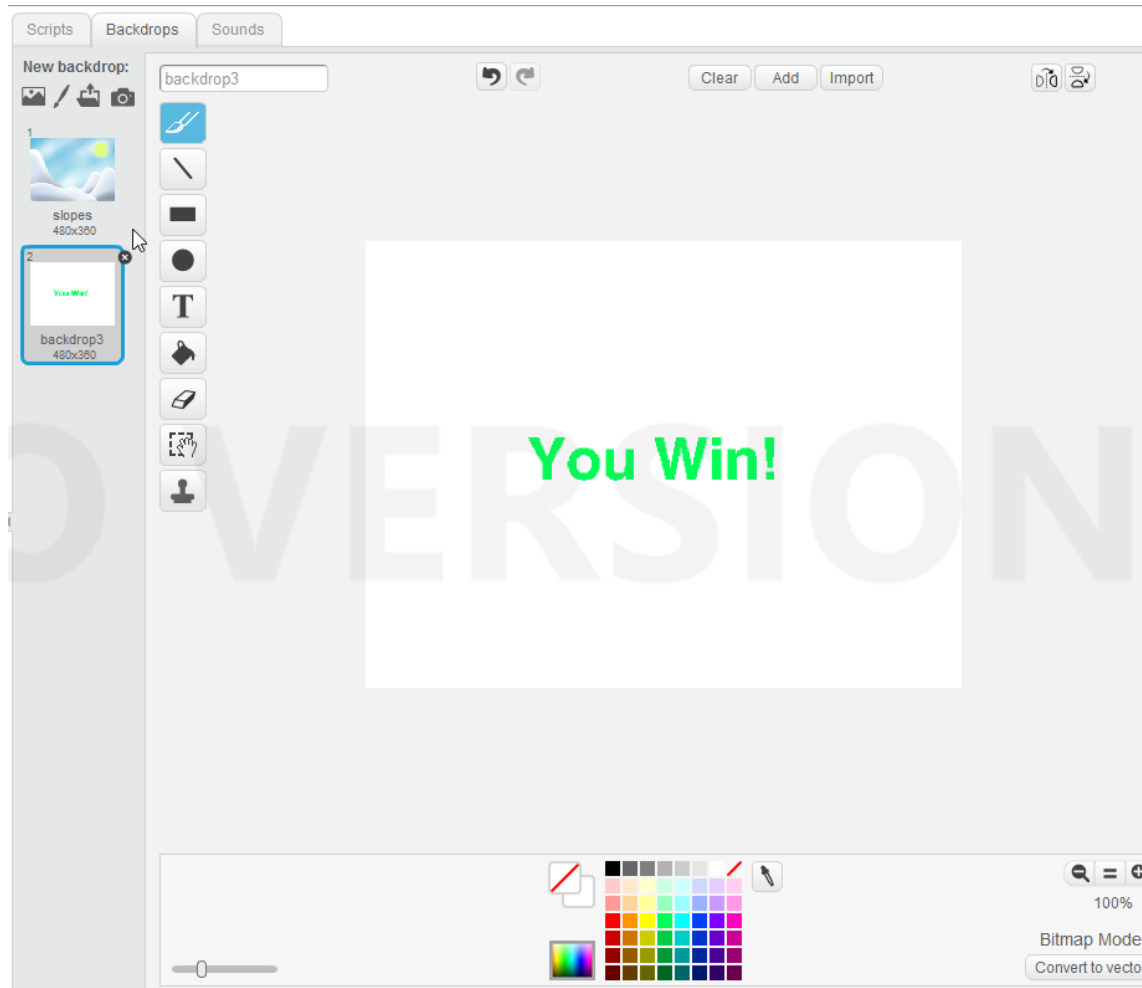
In computer programming we use variables to store information that might change and can be used later in our program.

Keep Track of Score

Need to make a variable

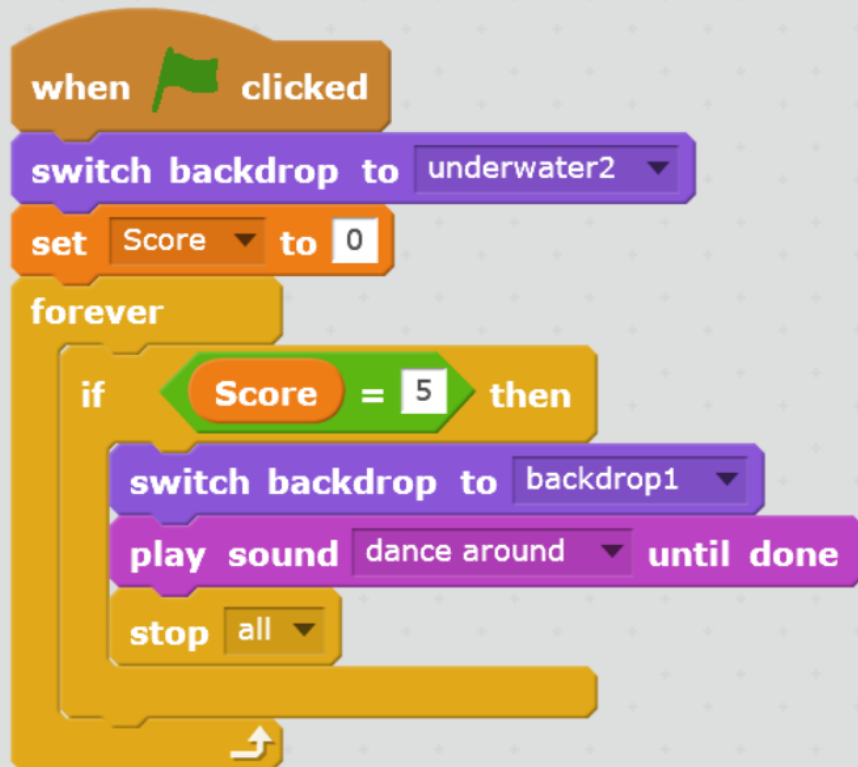


Create a *Second* Background

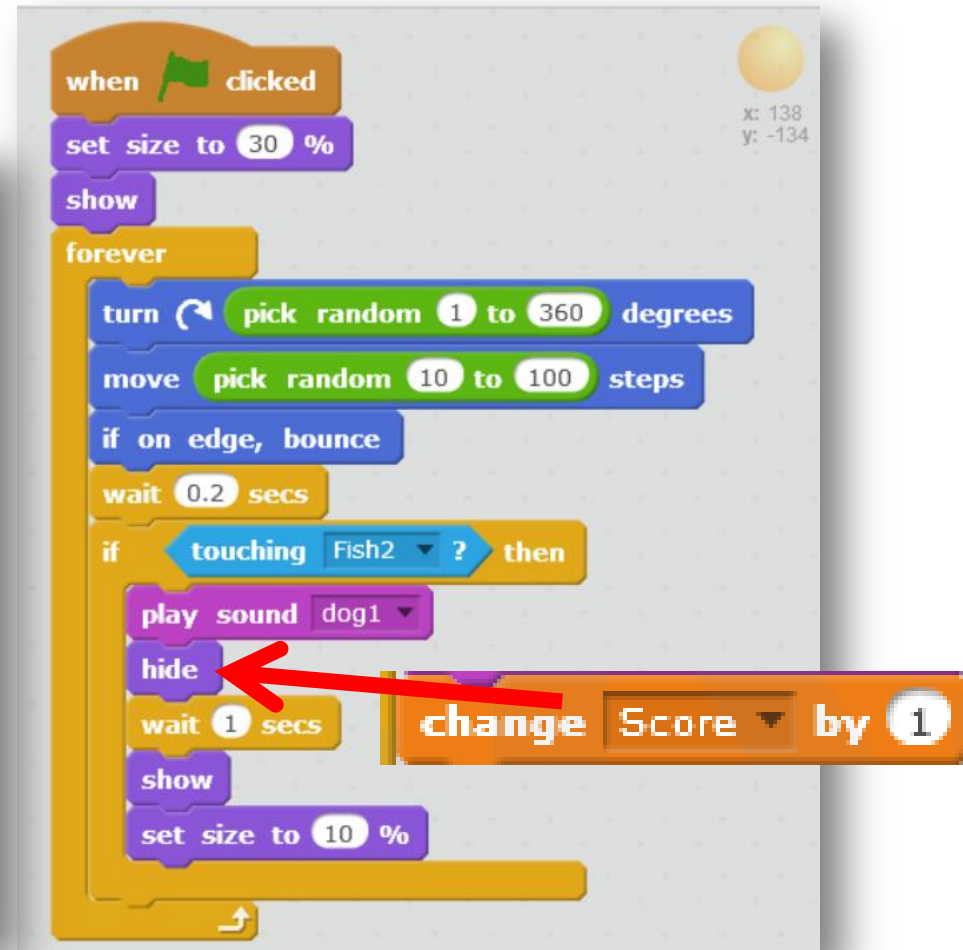


Write our code for the Scores

Add to
Background

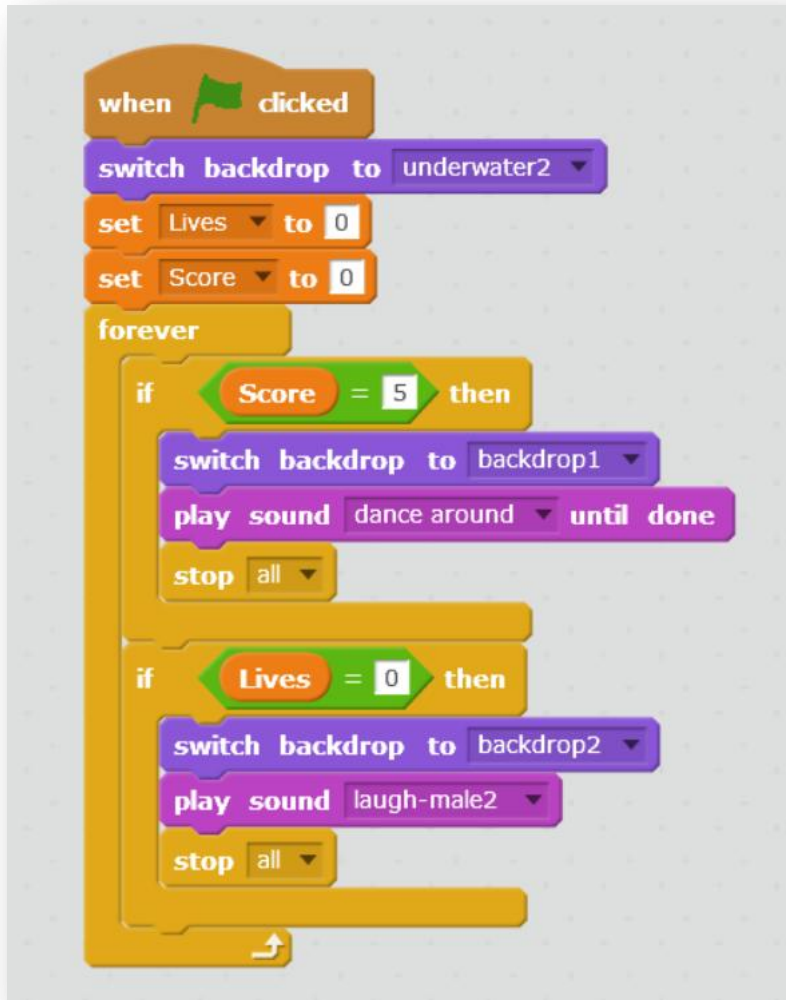


Add to the Fish
Food

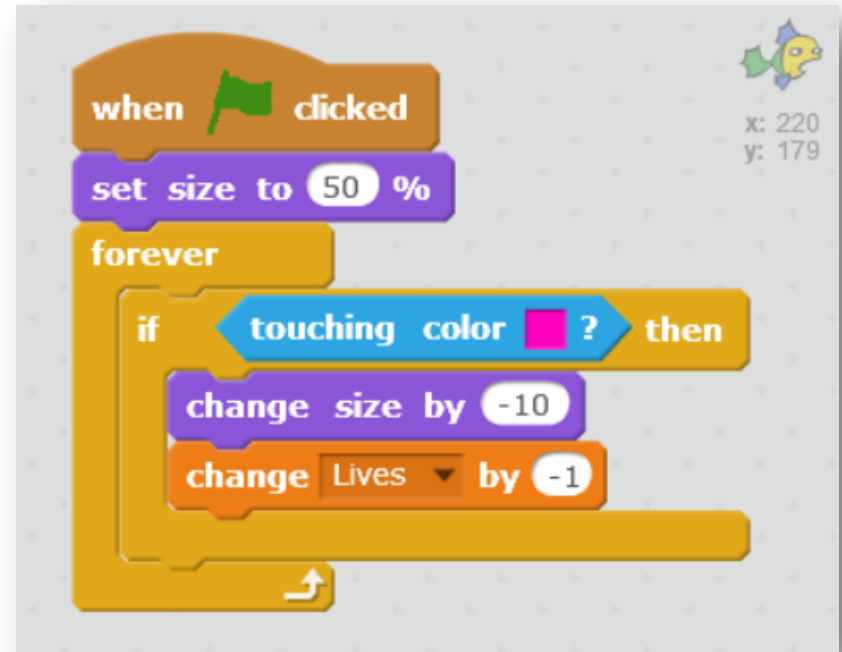


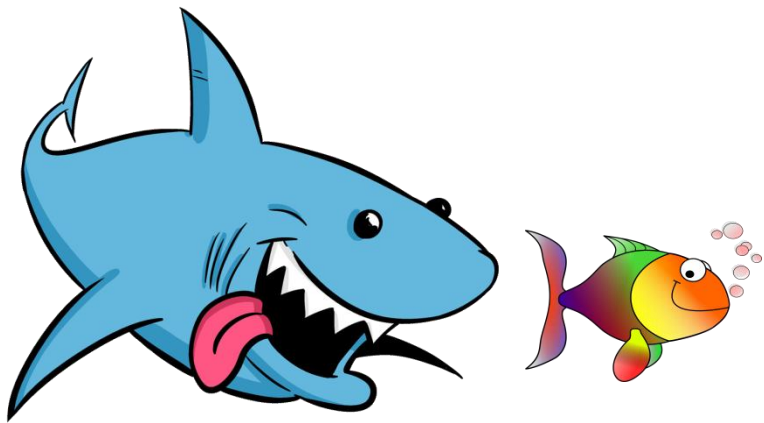
Write our code for the Lives

Add to
Background



Add to the Fish

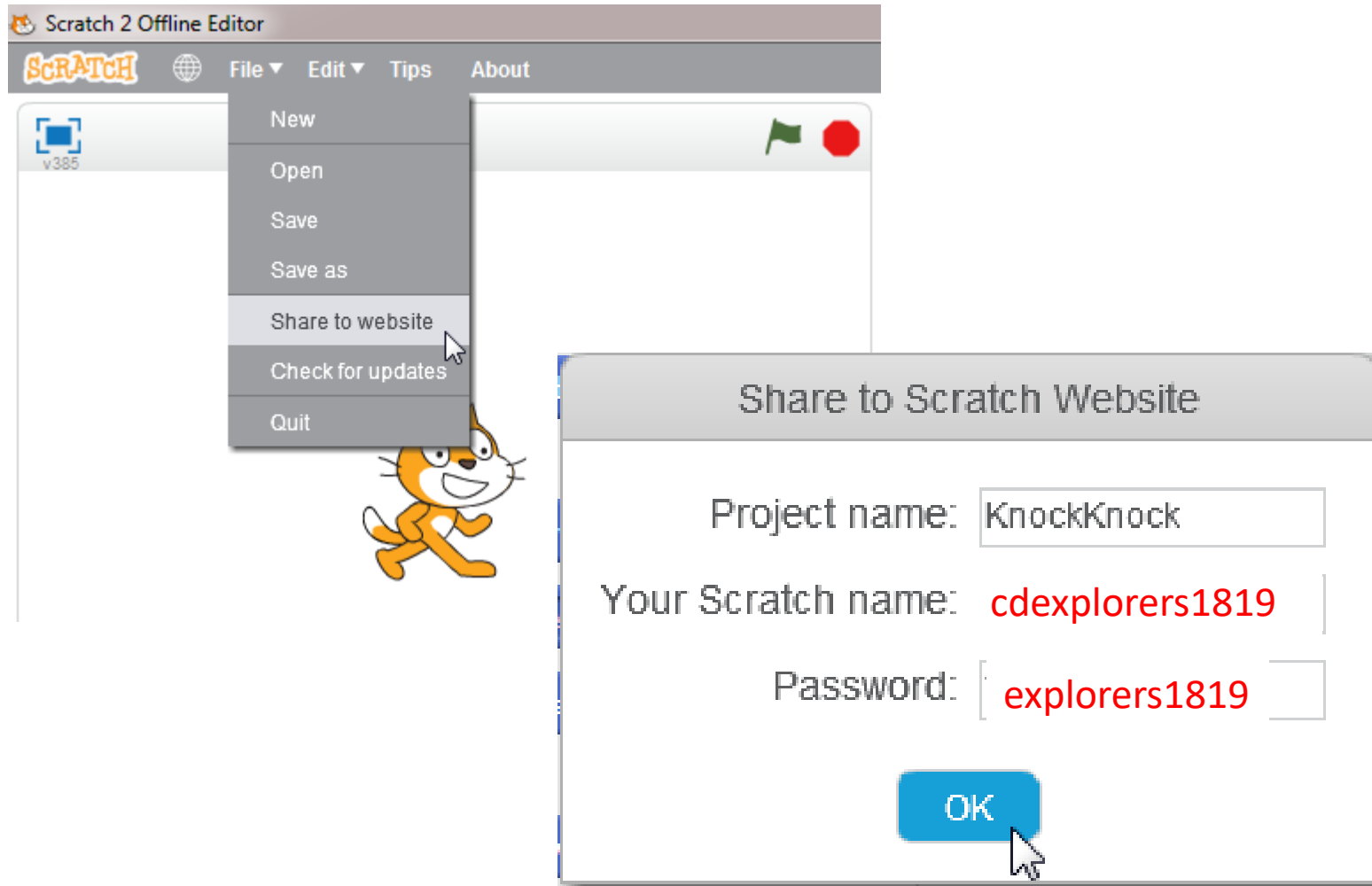




Make your own game with what
you have learned....Have fun



Uploading to Scratch Website



Keep In Touch!

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[@coderdojoathenr](#)

zen.coderdojo.com/dojo/53

