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

+

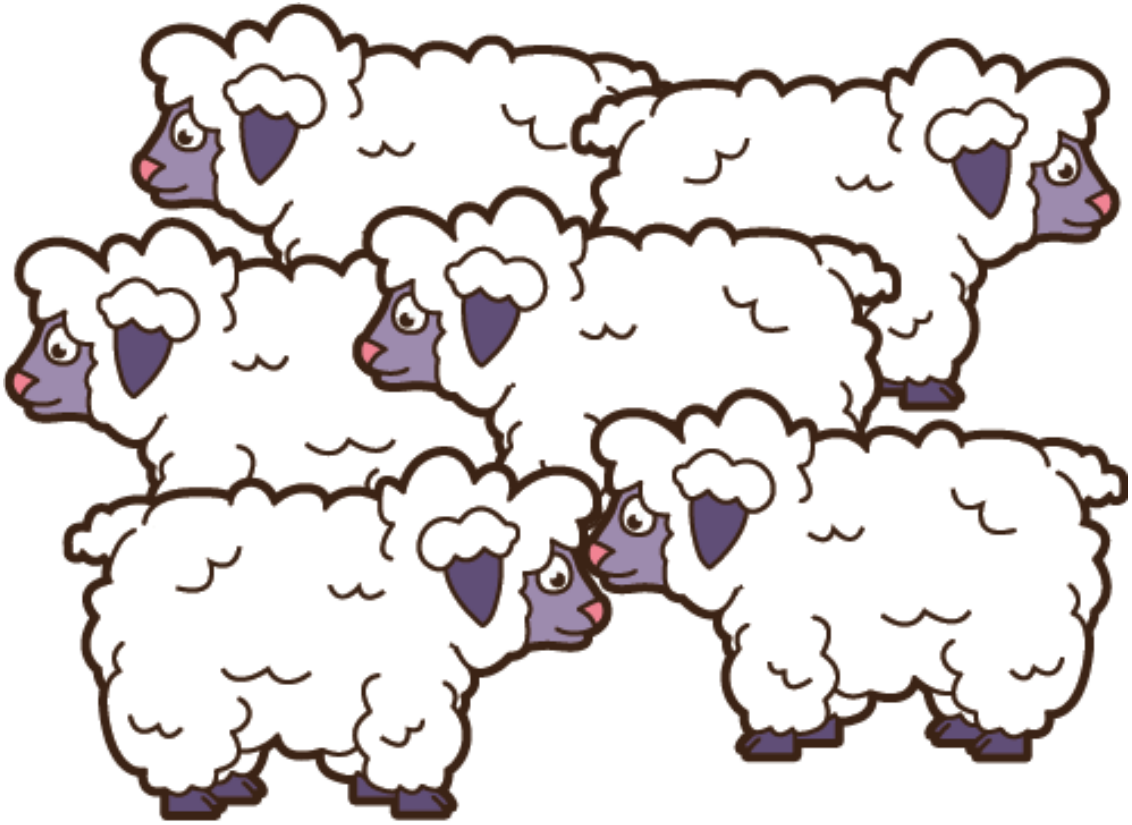
Help us cut down on Single Use Cups

Bring your own cup (must have lid)

€1.50

+

Today's Ninja Challenge:
Help Little Bo Peep find her Sheep



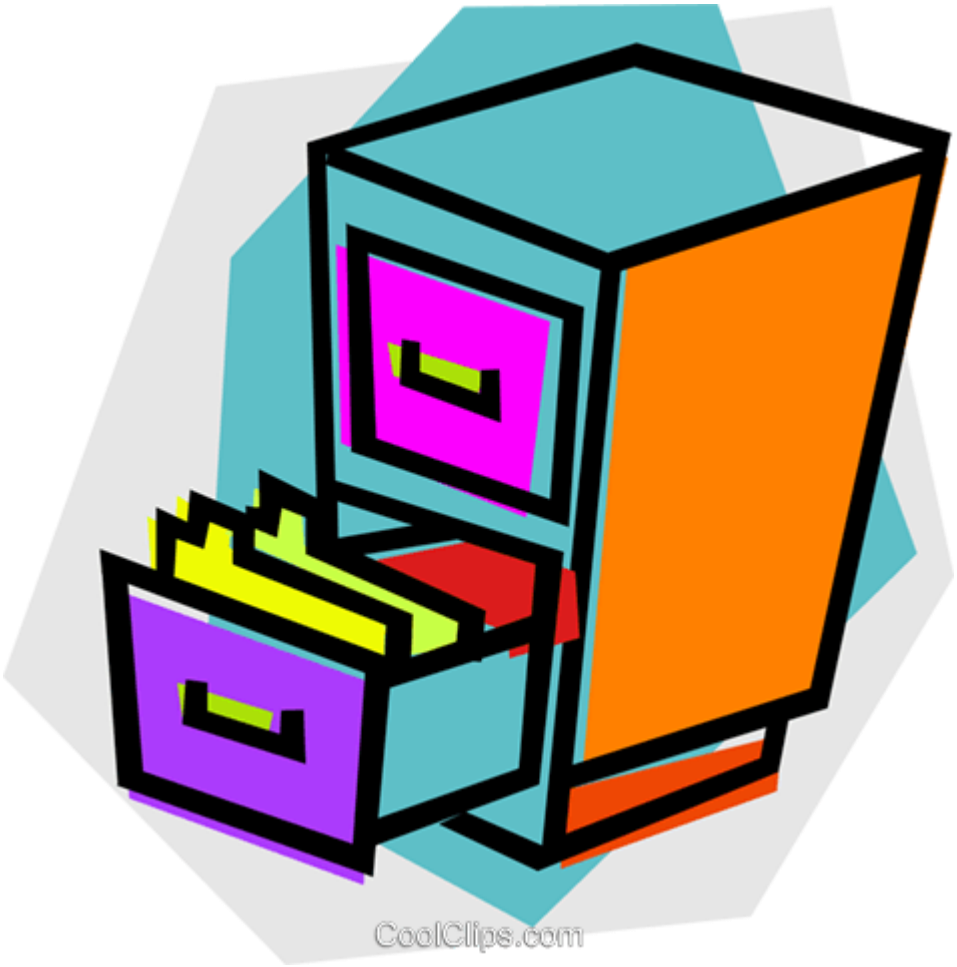
Today's Big Ideas

Designing your game

Loops & Decisions

Variables

A little Bit of File Management

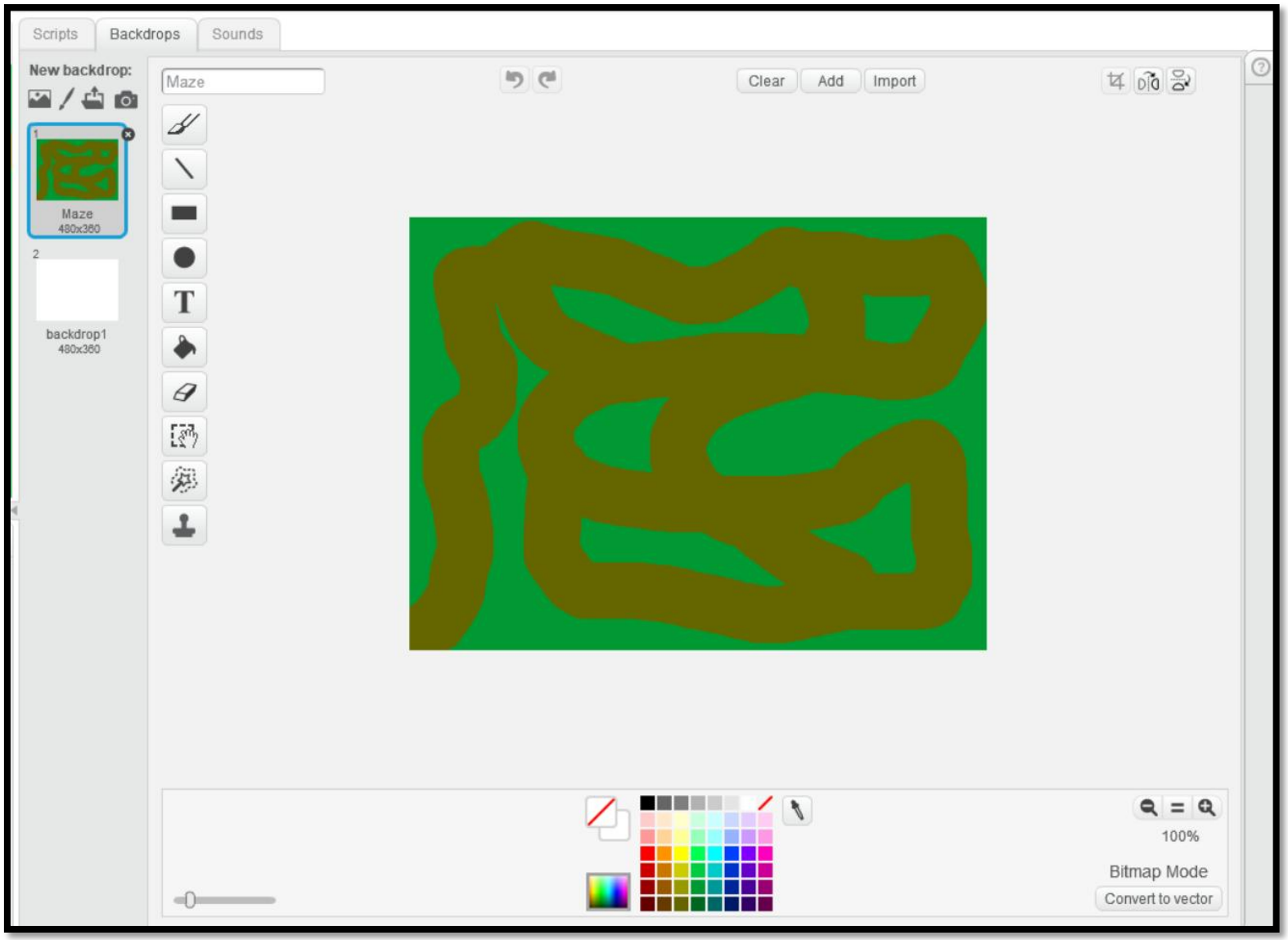


Who has a Desktop like THIS?

This is Mine....

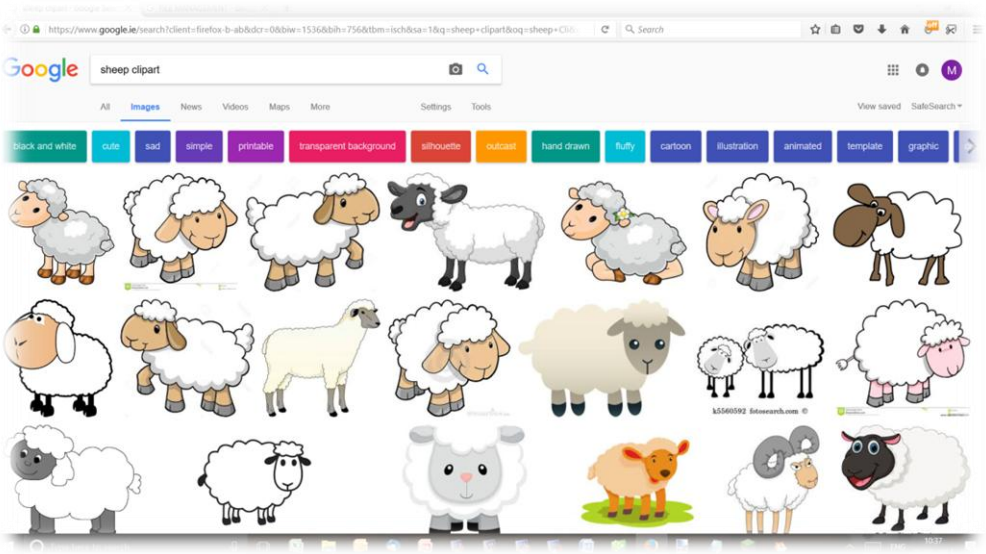
Software License and ...
LicenseActi...
AnalyzeIQ ...
RamanLib_A...
signature_1...
Movies
PittconFollo...
Windows10...
AnalyticaL...
form_69.pdf
Vivek Lic
Content Rotator
17-101-FSI....
AnalyzeIQ ...
AnalyzeIQ-RamanSpectraLibrary-1.pdf
Lukes stuff
JavaDojo17...
tidcc47a.zip
Pittcon 2016
RealTime...
Pittcon 2017
Martha Analyze IQ
Accounts
Texas Instruments
OceanOpti...
Reseller Agreement
Graphics
Master 3.0
Gift
School
Explorers
Home
YouthReach
MarthaHome
DLP NIRscan Nano GUI
OFFICE - Shortcut
Recycle Bin
Type here to search
ENG
10:25
02/10/2017

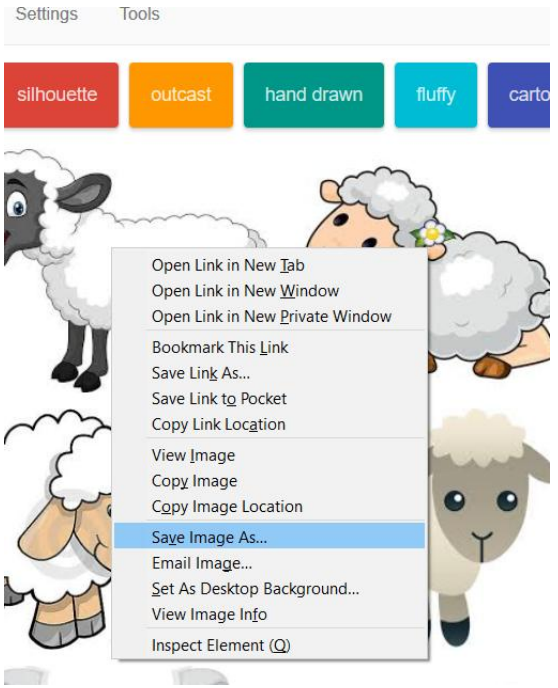
Create our Background in Scratch



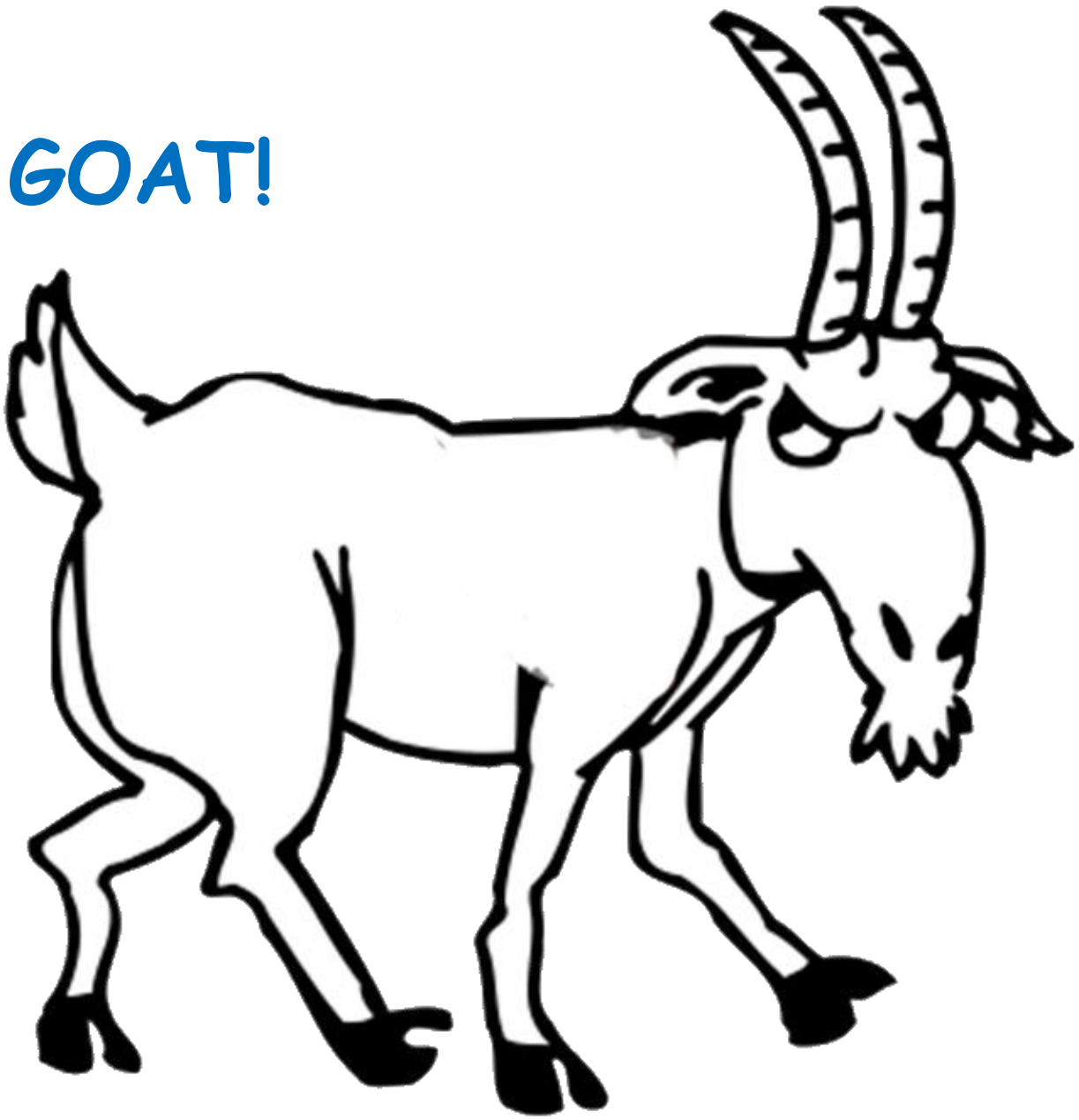
Get Bo Peep and her Sheep!

1. Google Image Search
2. Easier to Use Clipart
3. Save Image



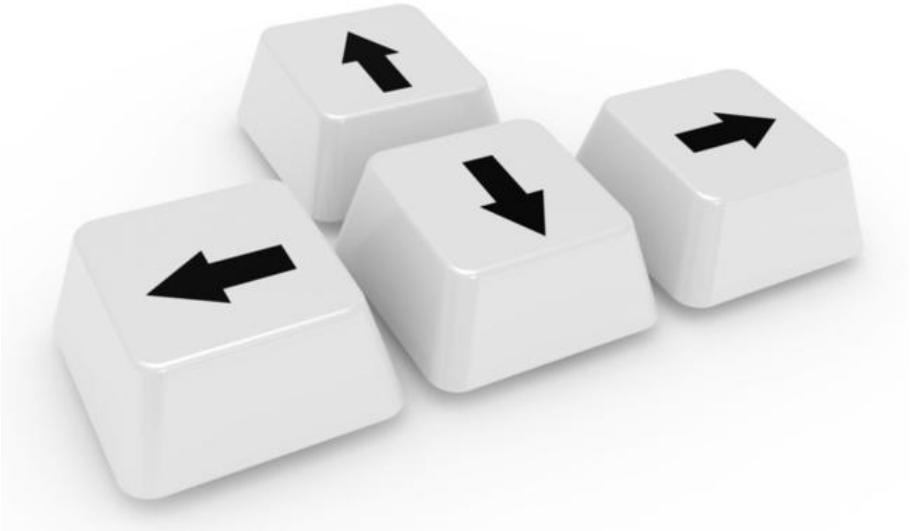


…and a GOAT!

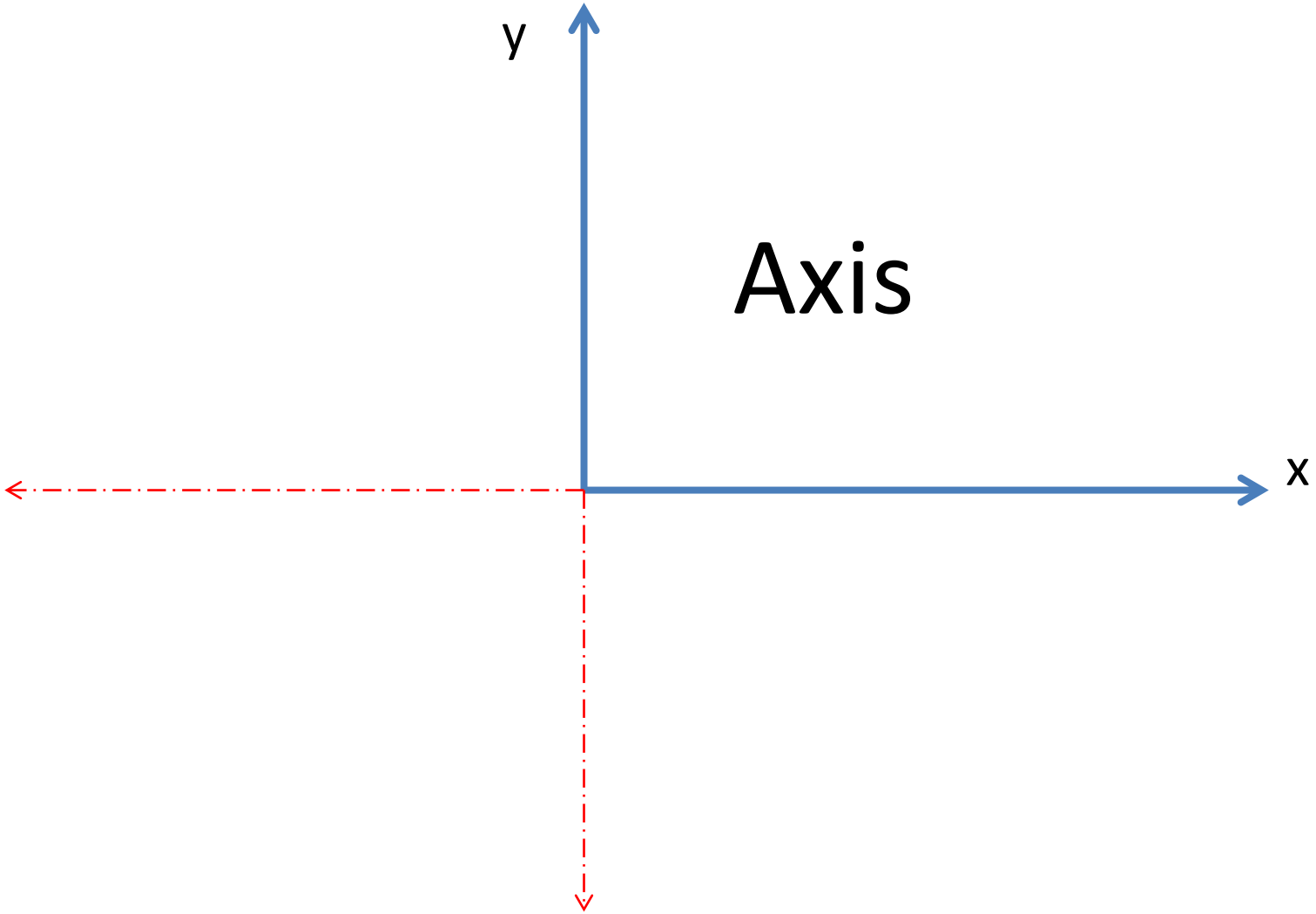


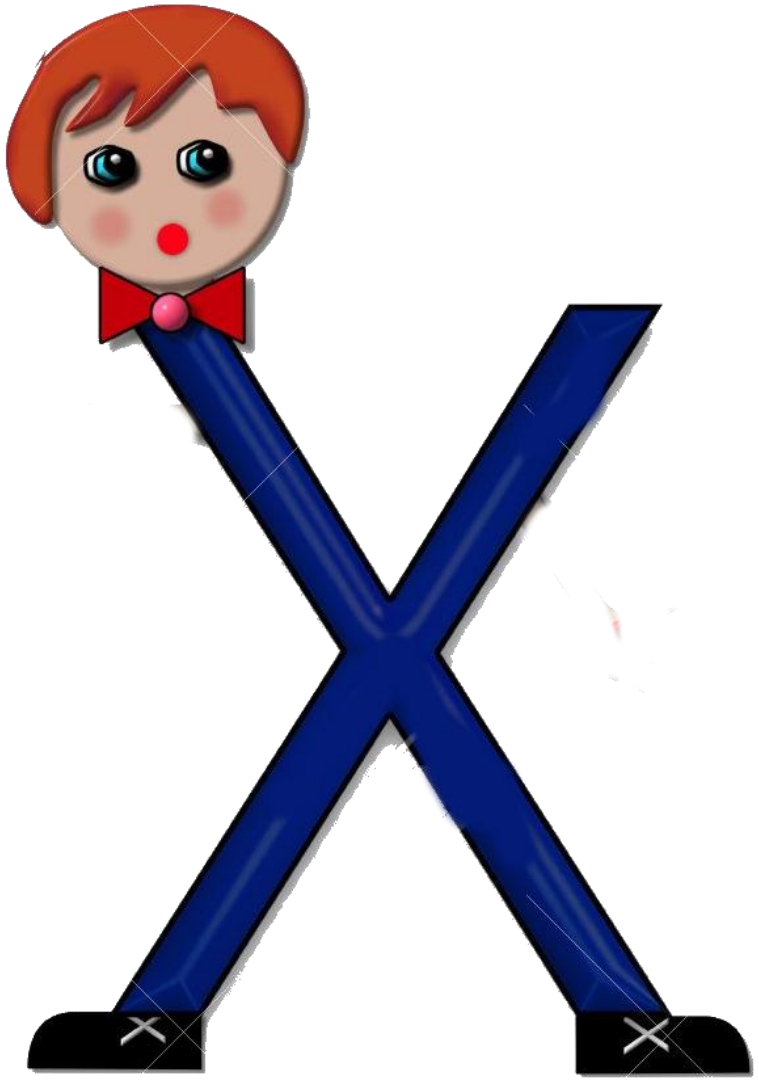
Moving Little Bo Peep

With our Arrow Keys

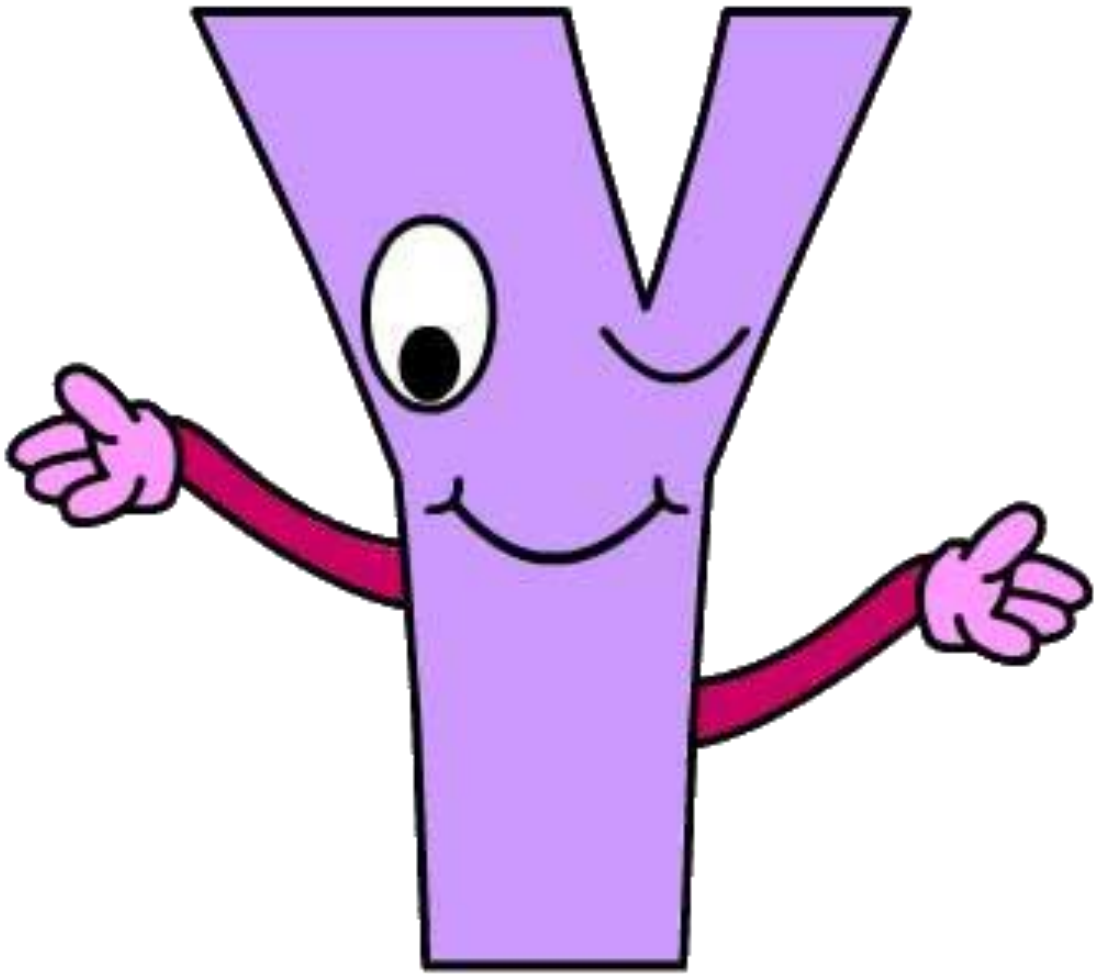


Make it Move Under Your Control





X Axis



Y Axis

Make it Move Under Your Control

Moves 10 Steps to the Right

Make it Move Under Your Control

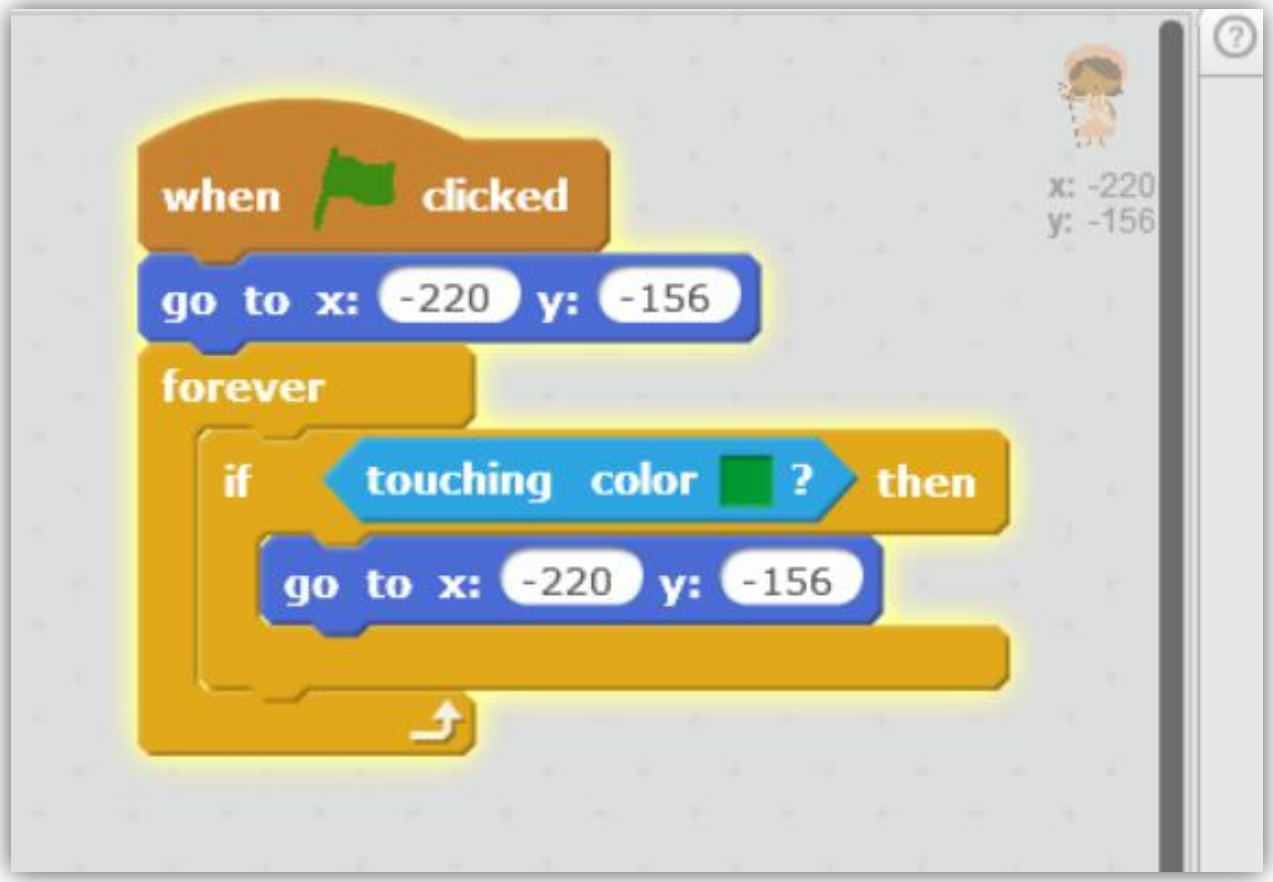
Moves 10 Steps to the Left

Moves 10 Steps to the Right

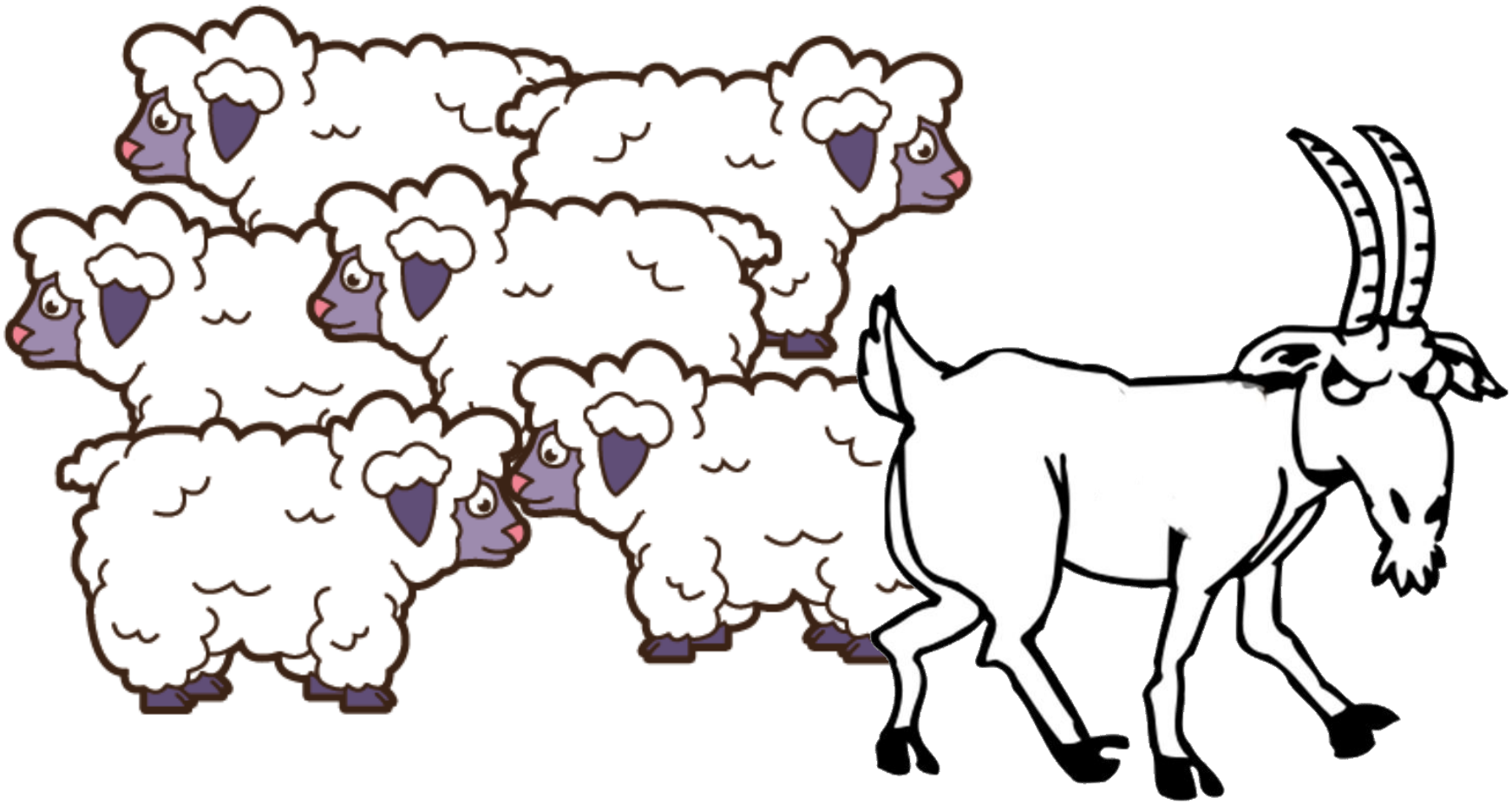
Moves 10 Steps Up

Moves 10 Steps down

Keep Little Bo Peep on the Path



Lets Add our Sheep…..and Goat



A variable is something that can be changed

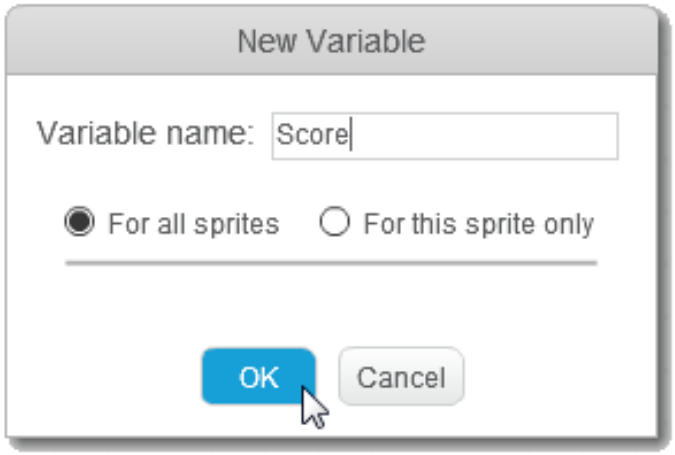
In computer programming we use variables to store information that might change and can be used later in our program.

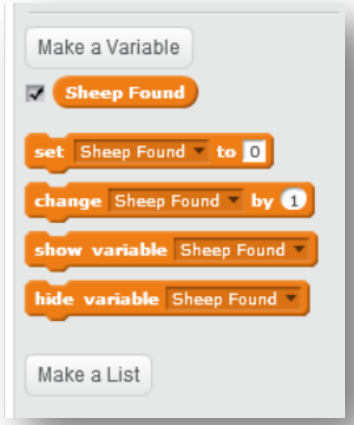
Variables For Sheep Found

To keep track of a number, need a **Variable**:

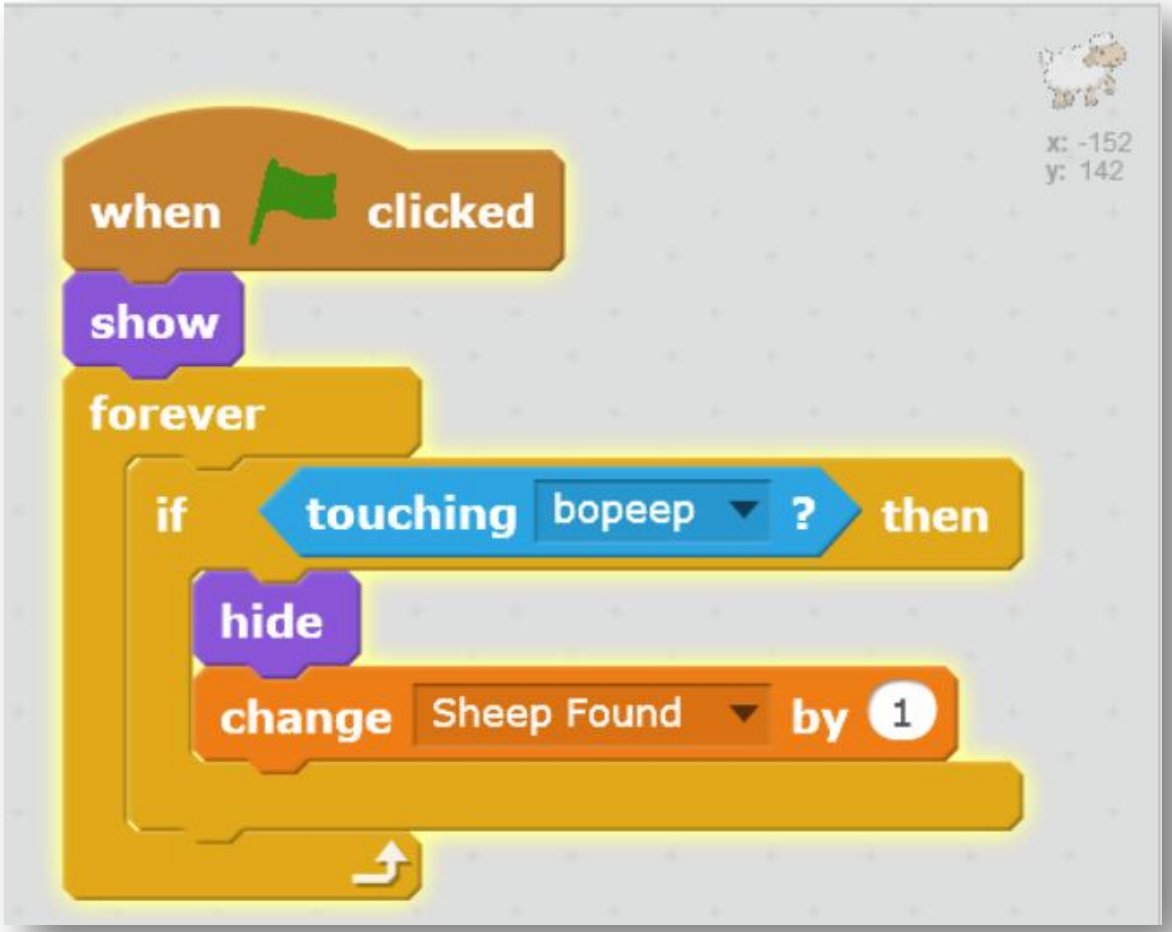
- A key programming concept

- Stores a **Value** (number/text data):
  this can vary
- Has a **Name** – this is fixed:
  use this in the code to compare/change values

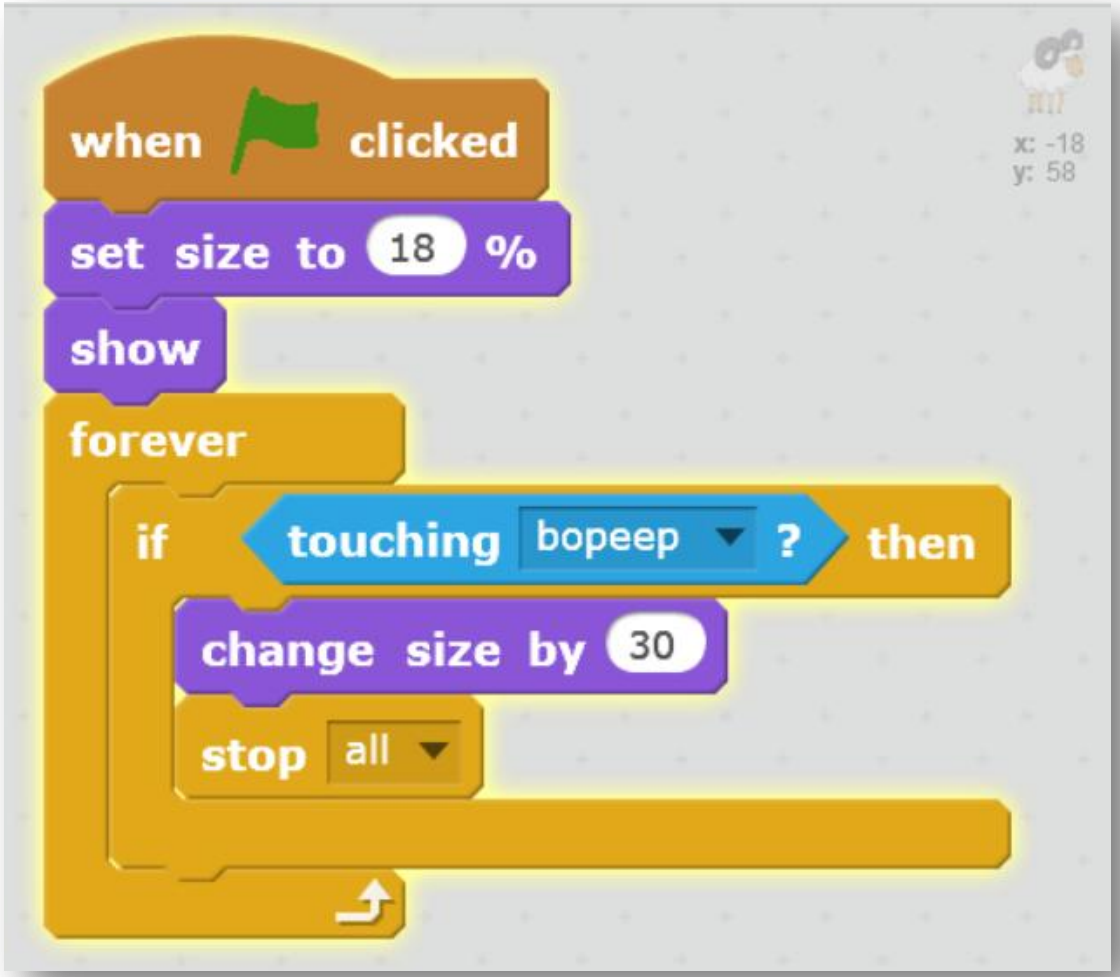




For Each Sheep

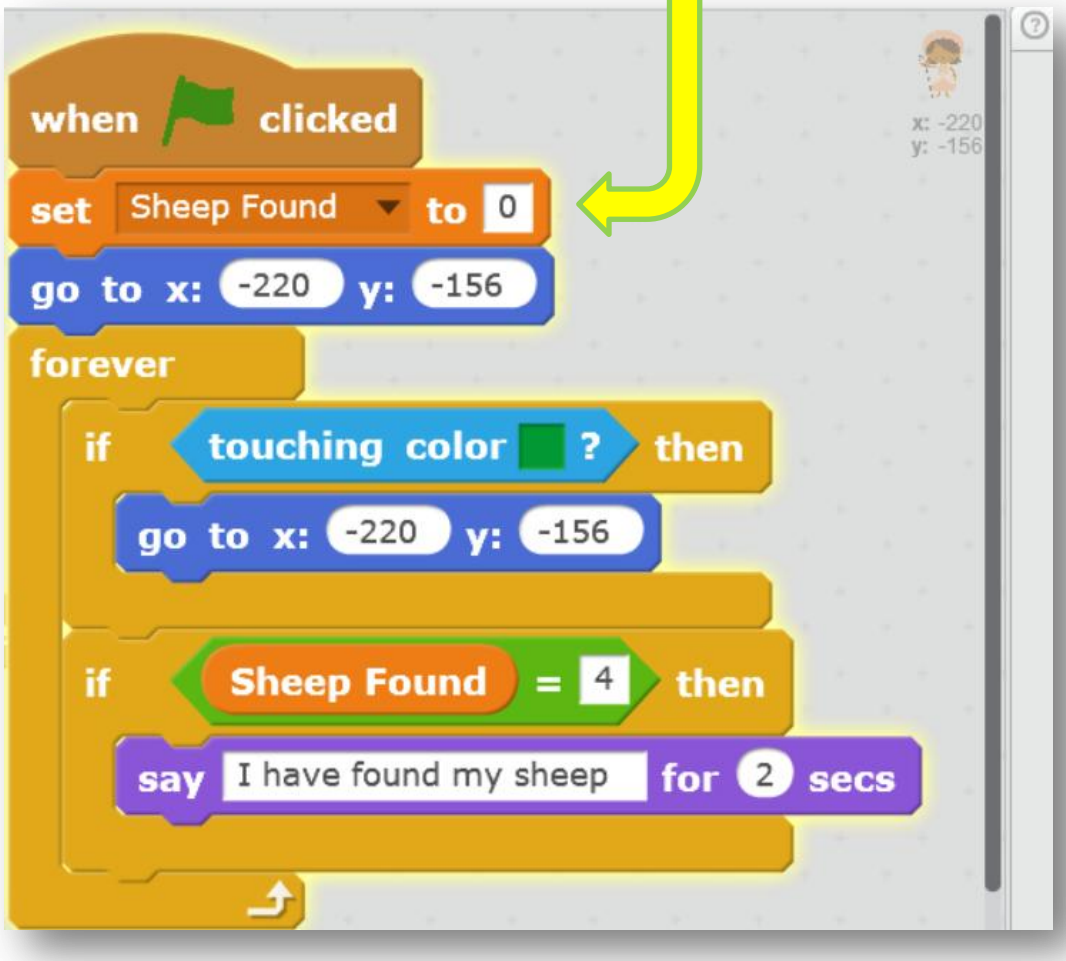


Don't forget the GOAT!



Set Sheep Found = 0

What happens when she finds her Sheep



At the End …

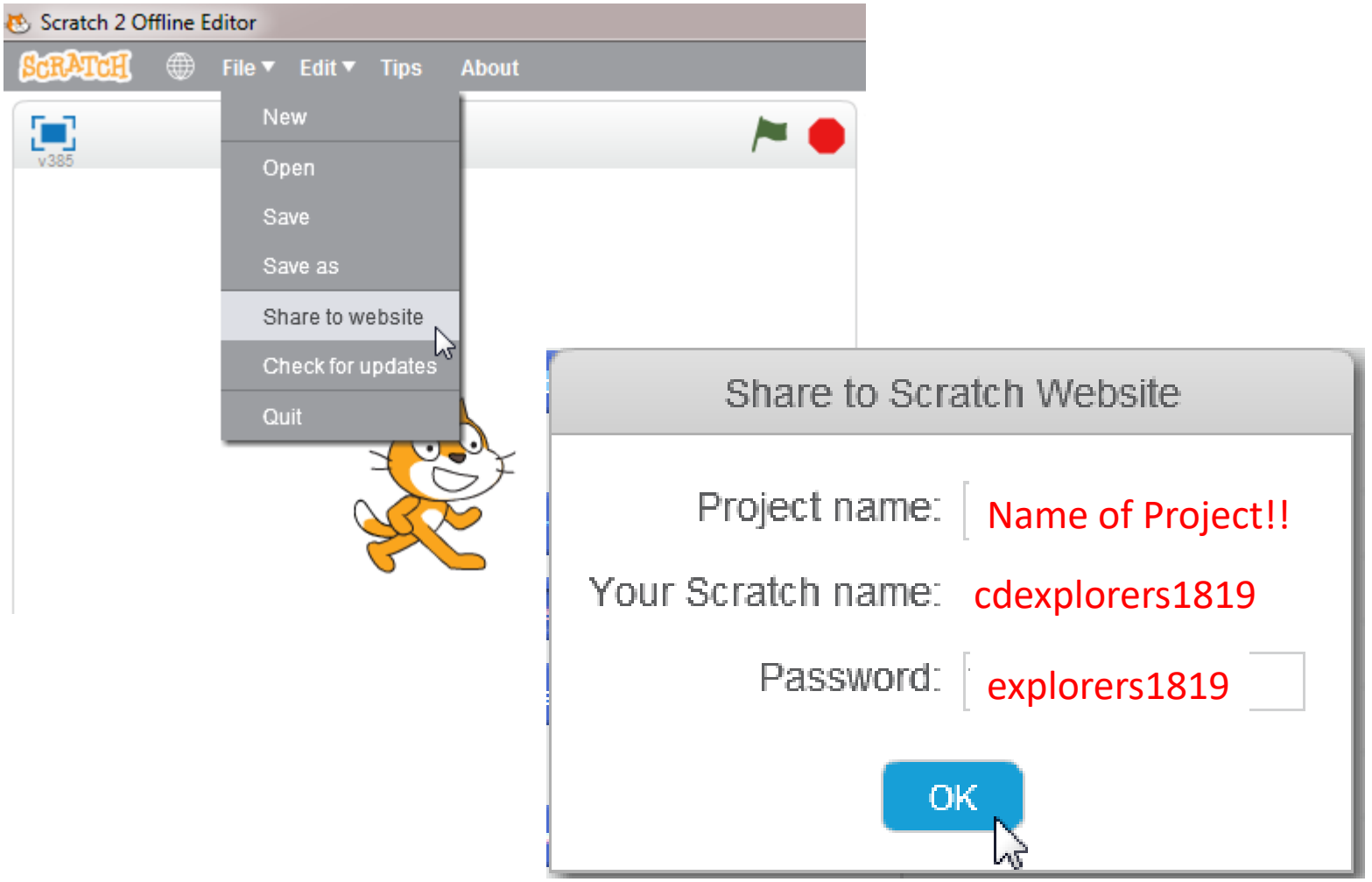
Upload your project to the Scratch Website

Access it from home

Improve it

Show your friends!

Uploading to Scratch Website



Keep In Touch!

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