

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



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Help us cut down on Single Use Cups



Bring your own cup (must have lid)

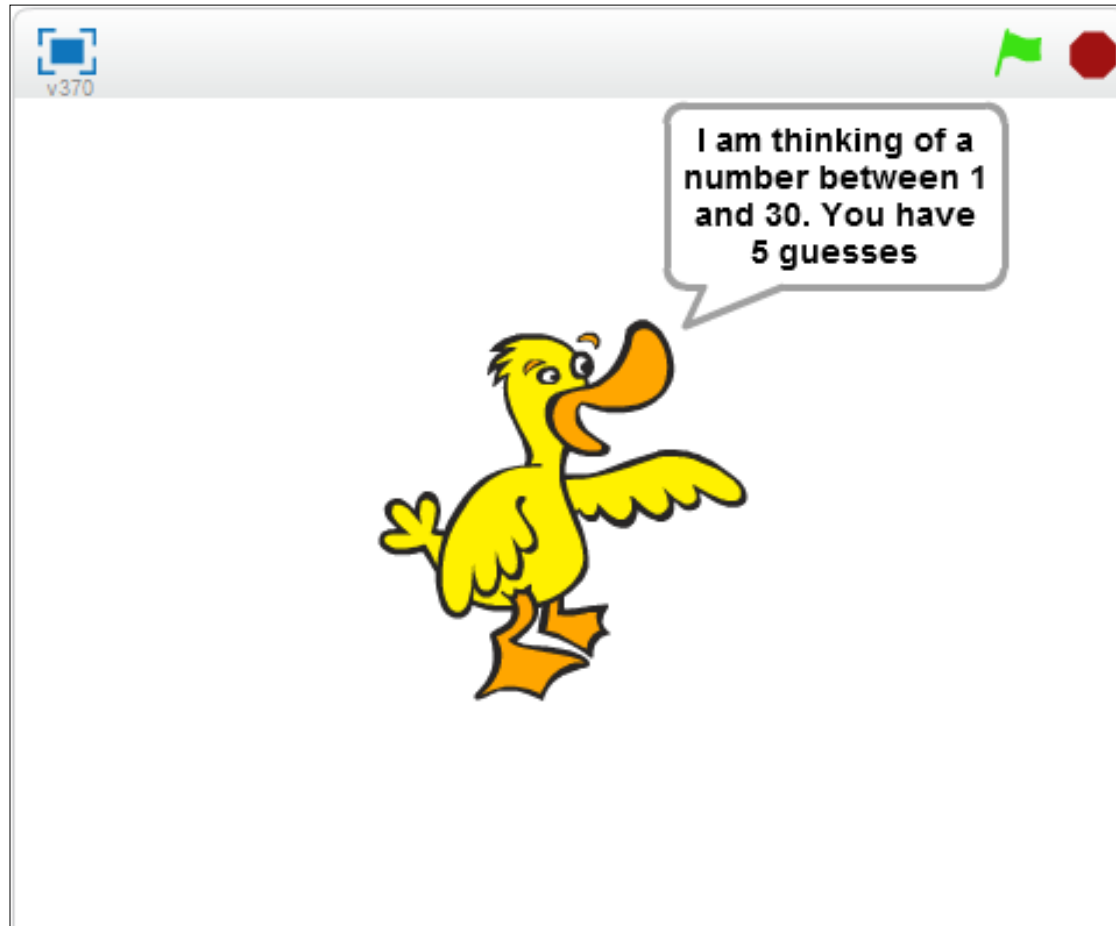
€1.50



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Today's Ninja Challenge: Write a **Number Guessing** Game!



Today's **Big** Ideas

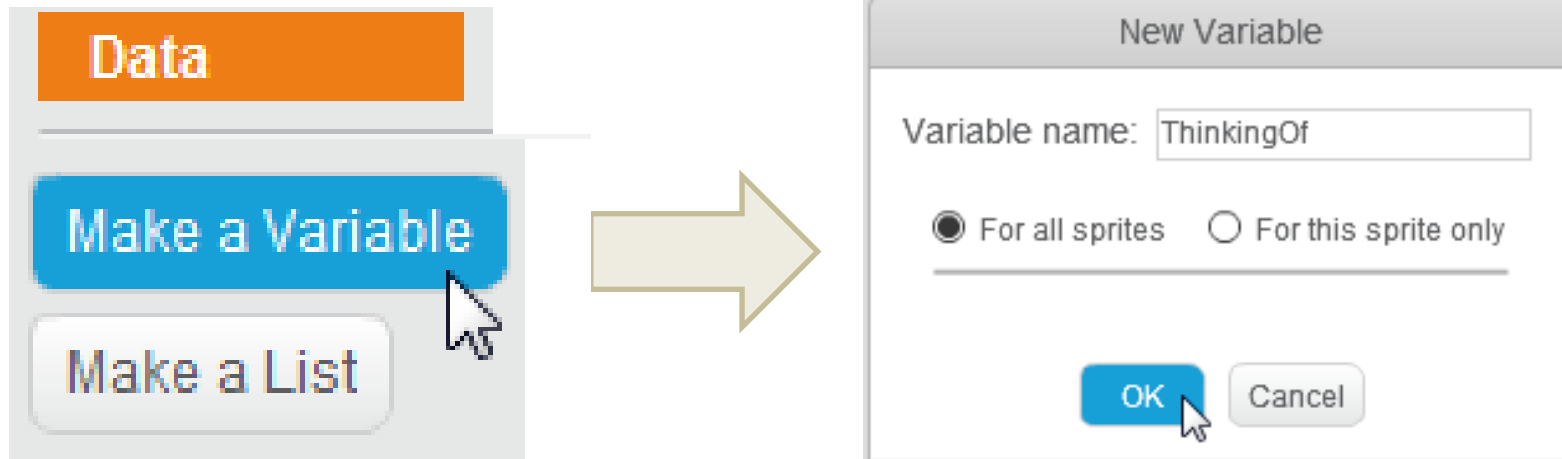
Input &
Output

Variables

Also: loops
& decisions

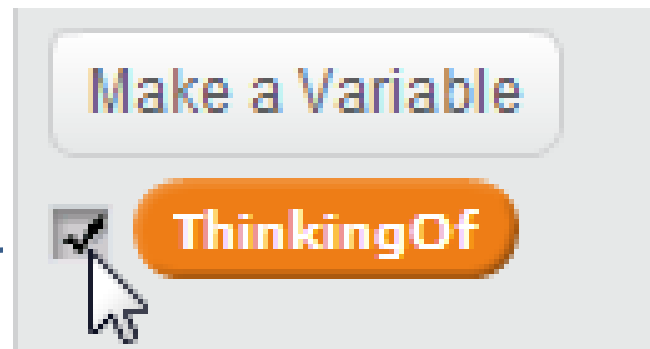


Create a Variable to Hold a Random Number



Tip:

Clear this checkbox
so it is not shown
on screen



When Flag is Clicked:
Pick Random Number,
Display "I am thinking of ..."



I am thinking of a
number between 1
and 30. You have
5 guesses



When Flag is Clicked:
Pick Random Number,
Display "I am thinking of ..."



Ask Player to Guess It,
Store Answer



Ask Player to Guess It, Store Answer

Need another variable!
I've called it **Guess**.



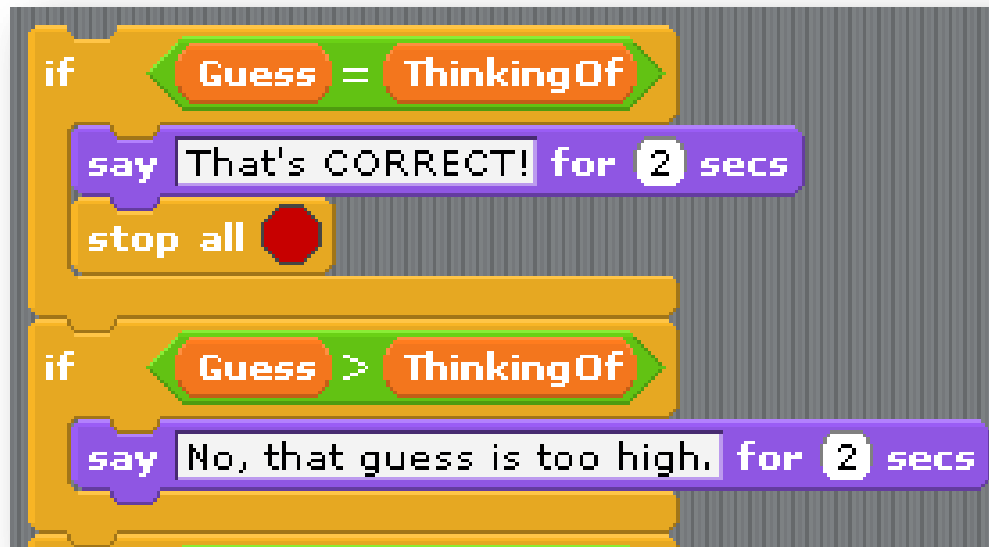
**Test whether Guess is
Correct, Too High, Too Low**



Greater than 

Less than 

Test Whether Guess is Correct, Too High, Too Low

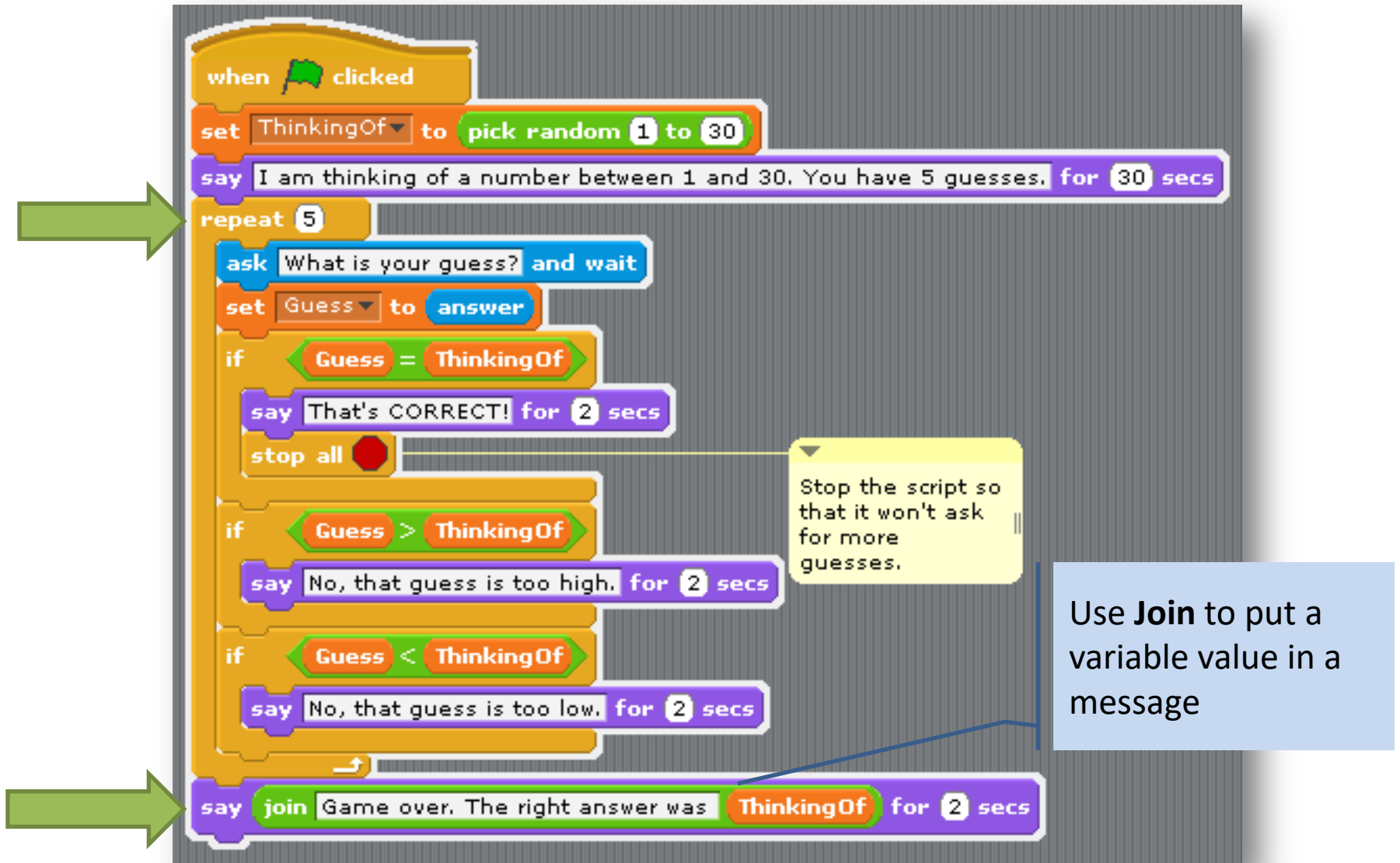


You need to complete this ...

Give **Player** Five Guesses



Give Player Five Guesses



More Things to Try ...

1. Add sound effects!

Hint:

*Go to sprite's Sound tab, import sounds
Add commands to play sounds*

2. Add a timer!

Hint:

Add another variable called Timer.

Add another block:

When flag is clicked, set it to 60

*Repeat until 0: change by -1, wait a
second*

Time up: stop all scripts.

3. Other ideas? - Animation

At the End ...

Upload your project to the Scratch Website

Access it
from home



Improve it



Show your
friends!



Uploading to Scratch Website

