

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

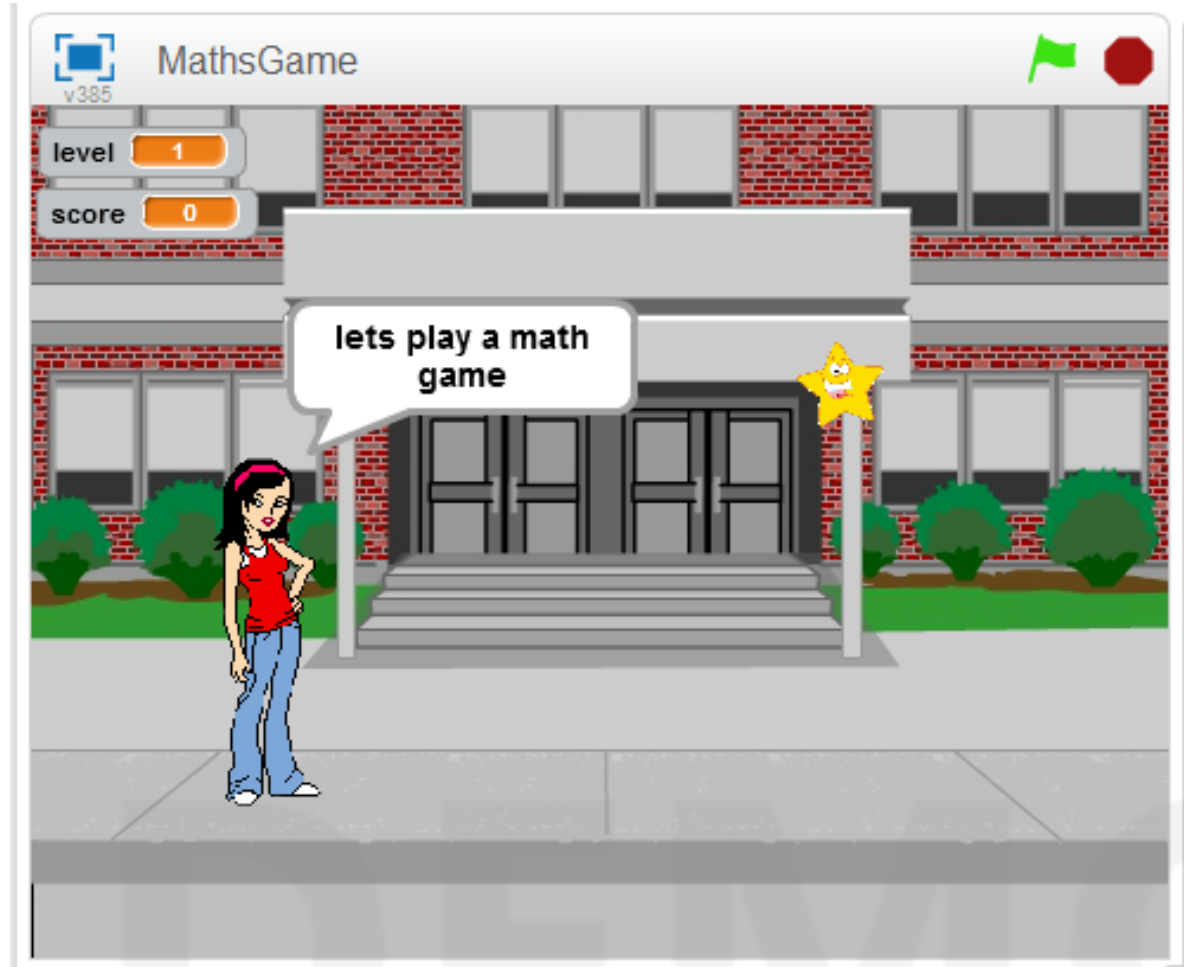


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Today's Ninja Challenge:

Make a Game **Maths Game**



Big Ideas for Today



Loops &
Decisions

Animation
& Sound

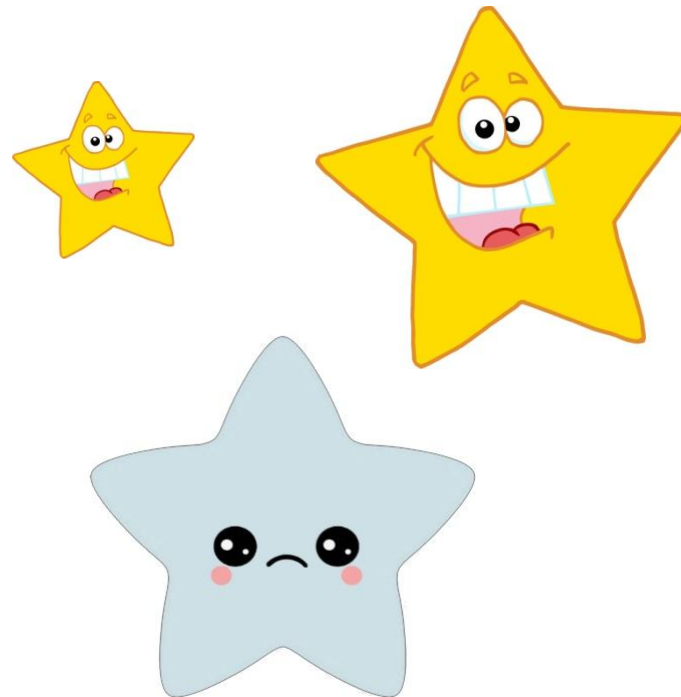
Variables &
Broadcasts

Design your Sprites

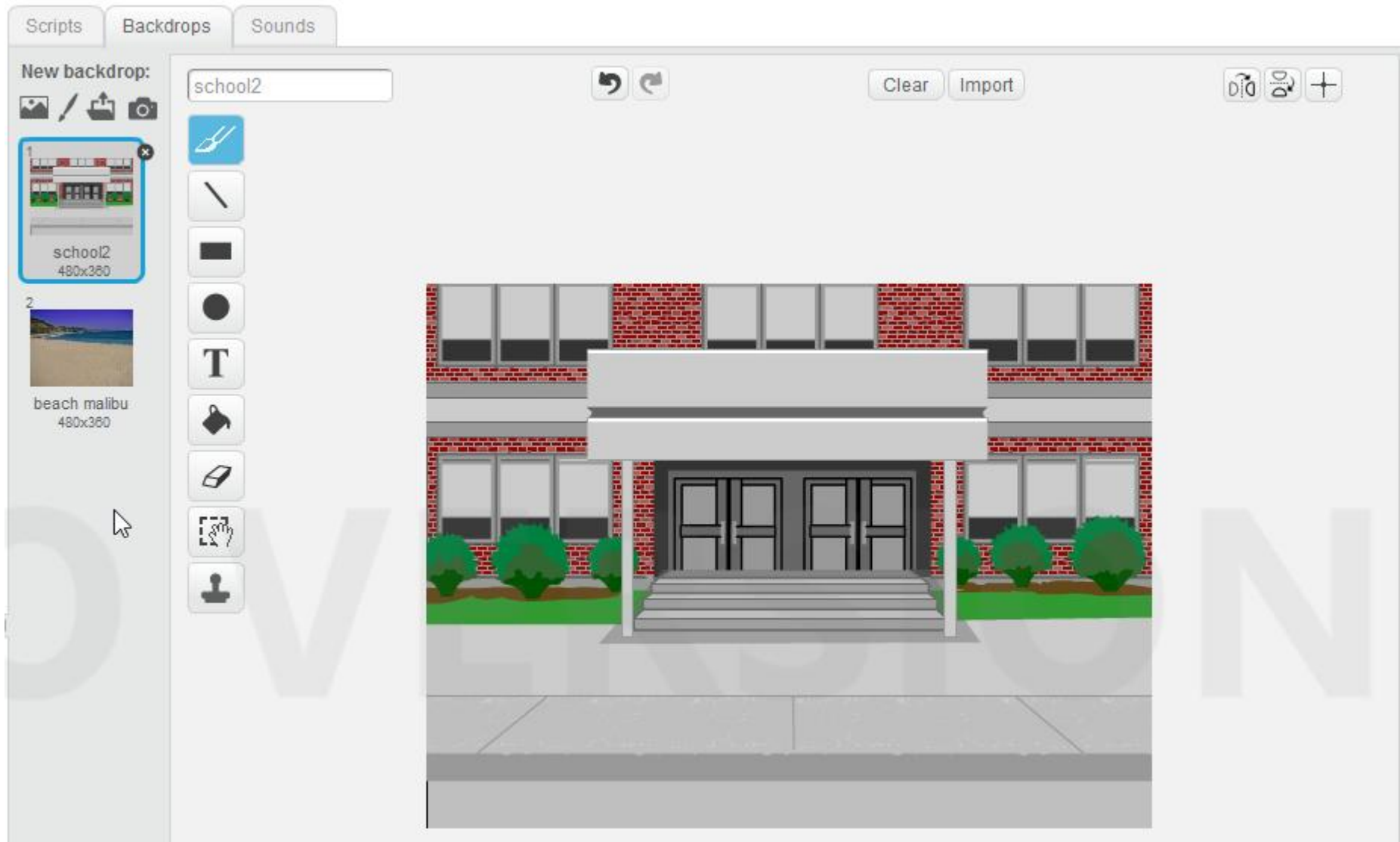
First Sprite will ask
the questions



Second Sprite will
grow/change
depending on answer



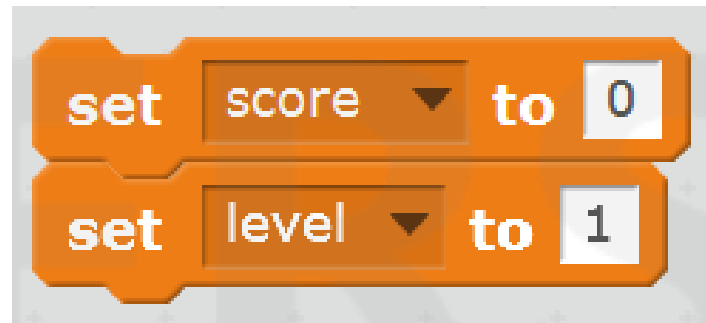
Select your Backgrounds



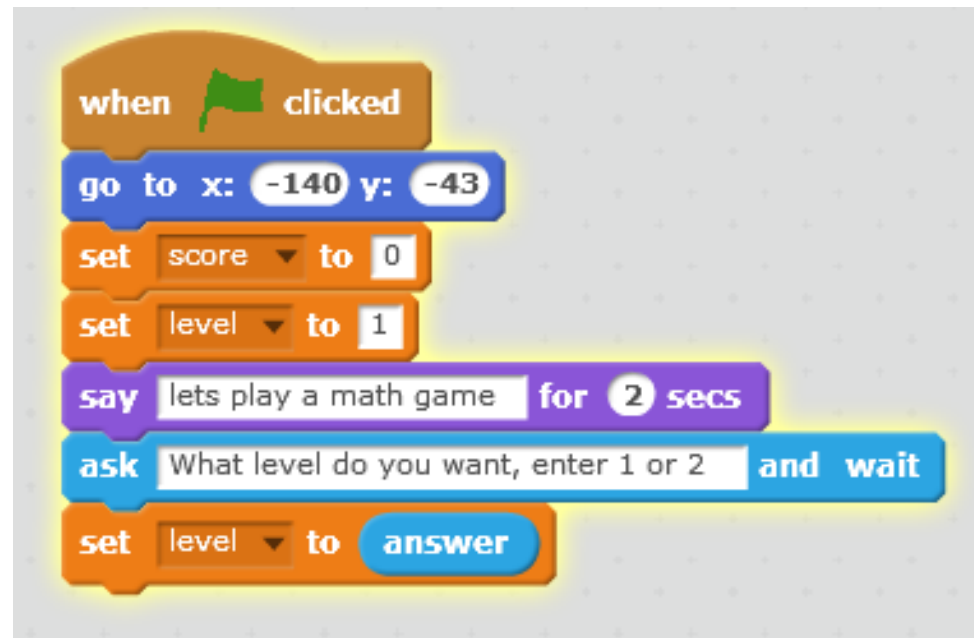
Create First Two Variables

Score

Level



Code for Sprite 1 to **ASK** Questions.....



Code for Sprite 1 to Set Math Questions....



```
if level = 1 then
  set number1 to pick random 1 to 10
  set number2 to pick random 1 to 10
else
  set number1 to pick random 1 to 100
  set number2 to pick random 1 to 100
ask join join number1 + number2 and wait
```

Code for Sprite 1 when it receives Right/Wrong answers..



```
if <answer = number1 + number2> then
  say You got it right, yay! for 2 secs
  broadcast correct answer
else
  say Sorry, that is wrong for 2 secs
  broadcast wrong answer
```

Note: repeat by 5....why?

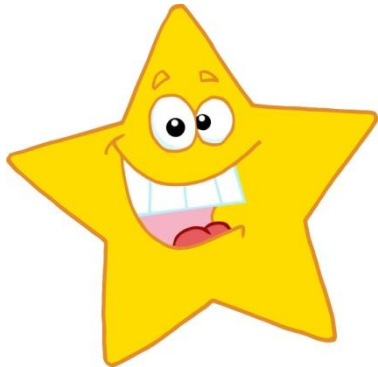
Code for Sprite 2 ...



❖ Switch Costume

❖ Set Size

❖ React to Right or Wrong answer



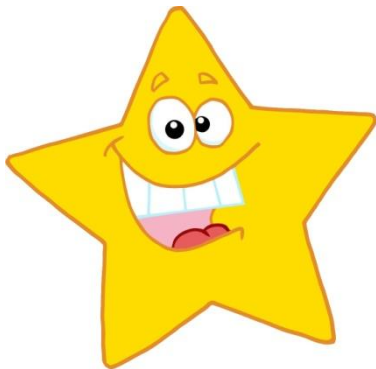
Code for Sprite 2 ...



```
when clicked
  switch costume to jpg_0790-Happy-Yellow-Star-Smiling2
  set size to 10 %

when I receive correct answer
  change score by 1
  change size by 25

when I receive wrong answer
  switch costume to sad_star
  stop all
```



Code for Backgrounds...

The image shows the Scratch interface with the 'Scripts' tab selected. The 'New backdrop:' panel on the left lists two backdrops: 'school2' (480x360) and 'beach malibu' (480x360). The main stage area displays a script with the following blocks:

- when green flag clicked
- switch backdrop to school2
- wait until score = 5
- switch backdrop to beach malibu
- stop all

The script is highlighted with a yellow glow. The 'wait until' block is a green arrow block, and the 'score' variable is shown in an orange oval. The 'switch backdrop to' blocks are purple.

At the End ...

Upload your project to the Scratch Website

Access it
from home



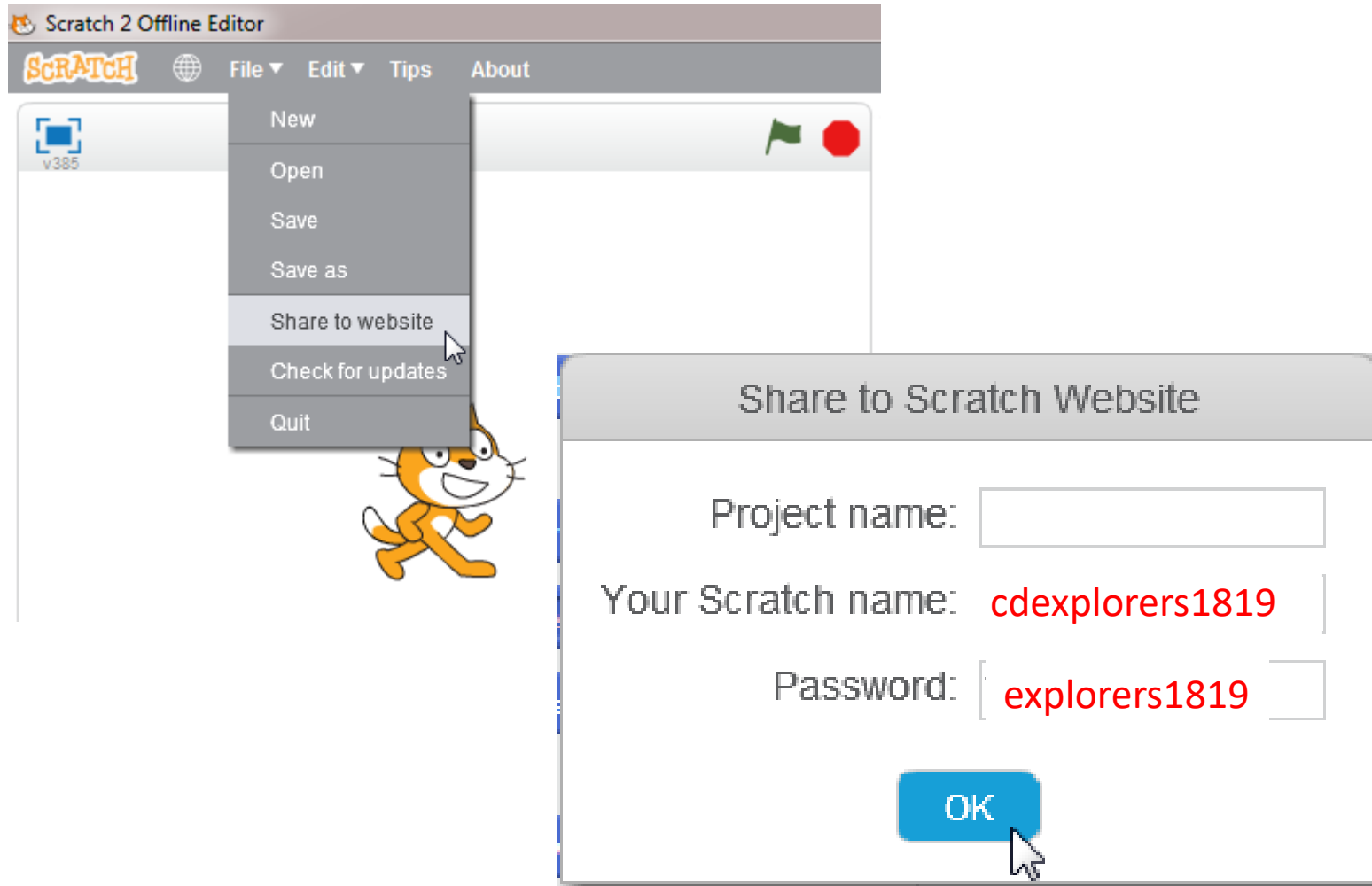
Improve it



Show your
friends!



Uploading to Scratch Website

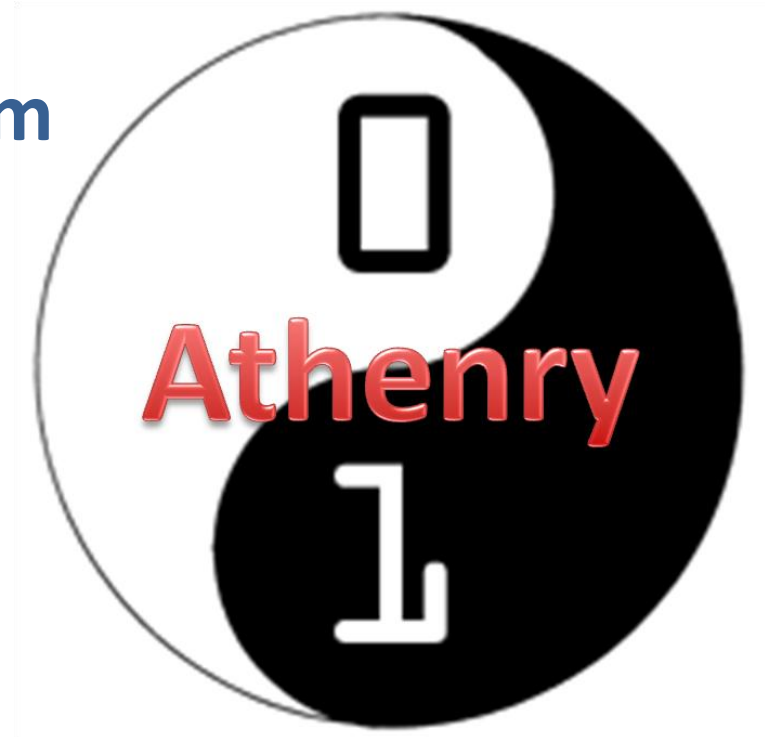


Keep In Touch!

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For next week...

Please download
Paint.net

www.getpaint.net

