CoderDojo Athenry

Code and Notes by Martha Fahy, 2019

CoderDojo Athenry

"Above all, be cool"

Every week:

✓ Sign in at the door

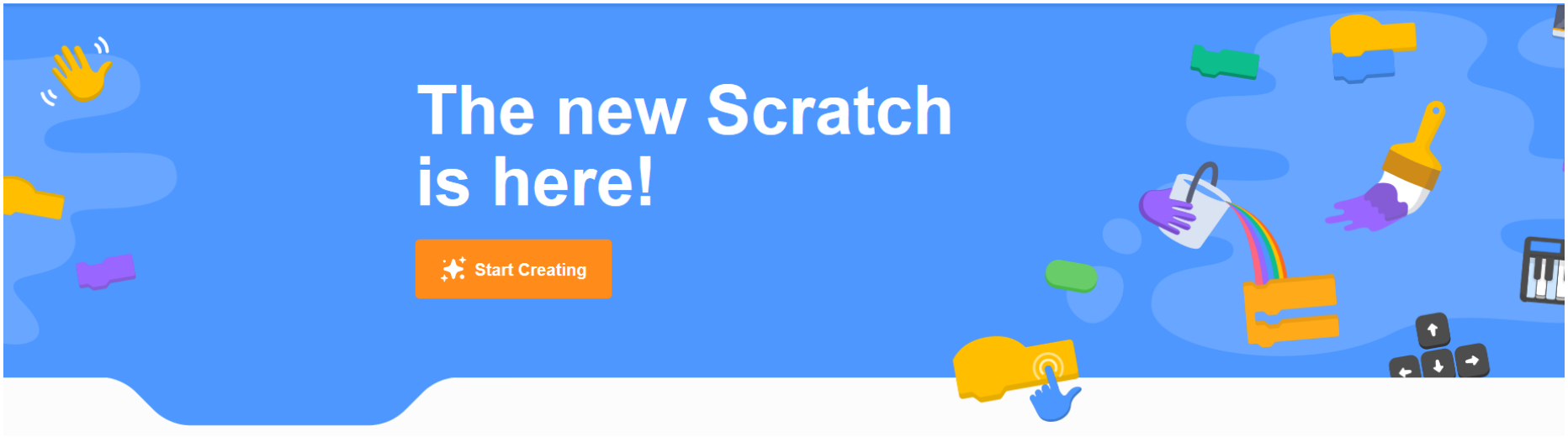
If you are new:

✓ 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

Wifi: coderdojowireless



scratch.mit.edu/download

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

/

+

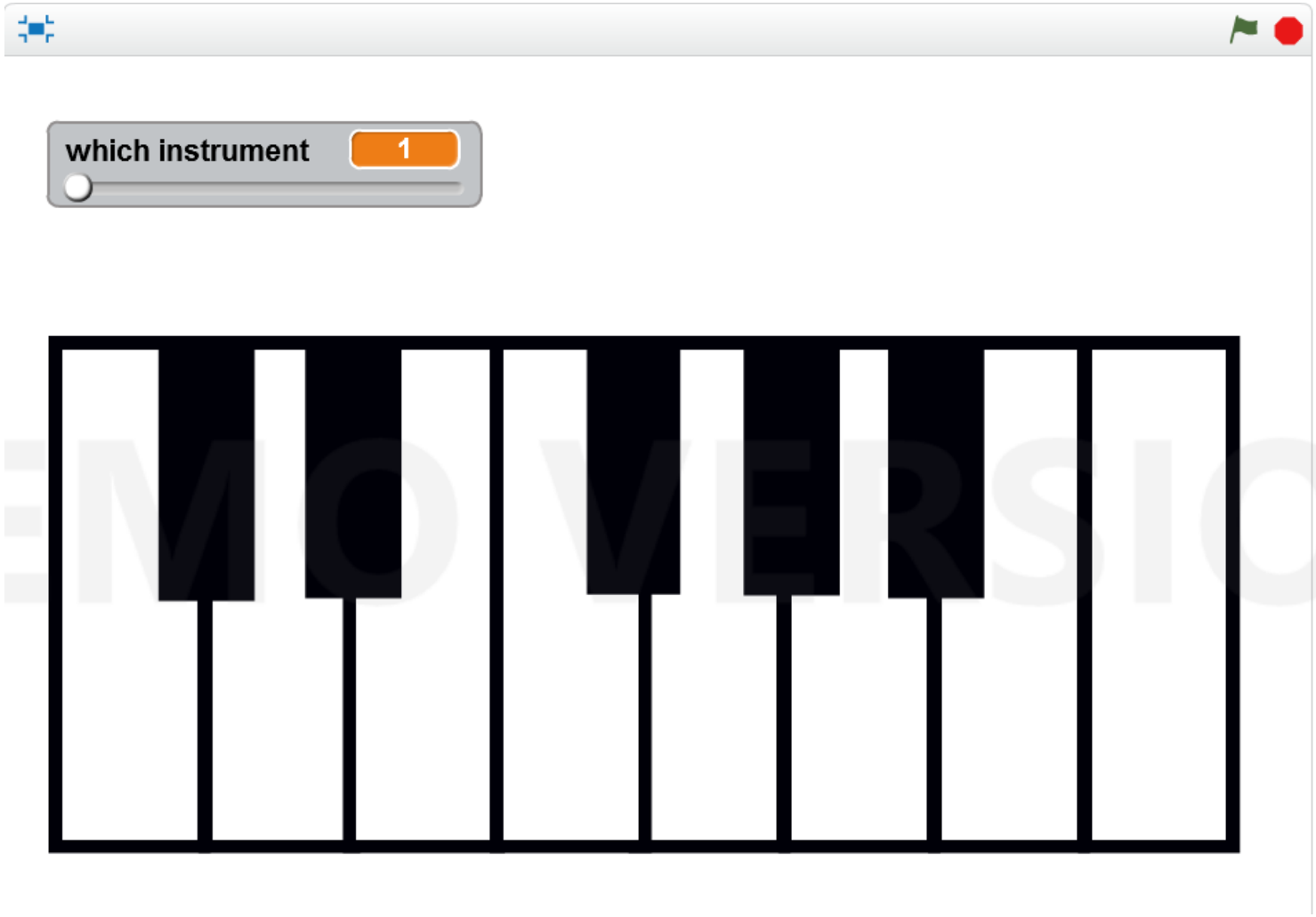
Help us cut down on Single Use Cups

Bring your own cup (must have lid)

€1.50

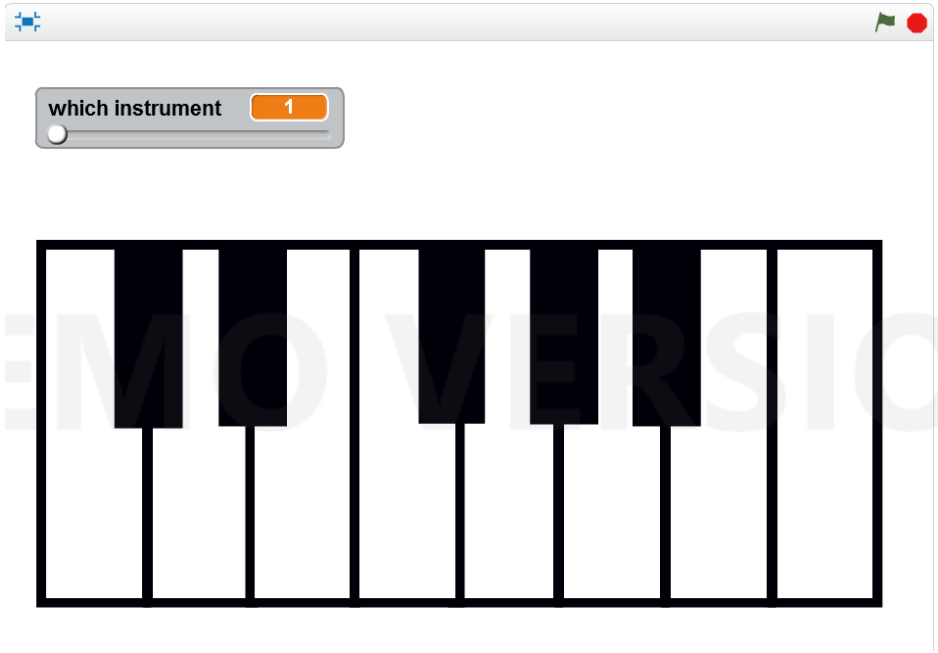
+

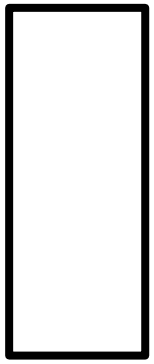
Todays Challenge:
Making a Piano



Lets get started

Draw each key as a *Sprite*





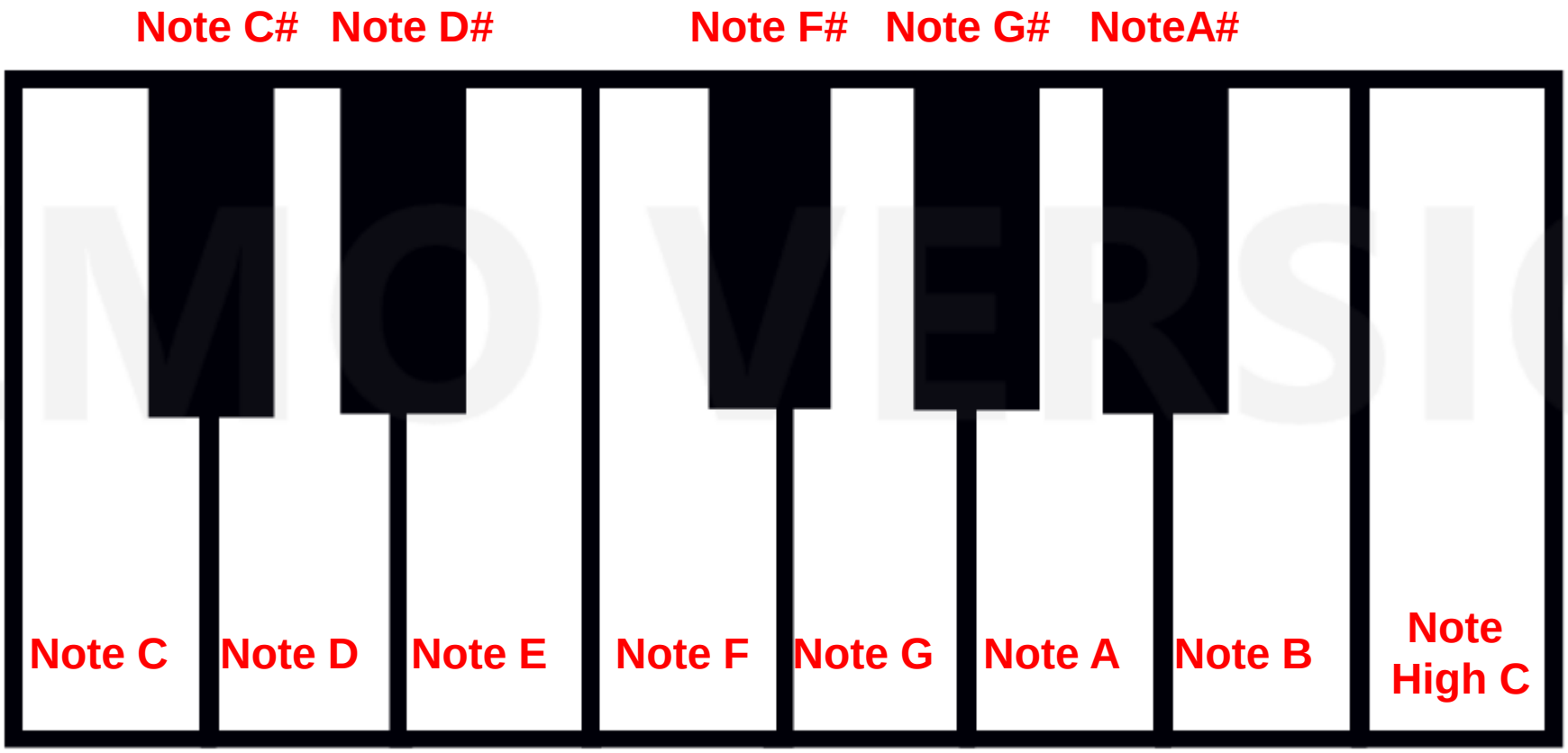
Note C

Note C#

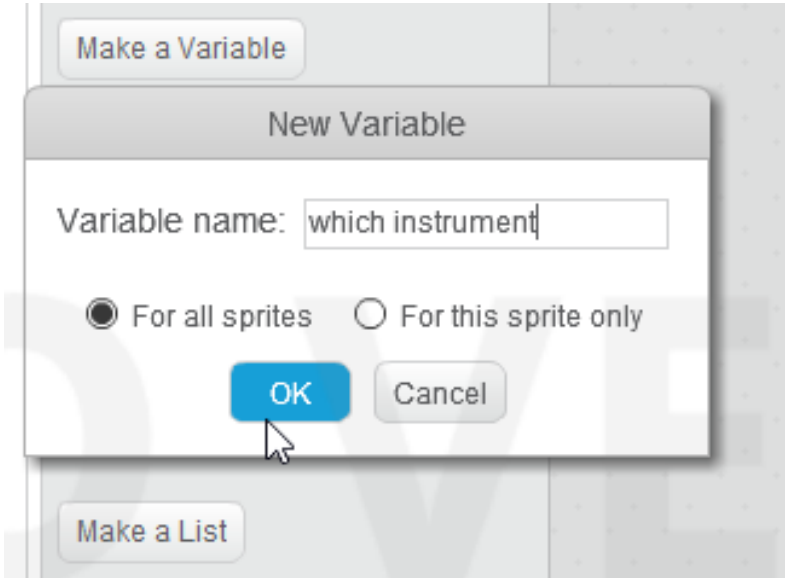
Create a second costume for each one

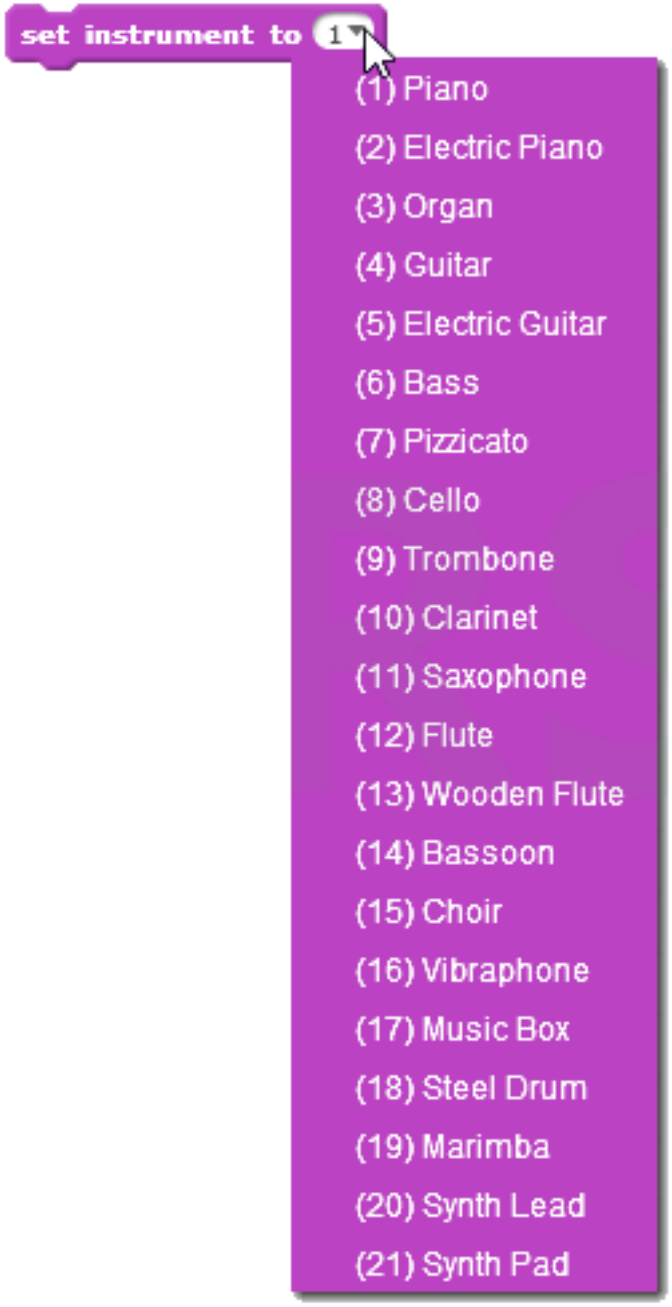
Lets get started

Draw each key as a *Sprite*



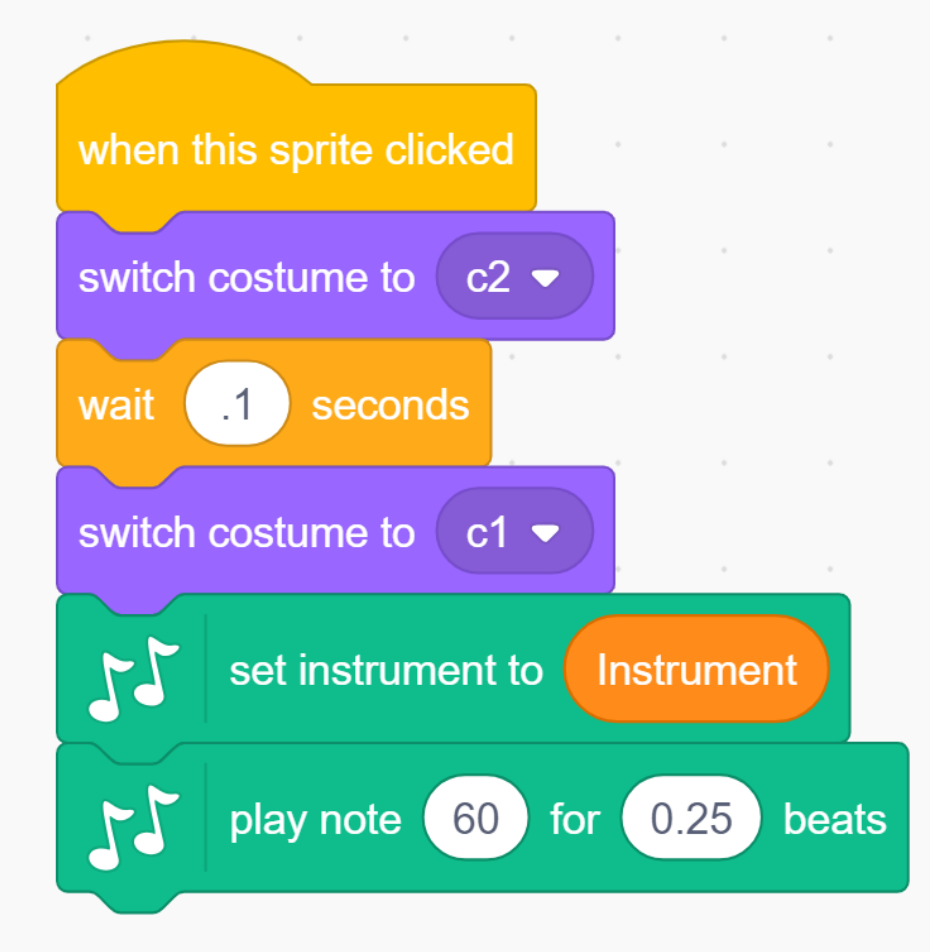
We need to create a variable called *Which Instrument*



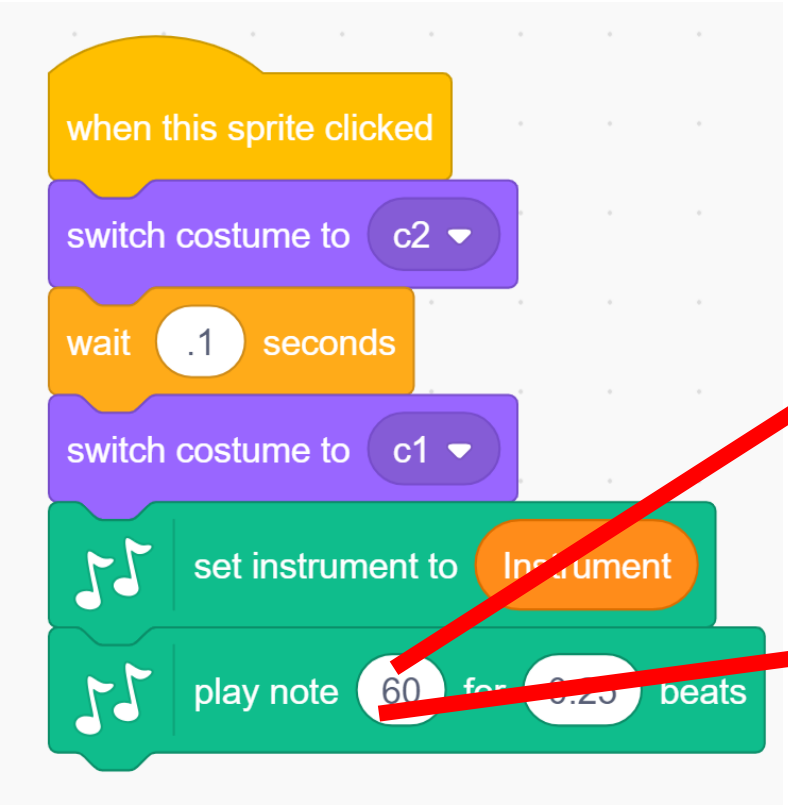


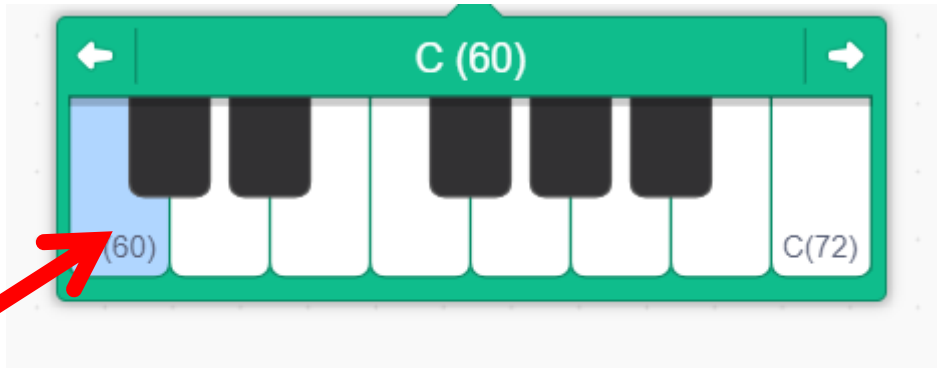
Each number corresponds to a different *Instrument*

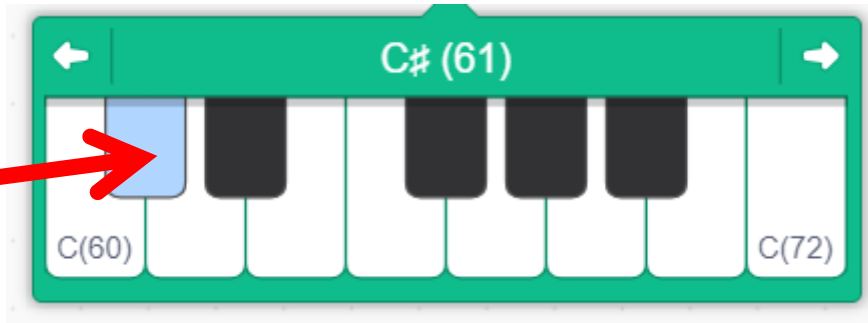
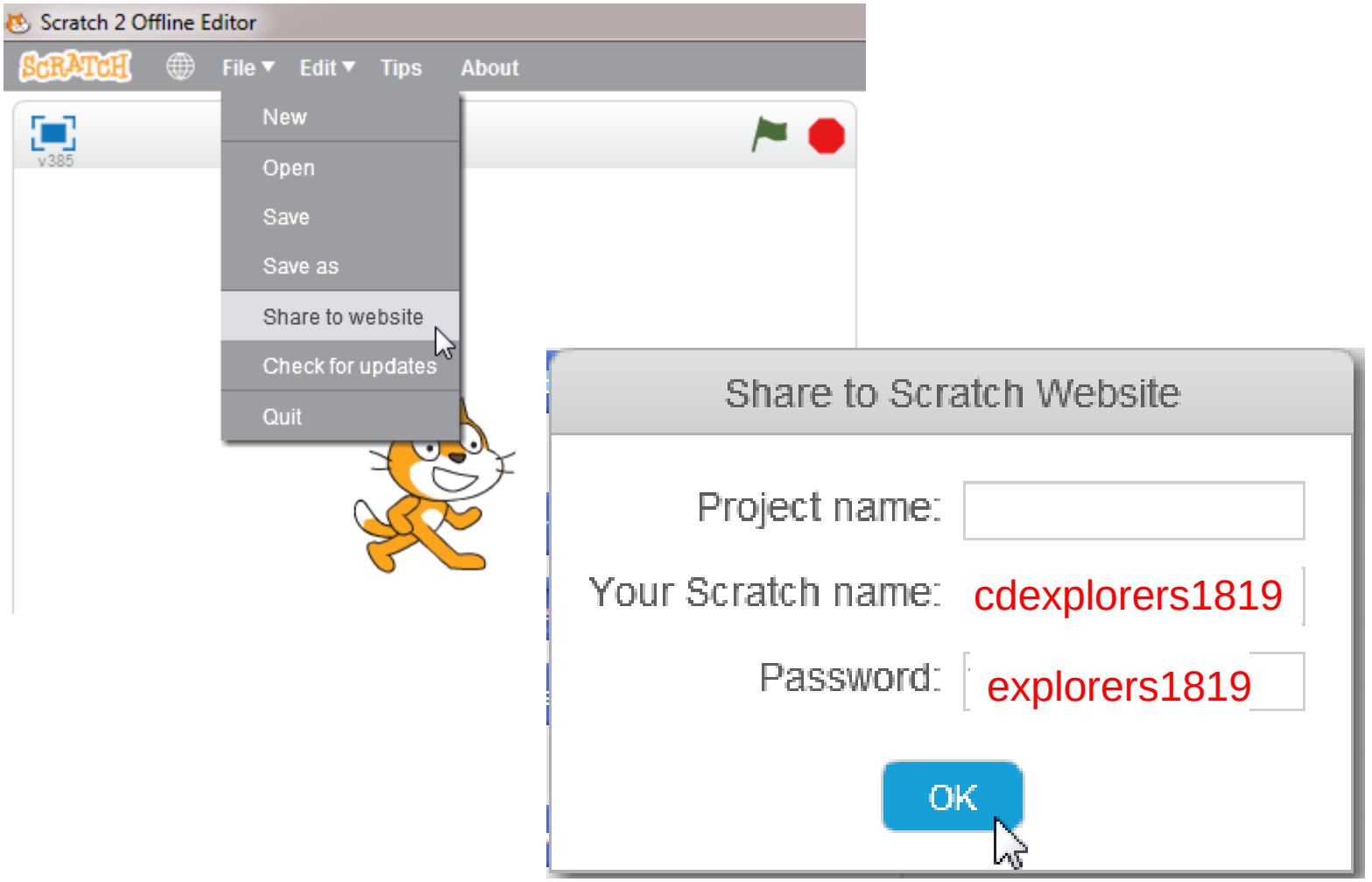
Now for the Code



Only one difference for each Note







Uploading to Scratch Website