CoderDojo Athenry

EXPLORERS

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

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**

THINK SAFETY FIRST!

- **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

Coffee / **Tea** +

Help us cut down on Single Use Cups

Bring your own cup (must have lid)

€1.50

+

Today's Challenge: Truchet Tiles
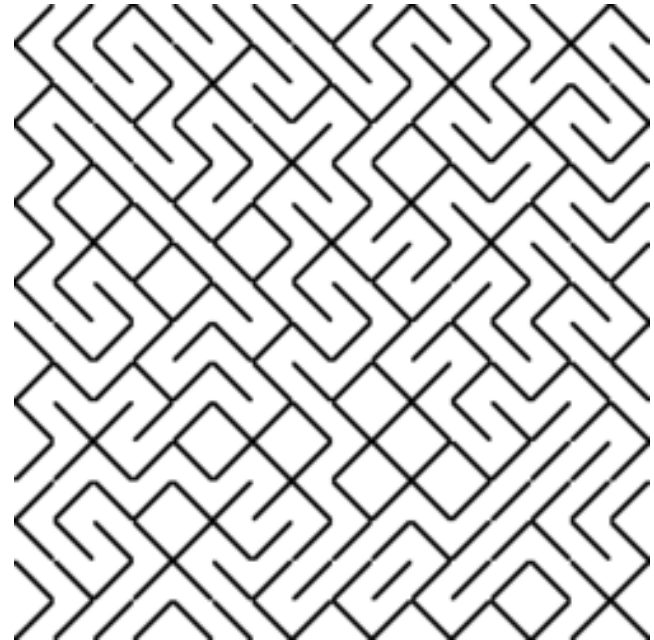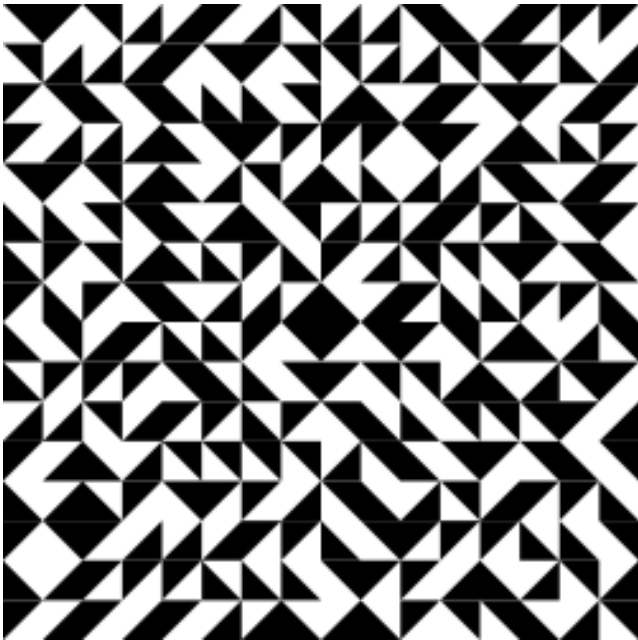
What are Truchet Tiles?

Truchet tiles are square tiles decorated with patterns that are *not rotationally symmetric*

Truchet

Sébastain Truchet was a French Dominican priest born in Lyon, He was active in areas such as mathematics, hydraulics, graphics, and for many inventions.
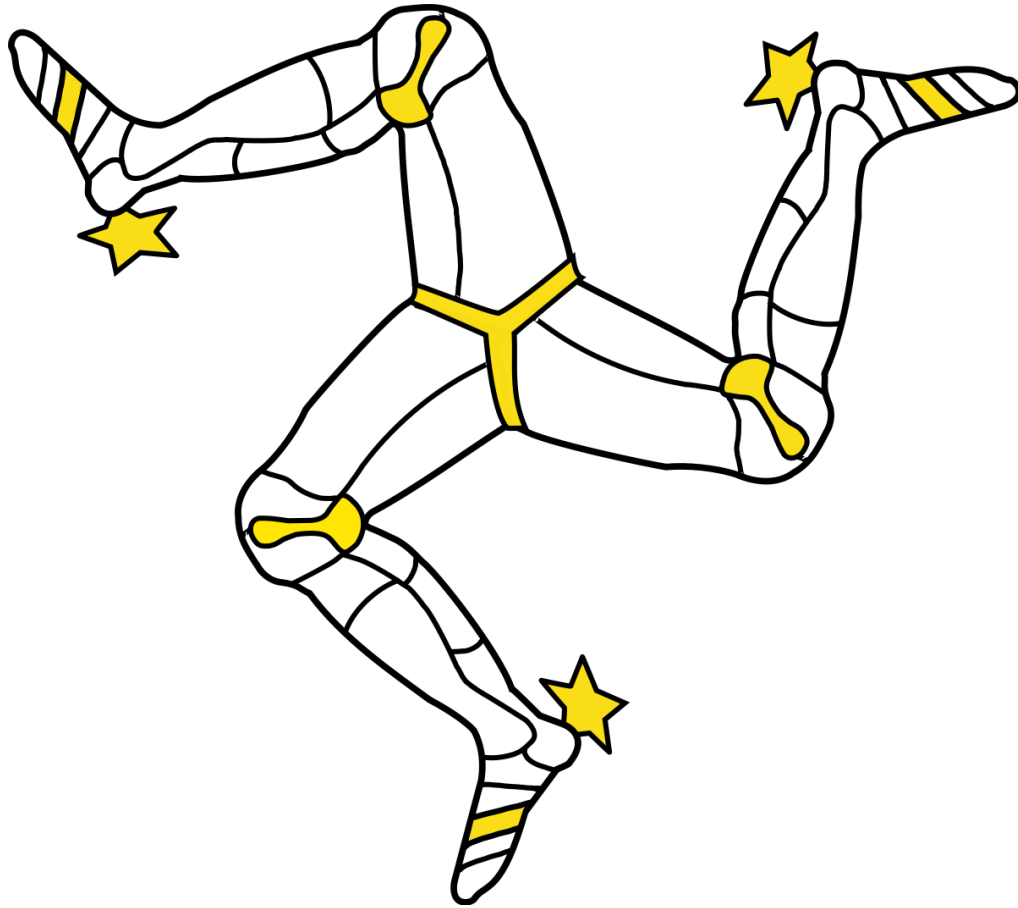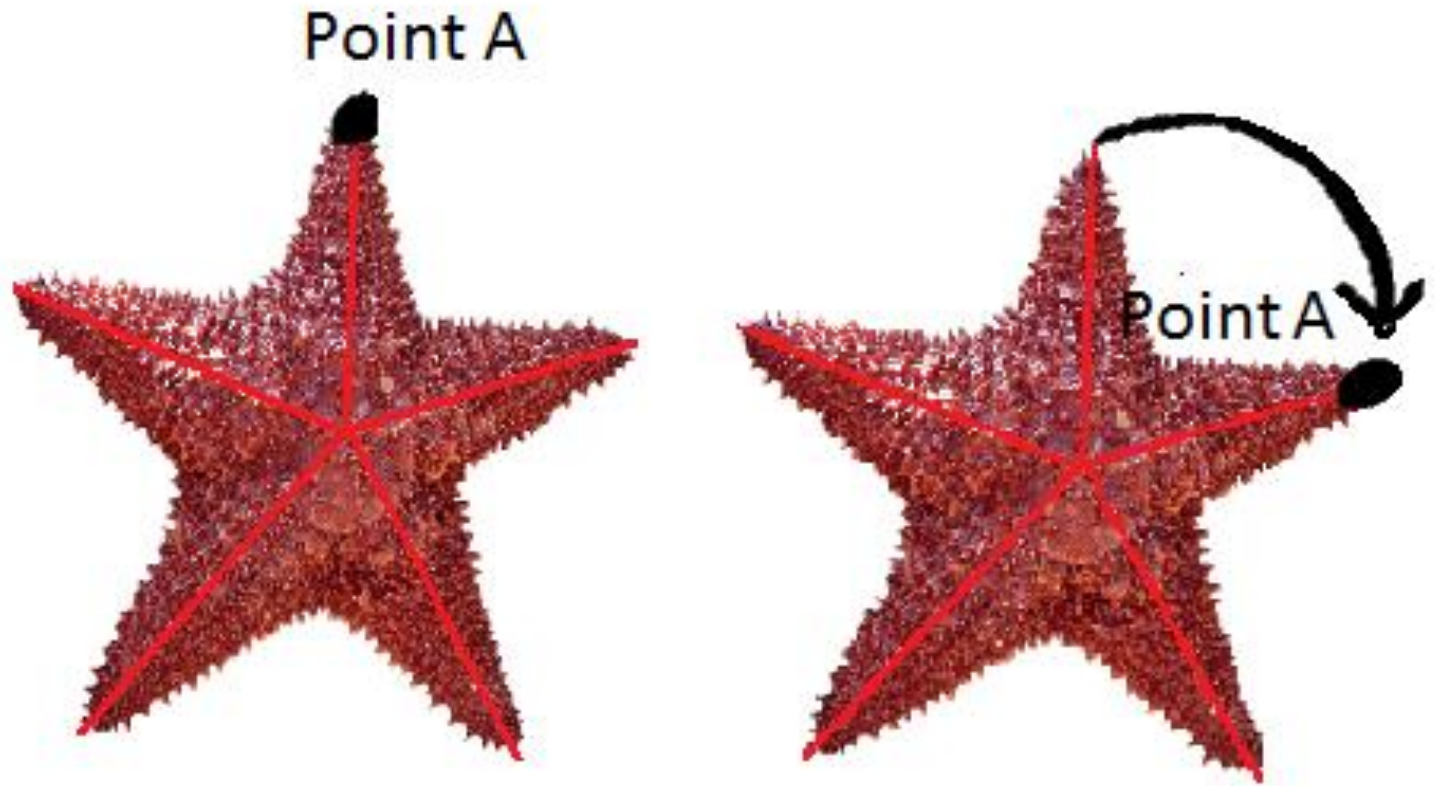
Tiles

NOT Rotationally Symmetric

Rotationally Symmetric

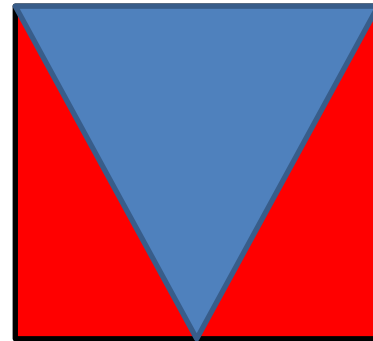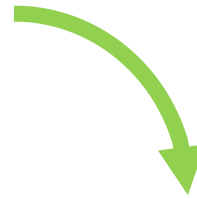This is when something looks the same after some rotation by a partial turn.
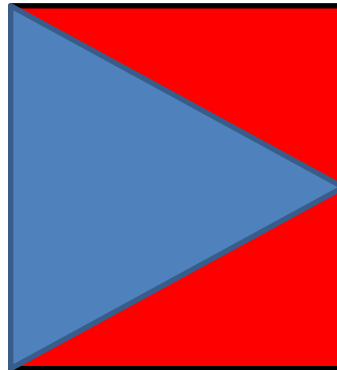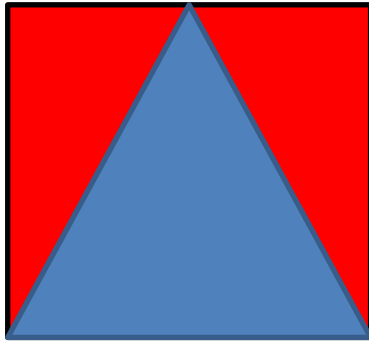
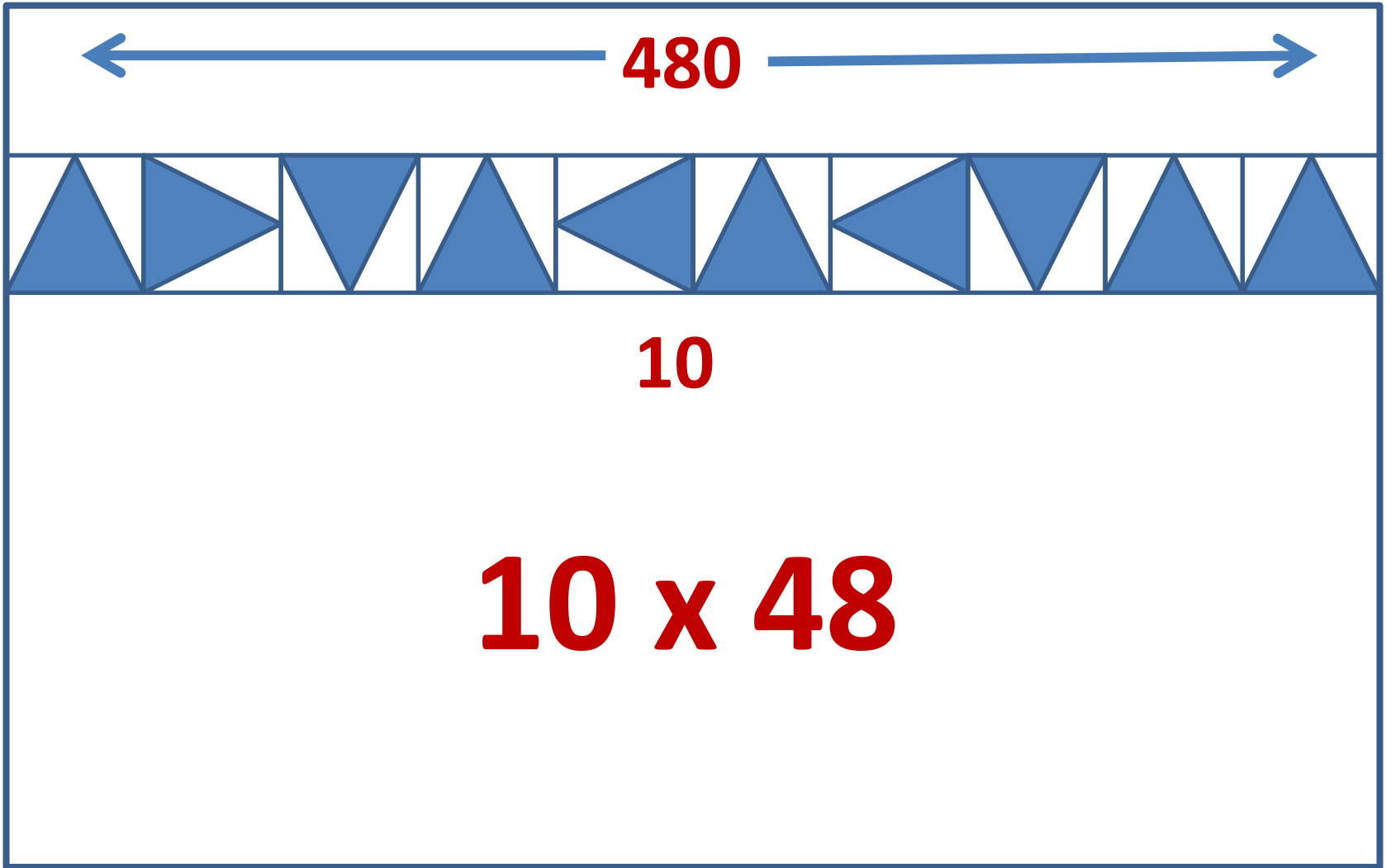# Rotationally Symmetric

Rotationally Symmetric

Rotationally
Symmetric

Making our Truchet Tile
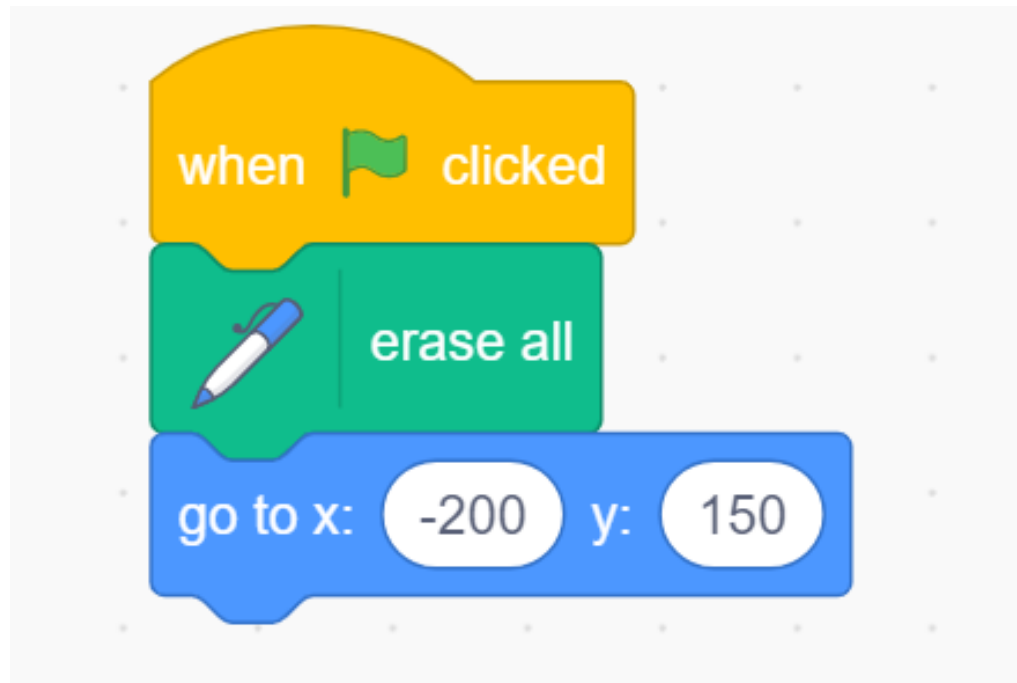
Must be accurate in our sizes
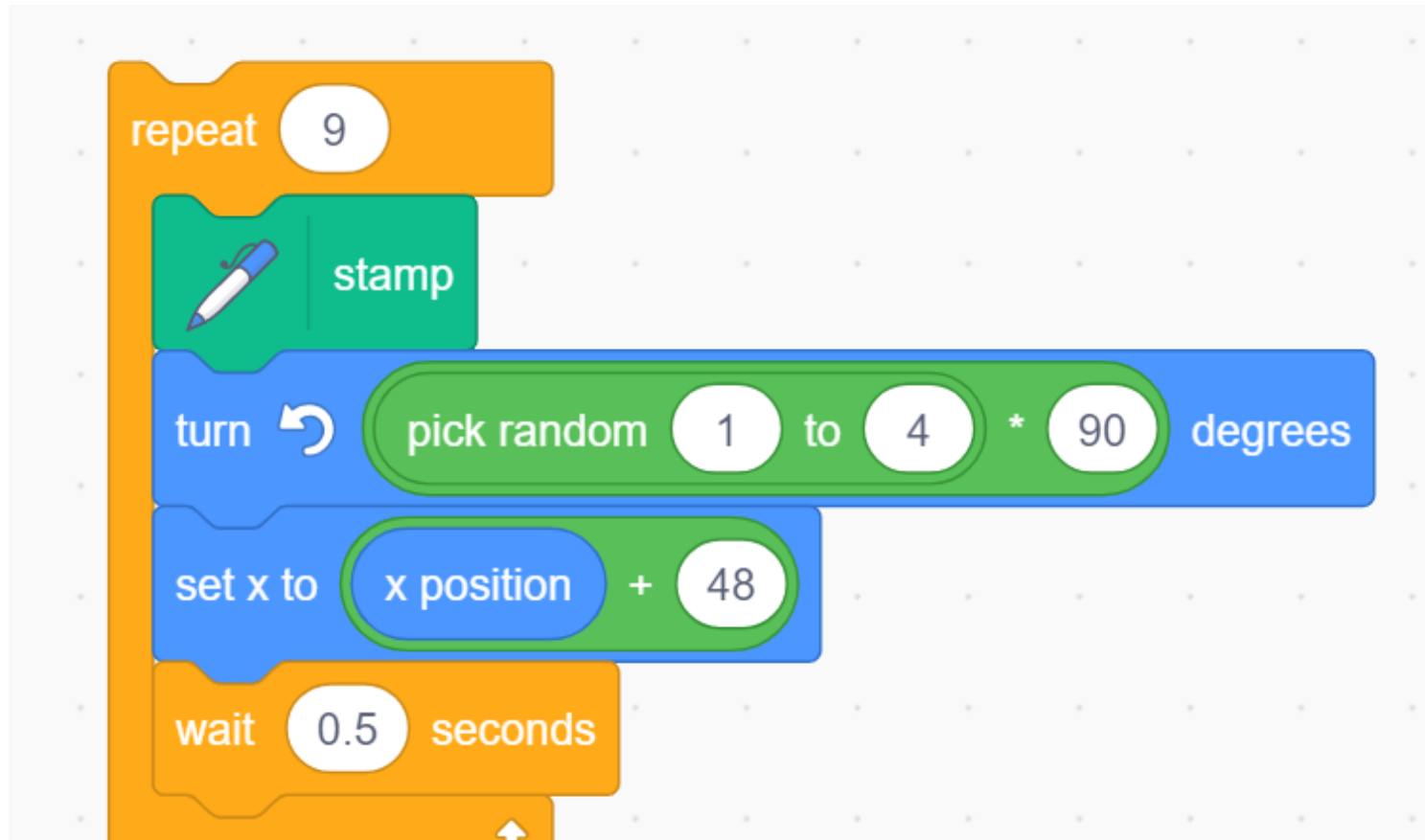
Our Stage

480

Our Sprite (Truchet Tile)

480

10

10 x 48

Lets Start Coding

Lets Start Coding

turn ↺ (pick random (1) to (4) * (90) degrees

1 x 90 = 90

3 x 90 = 270

2 x 90 = 180

4 x 90 = 360
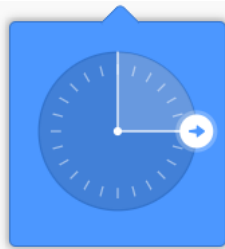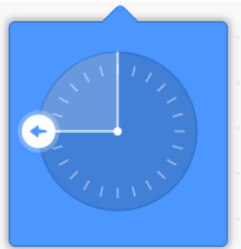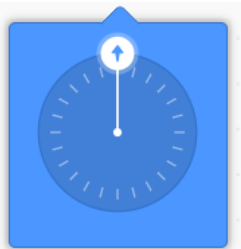
```
when [flag] clicked
erase all
go to x: -220 y: 150
repeat 8
    repeat 10
        stamp
        turn [counterclockwise] (pick random (1) to (4) * (90)) degrees
        set x to ((x position) + (48))
        wait (0.5) seconds
    set y to ((y position) - (48))
    set x to (-220)
```

Next Week...you need!

Phone/Tablet/Camera (to take pictures)

USB Lead to connect the above to your laptop

Empty Cereal Box

If you want...
Lego Characters, Doll, Superhero........