

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



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: Write Your **First** Computer Game!



How to Get Started

Make a plan



Start Simple..then add to it

Create your *First Sprite*

What will it look like,
..how will it behave



Write Code (instructions) to
control it



Test it

Any bugs (mistakes/errors)

Fix them

And test again!



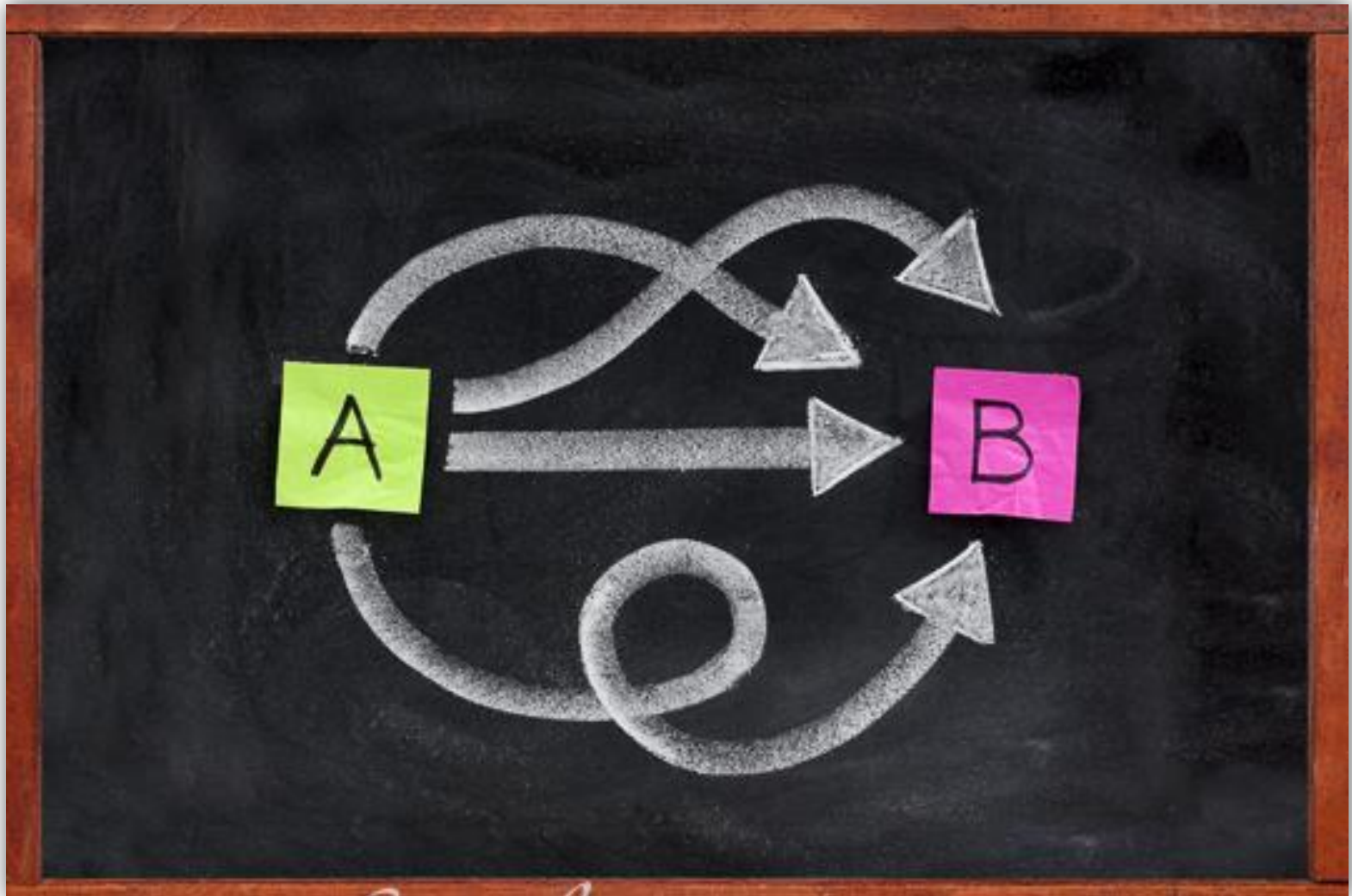
Add to it

More sprites

More behaviours

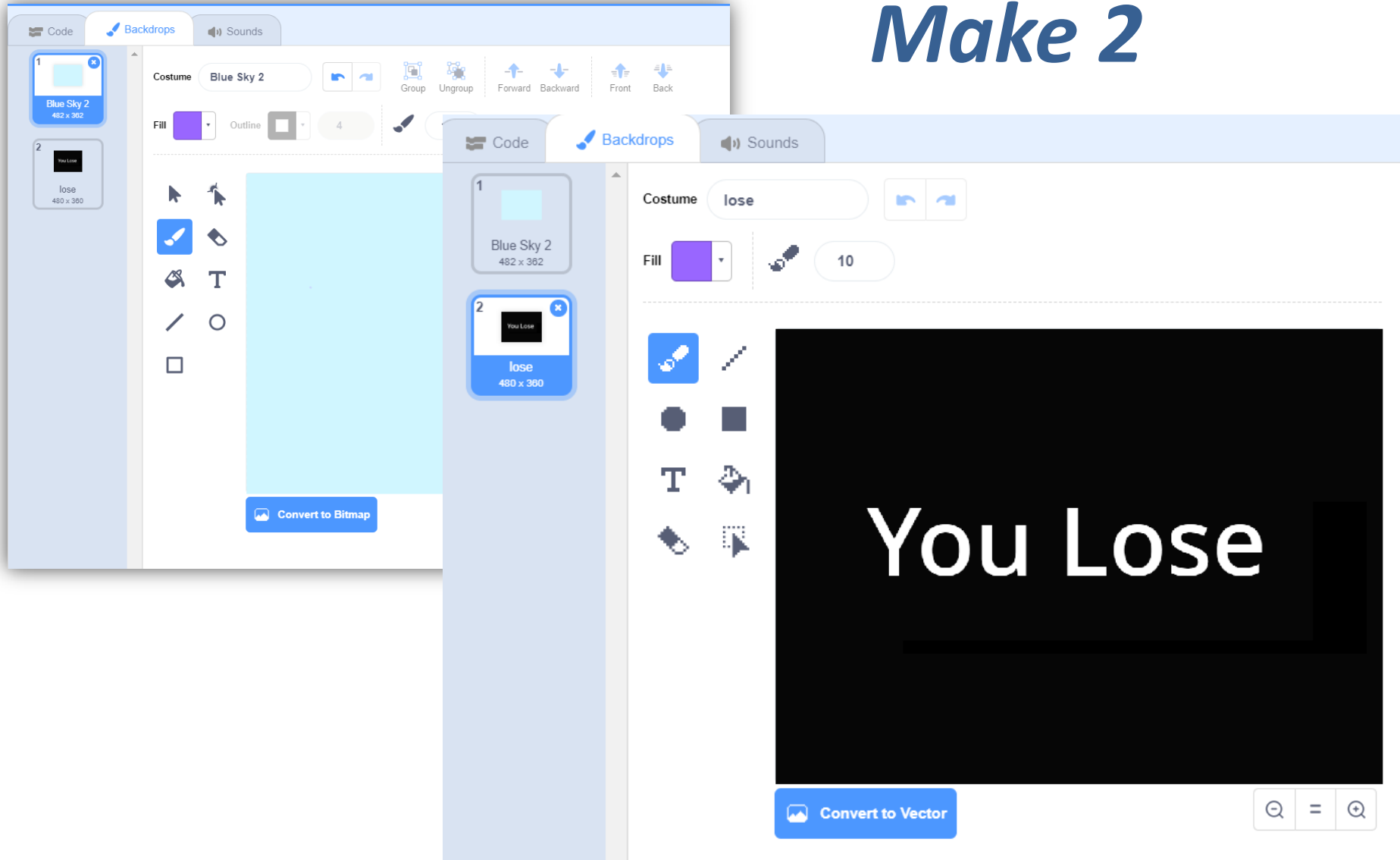
And test again!

There's More than One Way to Do it

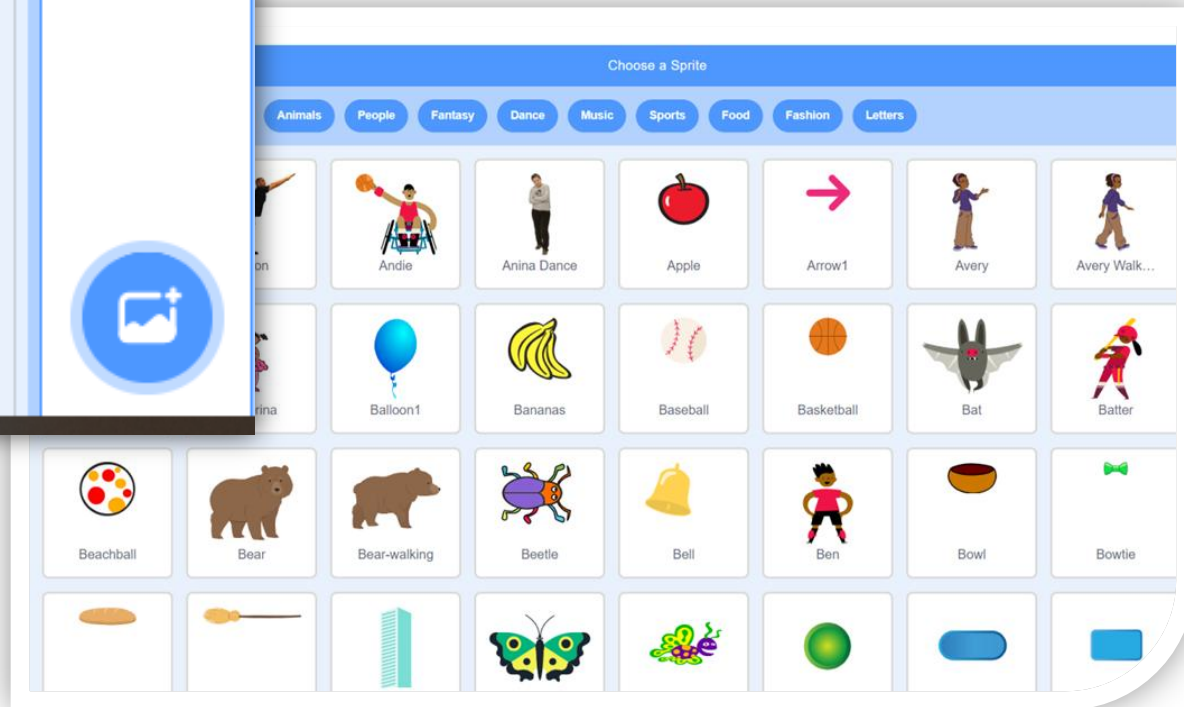
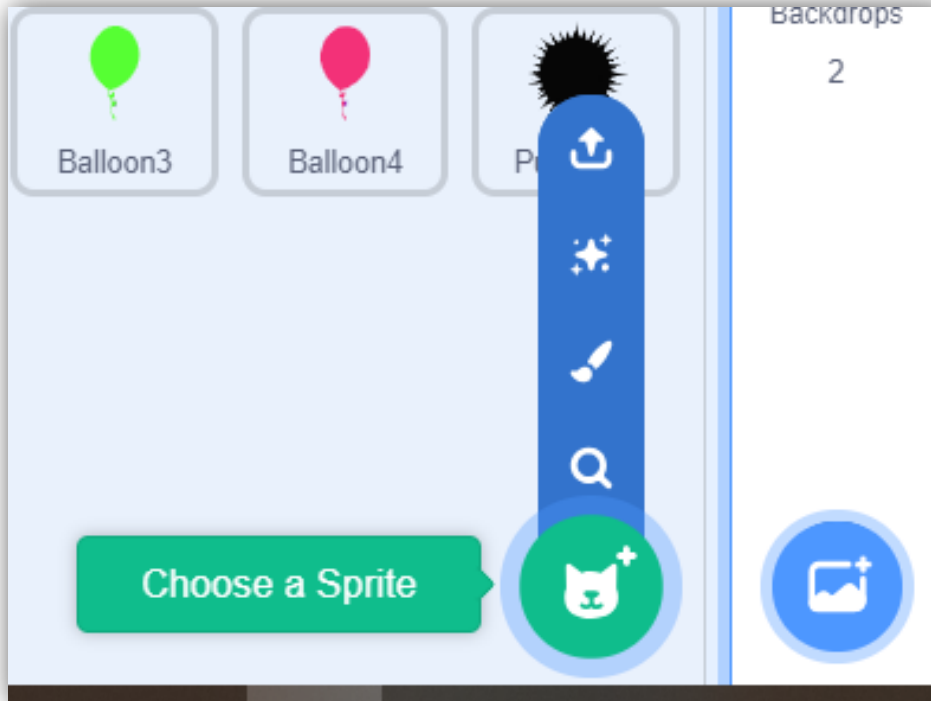


Change the Background

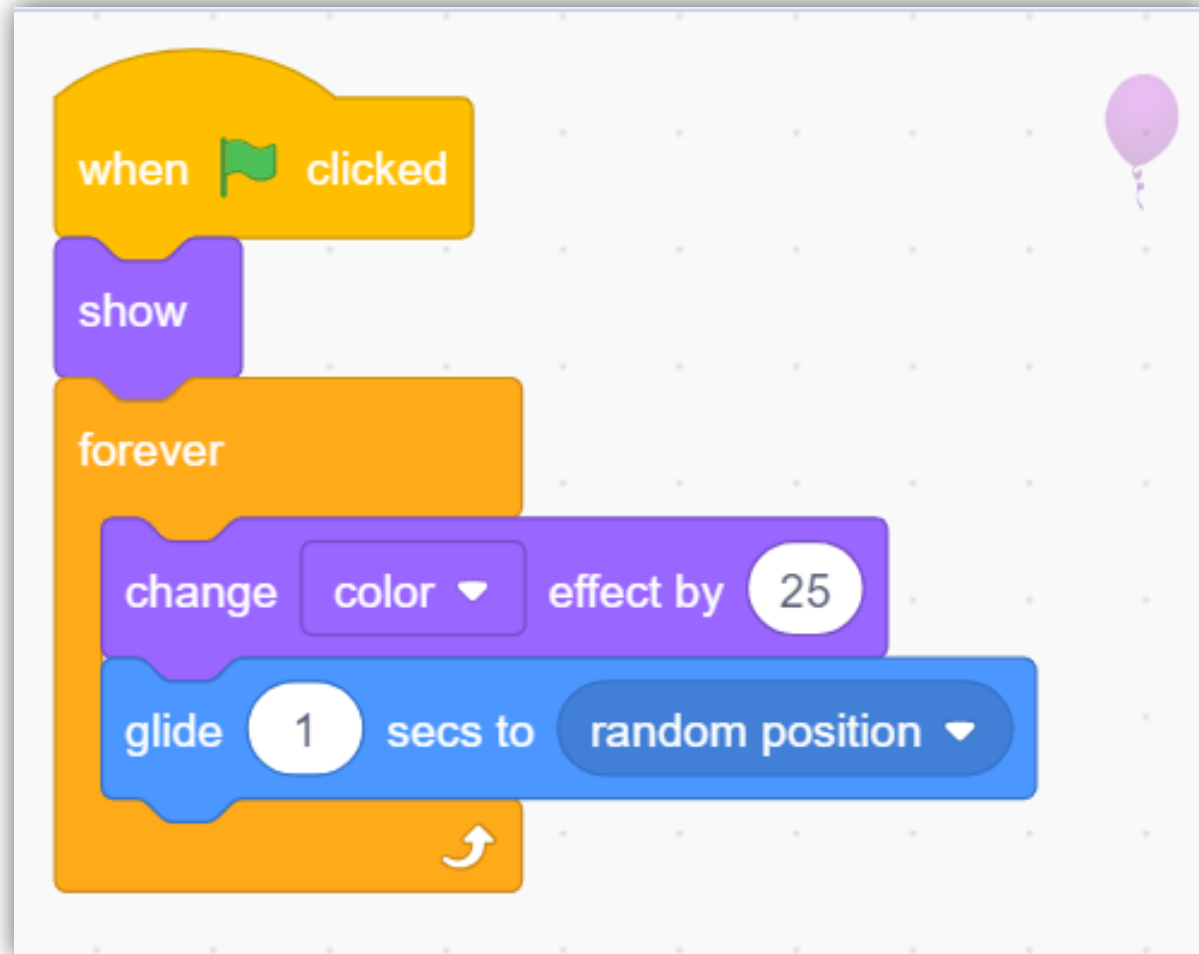
Make 2



Create a Sprite



Make it Move Under its own Control



What happens
when you *POP*
it



Keep Track of Score/Lives

Need to make a variable

$$1 + x = 3$$



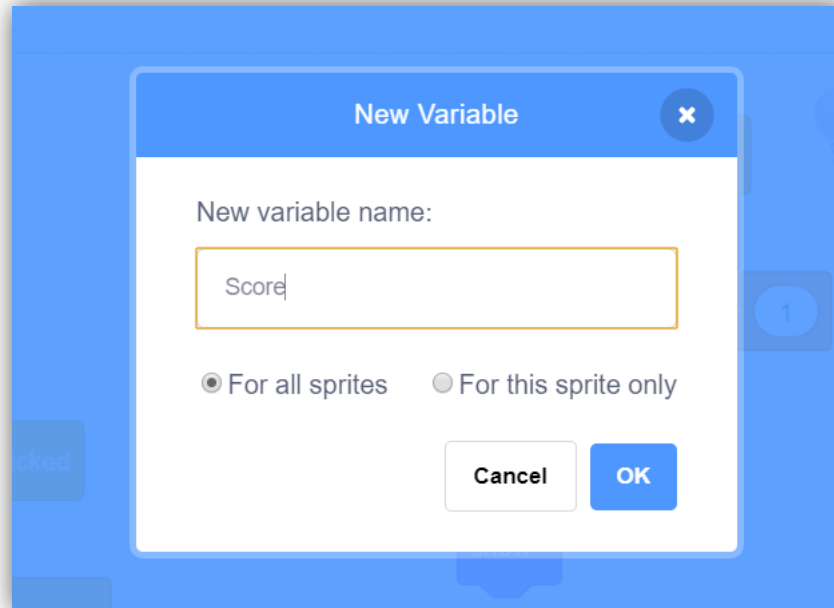
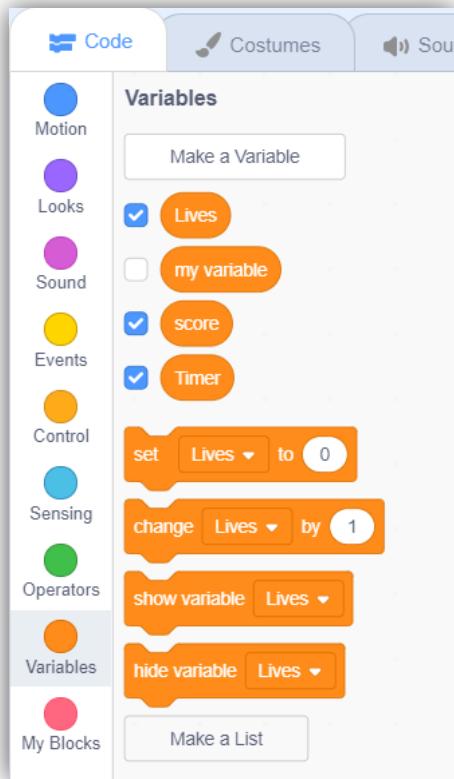
A variable is something that can be changed

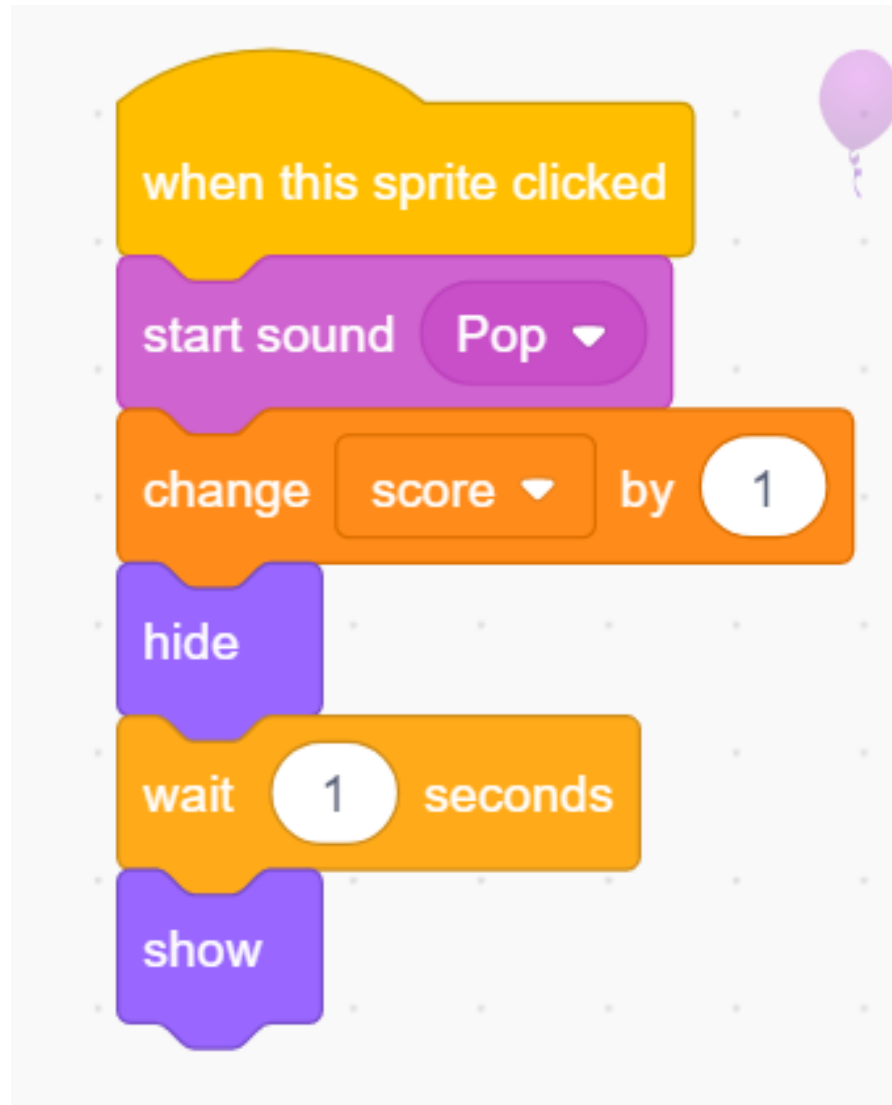


In computer programming we use variables to store information that might change and can be used later in our program.

Keep Track of Score

Need to make a variable





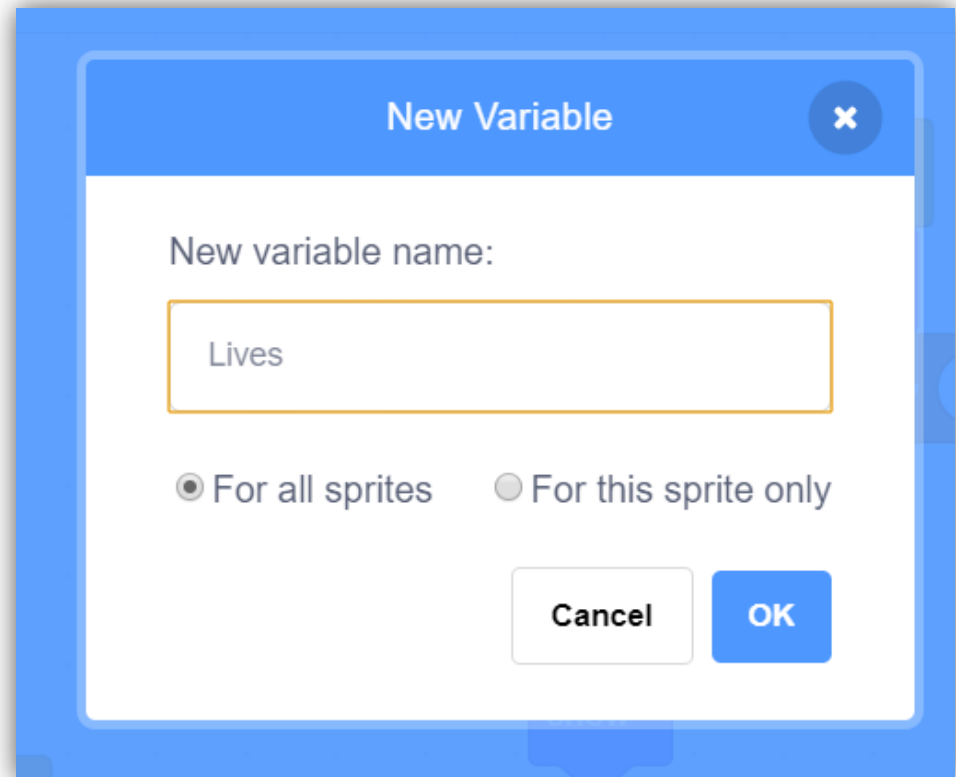
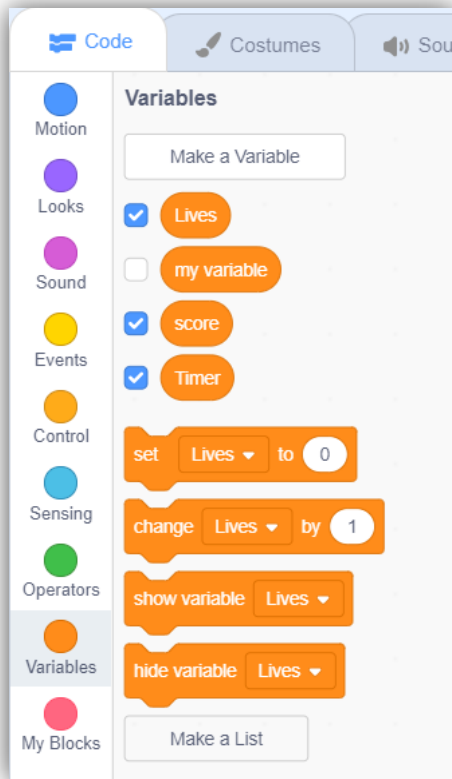
What happens
when you *POP*
it

Lets lose some Lives!!

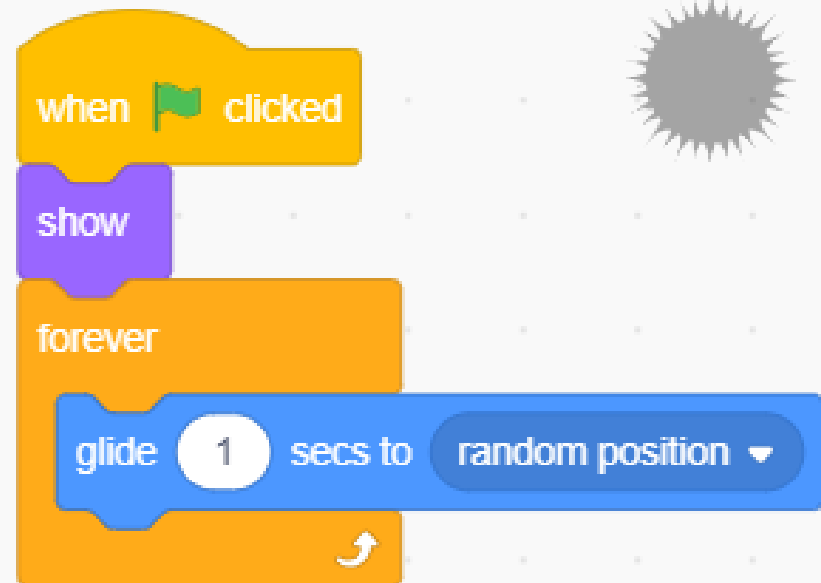
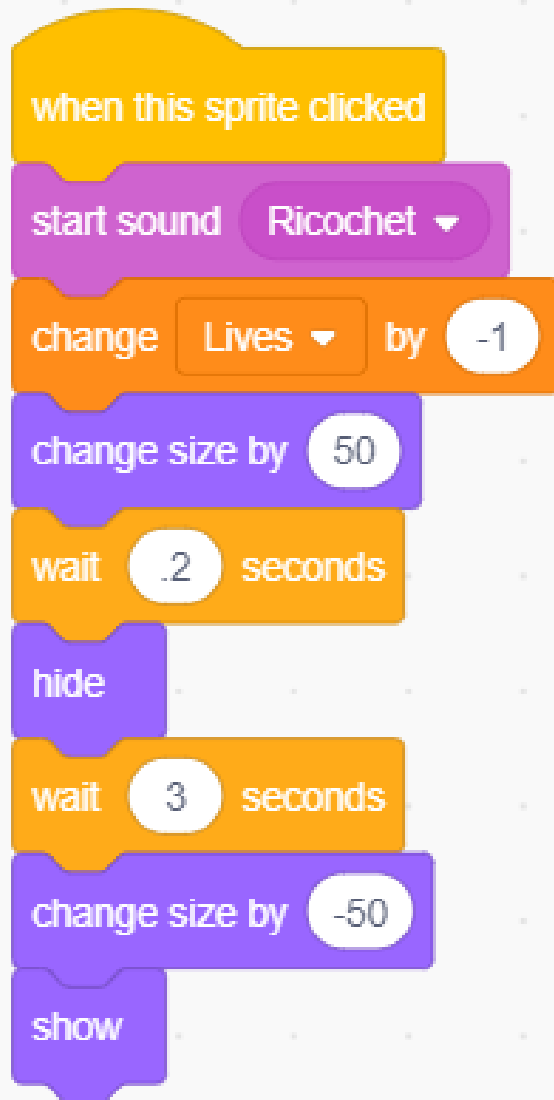


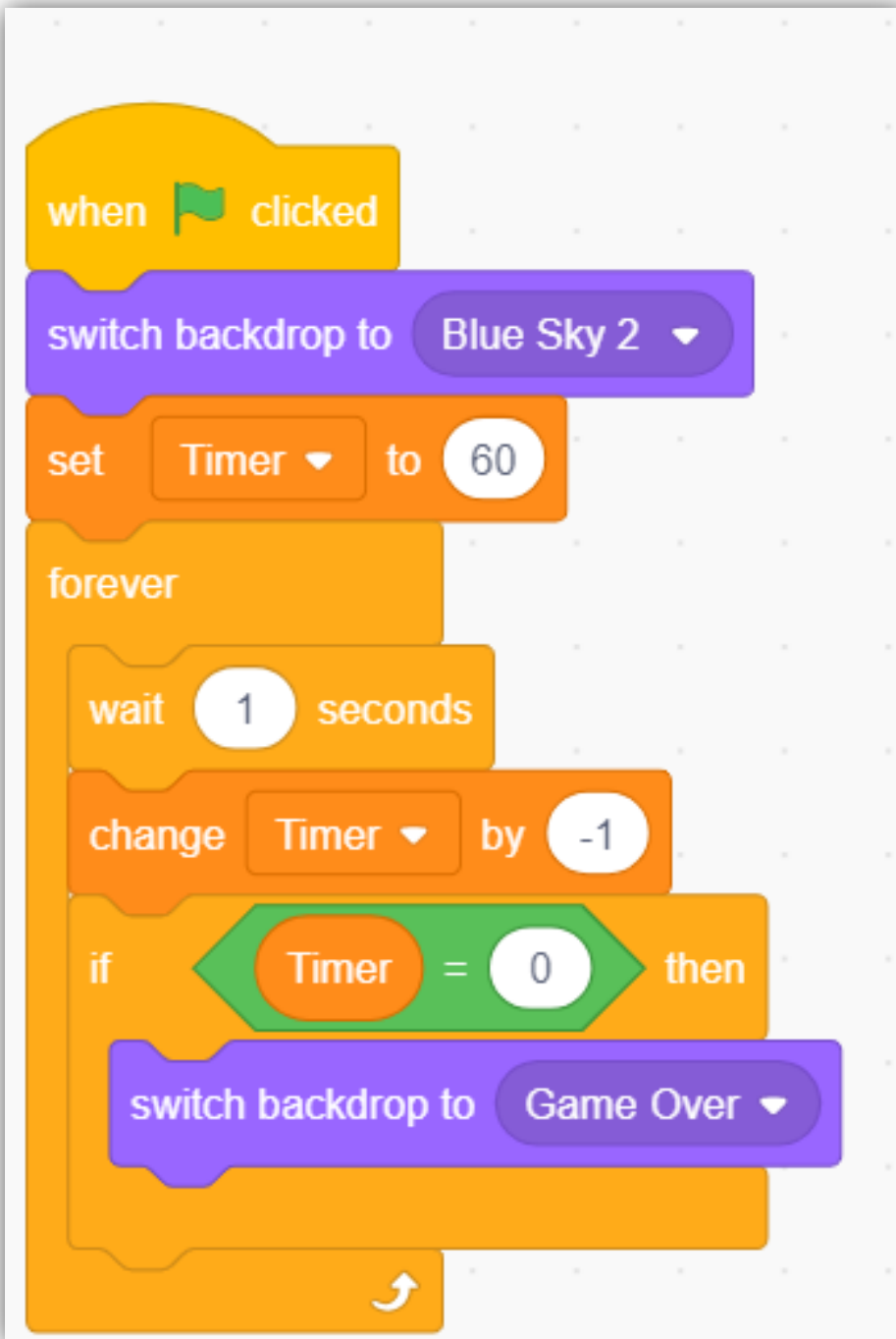
Keep Track of Lives

Need to make a variable



Now lets add the Code





Do you want to
add a **Timer**?

Keep In Touch!

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