

# 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](mailto: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)***

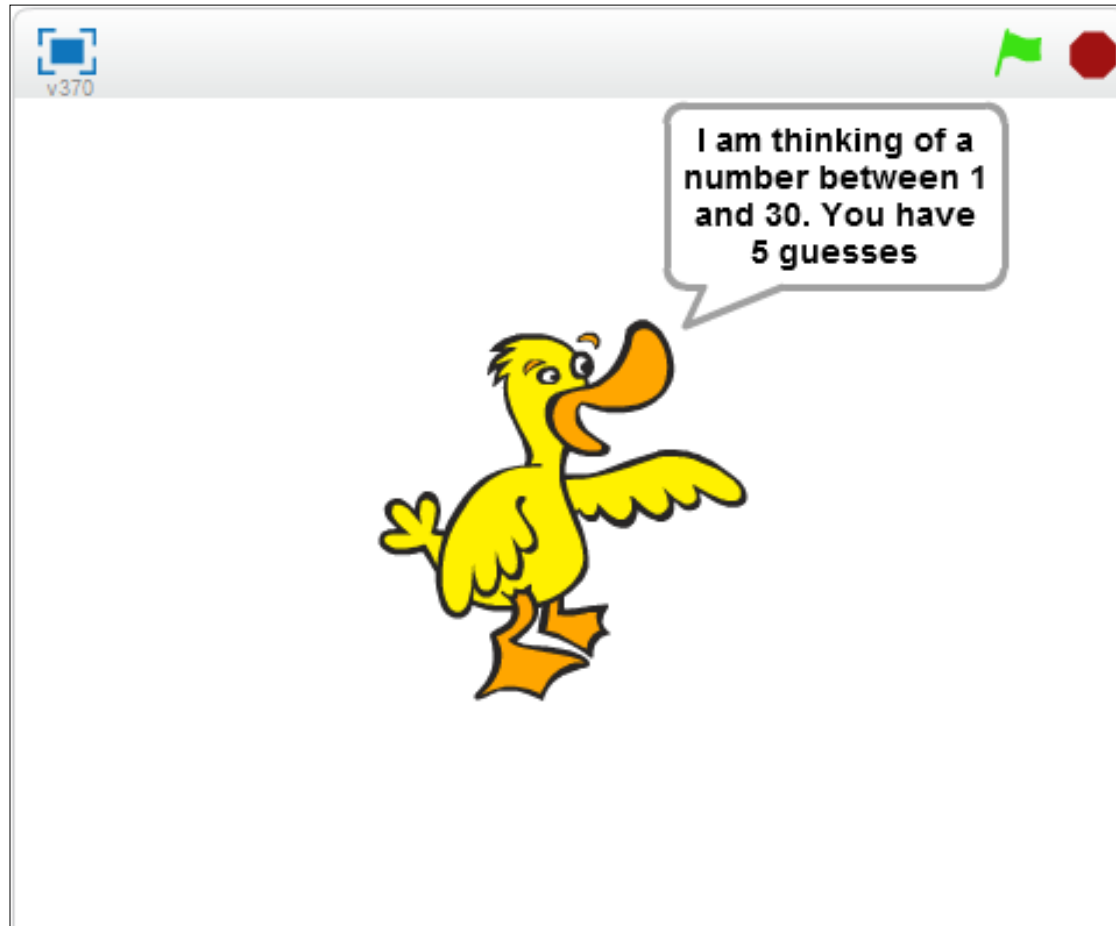
**€1.50**



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



# Today's **Big** Ideas

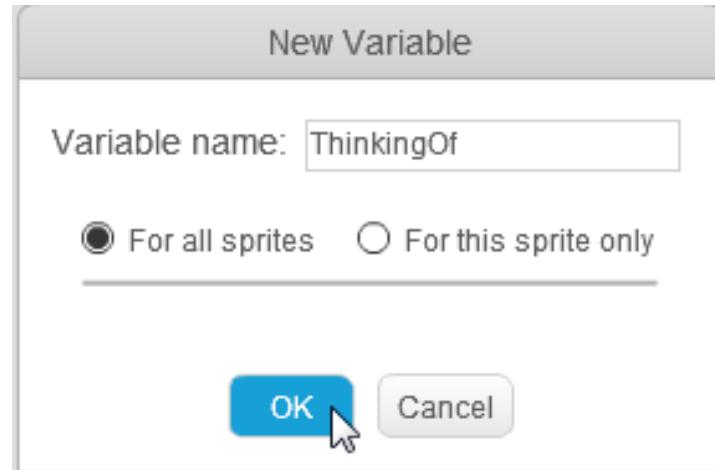
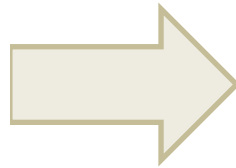
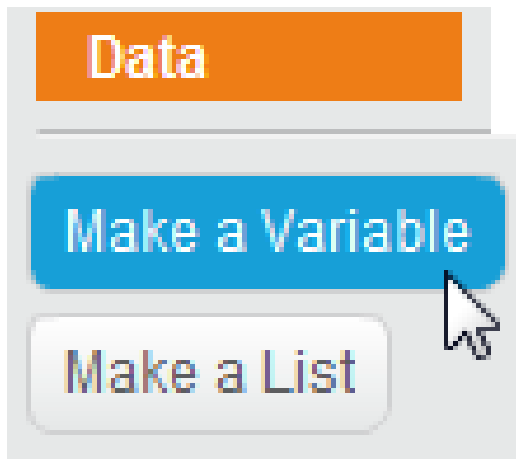
Input &  
Output

Variables

Also: loops  
& decisions

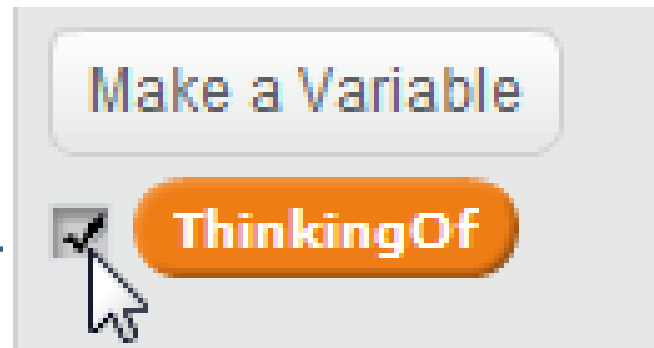


# Create a Variable to Hold a Random Number



## 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**.



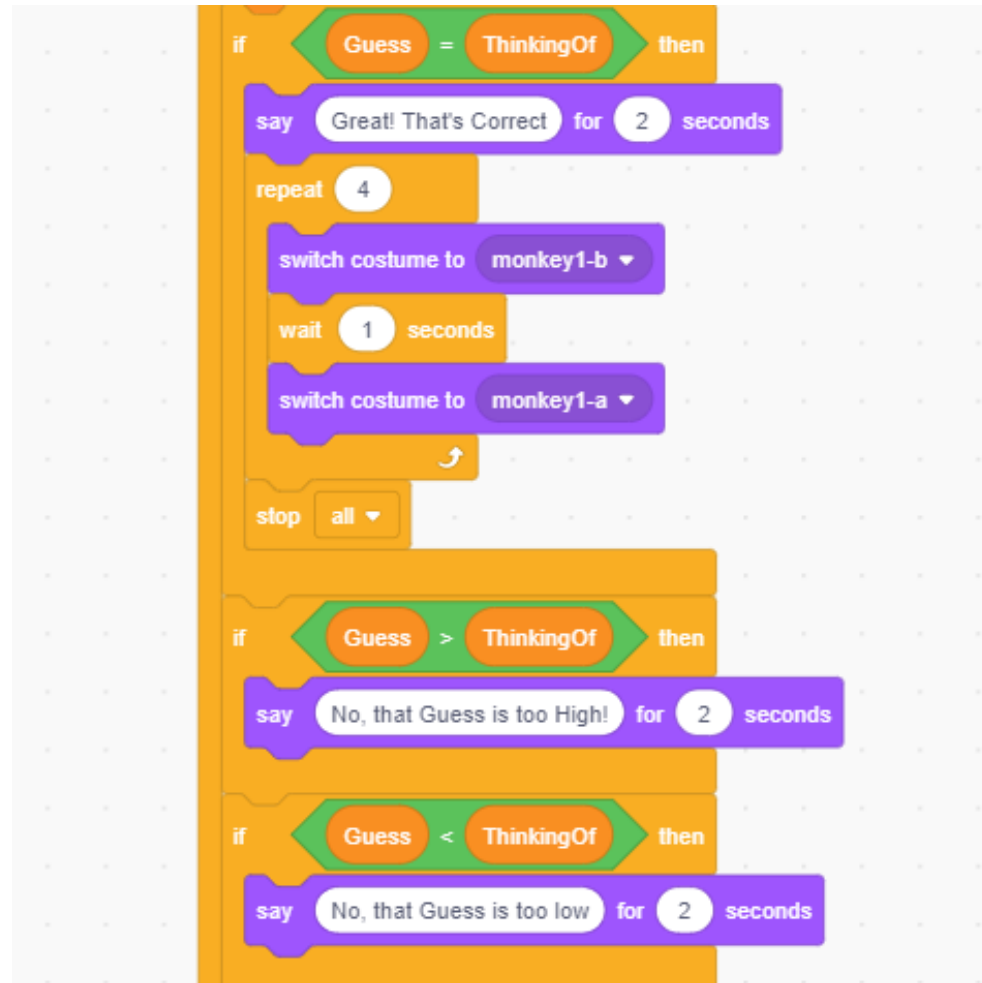
**Test whether Guess is  
Correct, Too High, Too Low**



**Greater than** 

**Less than** 

# Test Whether Guess is Correct, Too High, Too Low

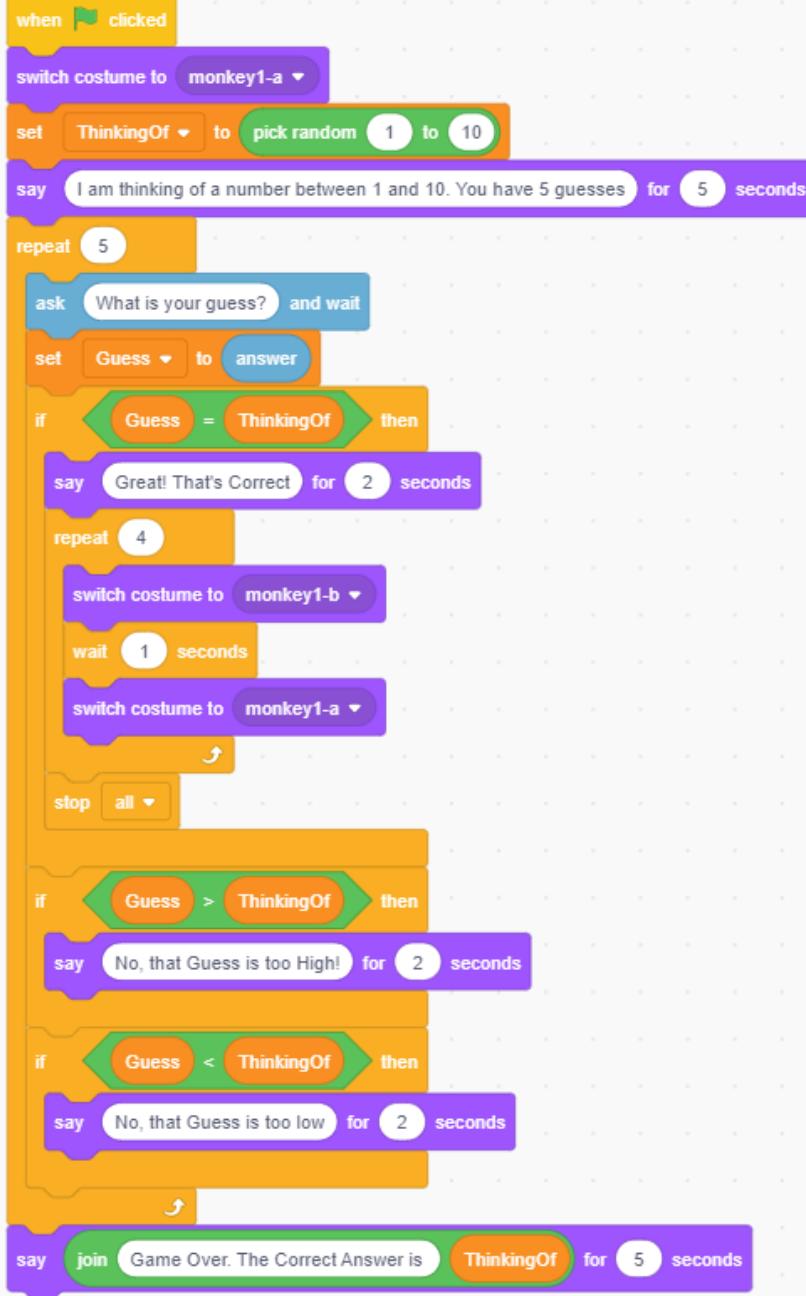


Give **Player** Five Guesses



# Give **Player** Five Guesses

Use **Join** to put a variable value in a message



# 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

