

CoderDojo Athenry



Code and Notes by Martha Fahy, 2020

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

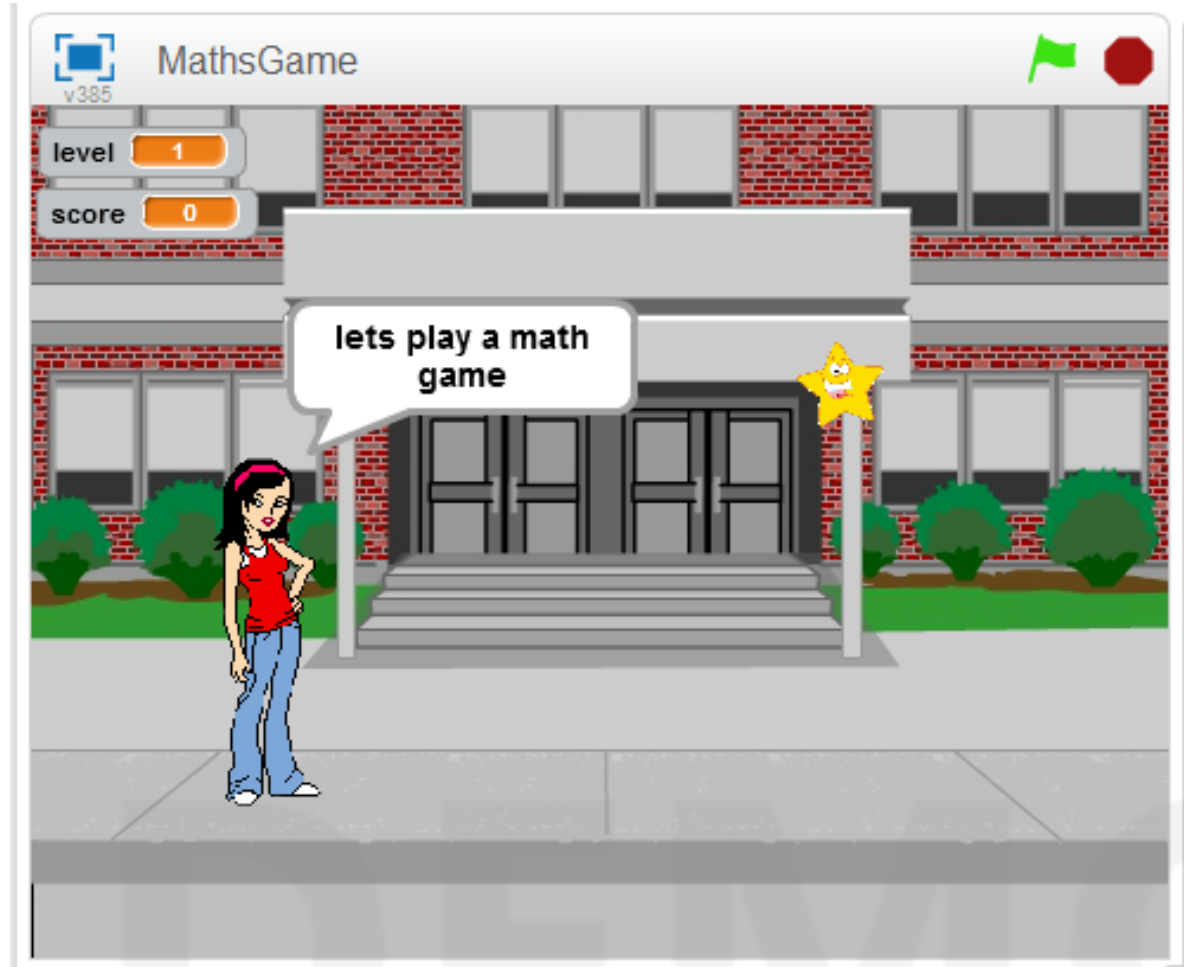


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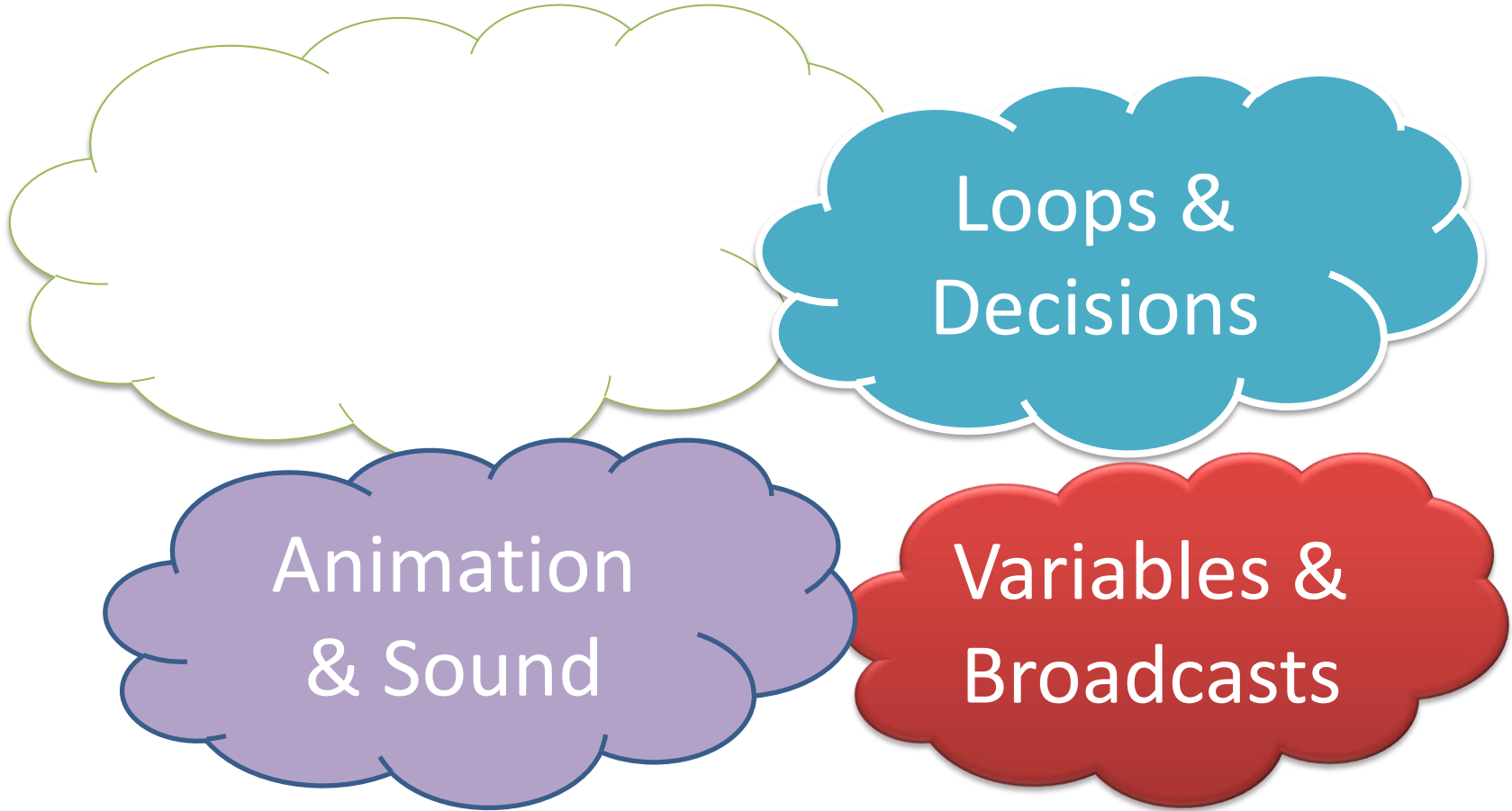


Today's Ninja Challenge:

Make a Game **Maths Game**



Our **Big Ideas** that We will use

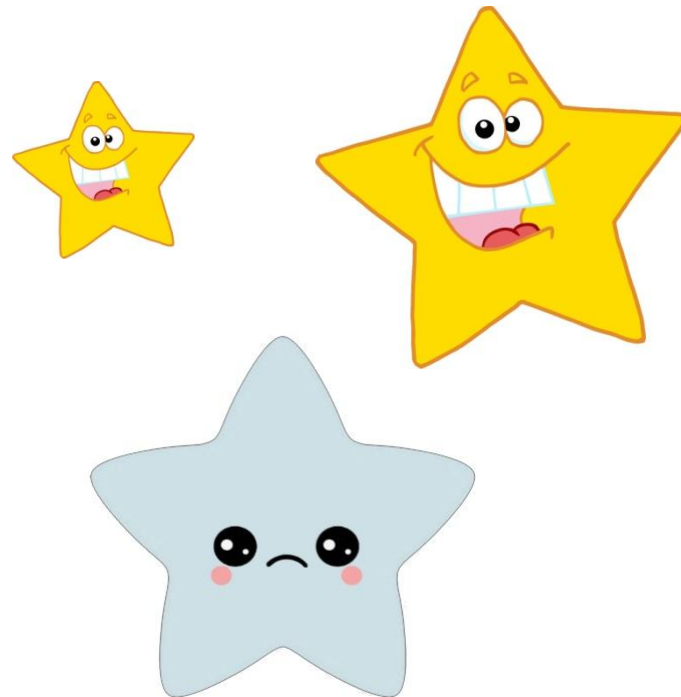


Design your Sprites

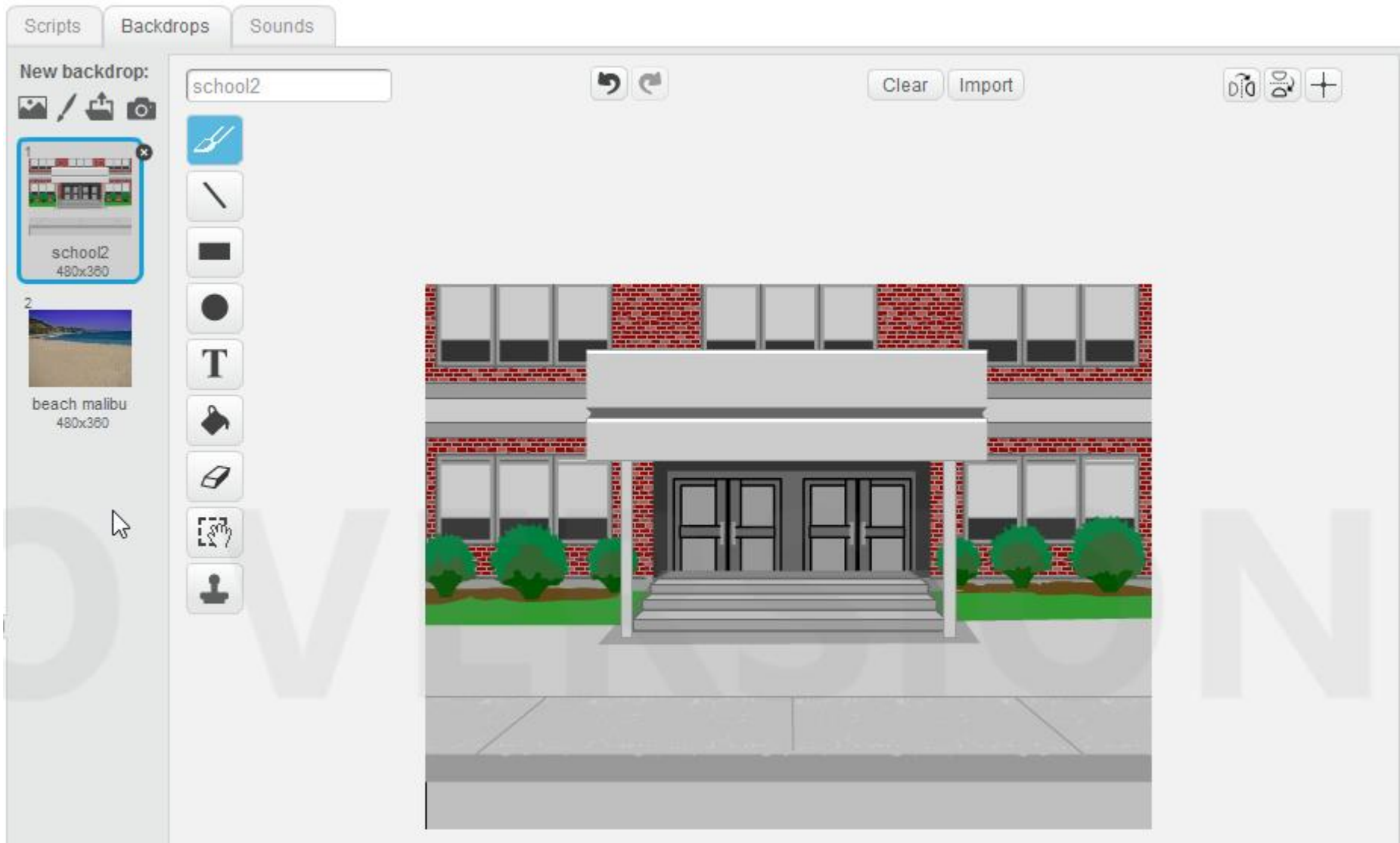
First Sprite will ask
the questions



Second Sprite will
grow/change
depending on answer



Select your Backgrounds



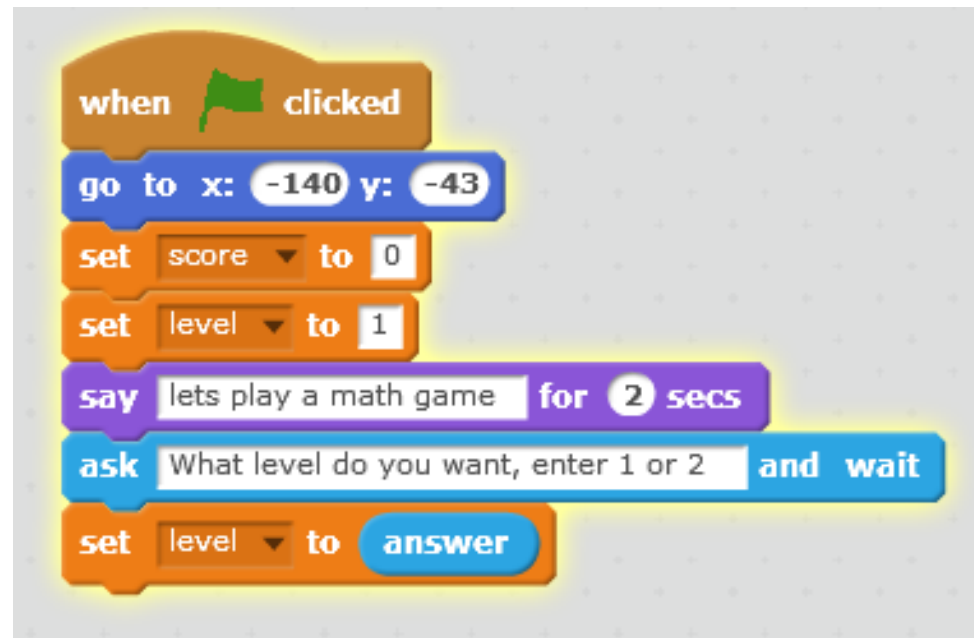
Create First Two Variables

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?

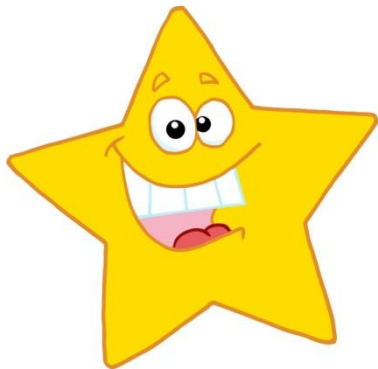
Code for Sprite 2 ...



❖ Switch Costume

❖ Set Size

❖ React to Right or Wrong answer



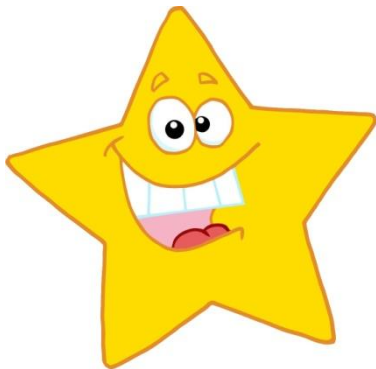
Code for Sprite 2 ...



```
when green flag 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 script area contains the following code blocks:

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

The script is designed to switch the backdrop from 'school2' to 'beach malibu' when the score reaches 5. The 'wait until' block is currently set to 'score = 5'.