

CoderDojo Athenry
Information Session,
07-NOV-2020



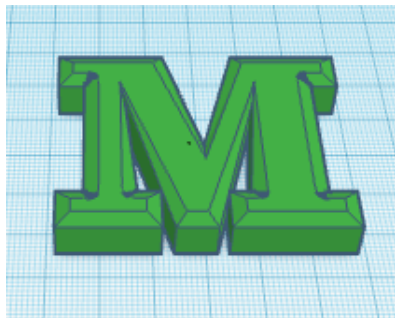
CoderDojo



Athenry

Online via Microsoft Teams

Saturdays, 12-1pm



Plan for Today



Get Info



Ask Questions



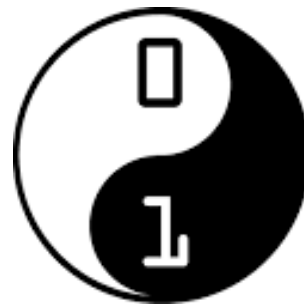
Registration Forms

Info Session Running Order

- Declan – **About CoderDojo/CoderDojo Athenry**
- Martha – **Explorers**
- Oliver – **Advancers**
- Declan – **About Bodgers**
- Kieran – **Modellers**
- Michael – **Hackers**
- Michael – **Thanks & Acknowledgments**
- All – **Q&A**

What Is CoderDojo?

- “A global network of free, volunteer-led, community-based programming clubs for young people.
- Anyone aged 7 to 17 can visit a Dojo ...
- where they can learn to code, build a website, create an app or a game, and explore technology ...
- in an informal, creative, and social environment”



CoderDojo
Foundation

CoderDojo Athenry

Started in March 2012 in Clarin College
Largest dojo outside a city in Ireland ...
possibly the world!



CoderDojo Athenry

Entirely free to participate

- No fundraising or "voluntary" donations
- Keep costs minimal – free end-of-year party
- Some grants & sponsorship
- Teas and coffees

Great support by mentors and community

- Use of school
- Loaner laptops
- Mentors very generous with their time
- Consider volunteering!

CoderDojo Athenry is Influential!

http://kata.coderdojo.com/wiki AfriC

Beginners Track


-Athenry-

- 01-FirstGame
- 02-GuessNumbers
- 03-Animation
- 04-GhostCatcher
- 05-BetterGhostCatcher
- 06-StoriesAndScrolling
- 07-YourGame.pdf
- 08-PrepareForBelts
- 09-BrickGame

Intermediate Track

OER Impact Map

Join us in building understanding of open education



MAPS ▾ EVIDENCE ▾ HYPOTHESES ▾ CONTRIBUTE ▾ RESOURCES HELP PROJECT WEBSITE

CoderDojo Athenry

Bea de los Arcos • March 3, 2014 • Leave a reply

Type: [Project](#) | Country: [Ireland](#)

CoderDojo is a global network of clubs that teach young people in specializing in computer programming and computer technology. The

- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18

Adv

ata.coderdojo.com/wiki/Tutorials AfriCoderDojo - Niger

MINECRAFT Tutorials

Topic	Dojo	Full Title	Presented by
MINECRAFT - Modelling	Designer Dojo	MINECRAFT - Modelling & Resources	Paul Lee
MINECRAFT - ScriptCraft and JavaScript	Athenry / Modder Dojo	MINECRAFT - ScriptCraft and JavaScript	Michael Madden
MINECRAFT - Intro to Java with Bukkit MINECRAFT Plugins	Somerville CoderDojo	4 Week - Intro to Java with Bukkit MINECRAFT Plugins	Frank Kelly



afri CoderDojo

What Ages?

All ages

7-17

Parents too!



Volunteers welcome!

Parents, friends, past ninjas

Female or male

Talk to a mentor or send an email

Multiple Topics

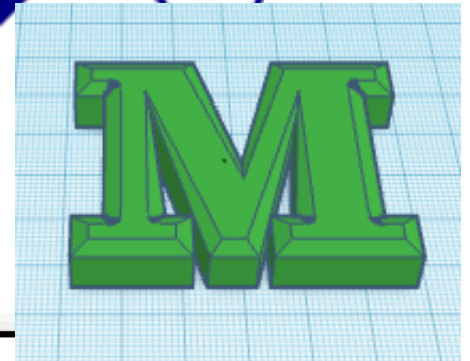


Explorers

Advancers



Bodgers



Modellers



Hackers



Multiple Topics & Rooms



Young / New /
Want Recap

→ **Explorers**

Advancers

← Did Scratch
Before



Older /
Did Scratch

→ **Bodgers**

Modellers

← Older / Did
Scratch



Older / Very
Experienced

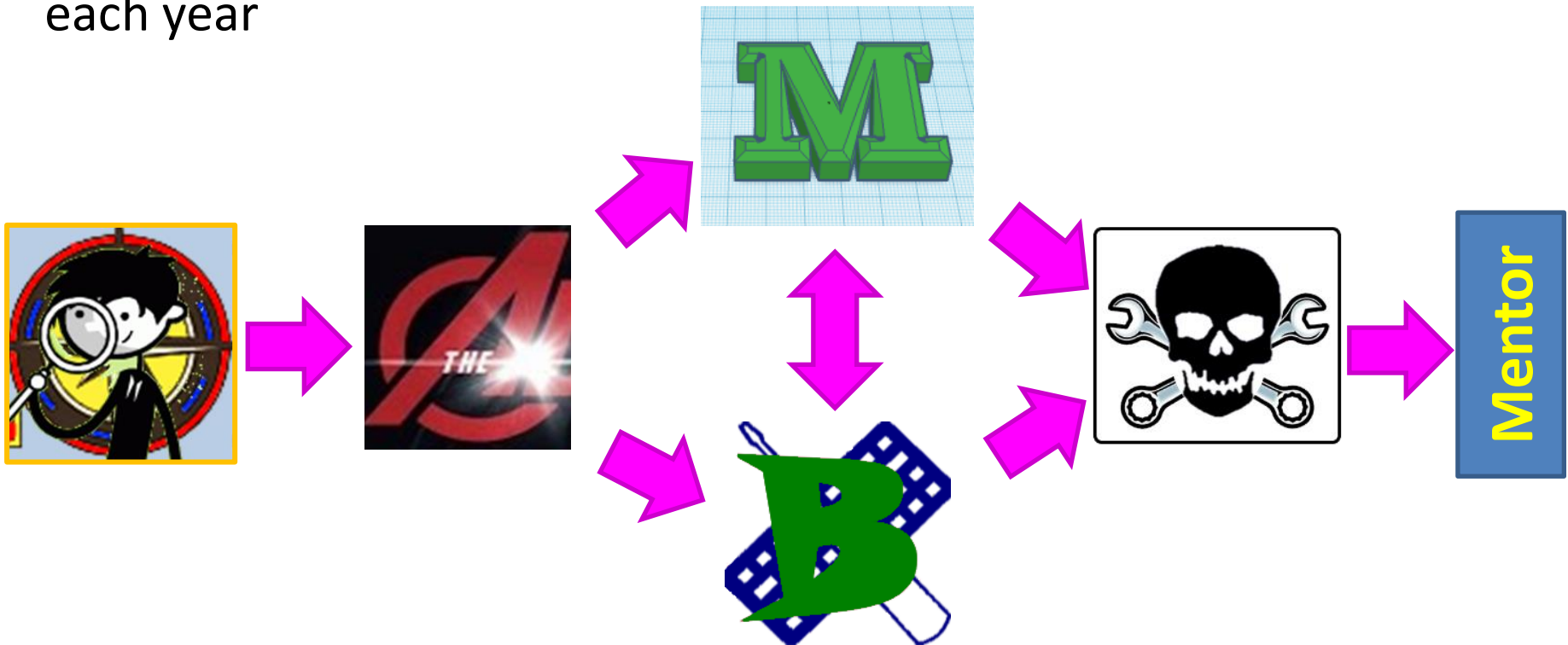
→ **Hackers**

Progressing Through Topics

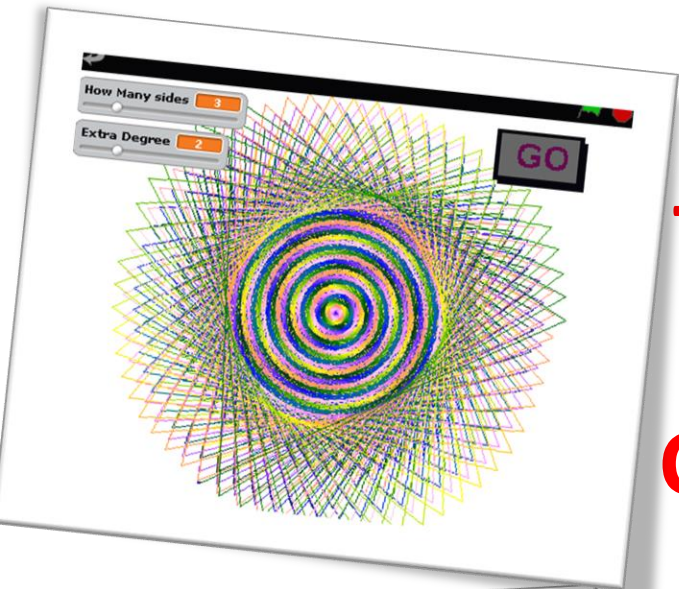
Can stay more than 1 year in a group – change when you feel ready

Younger ninjas often stay 2 years in Explorers and Advancers

We cover basics in each group each year, but with different projects each year



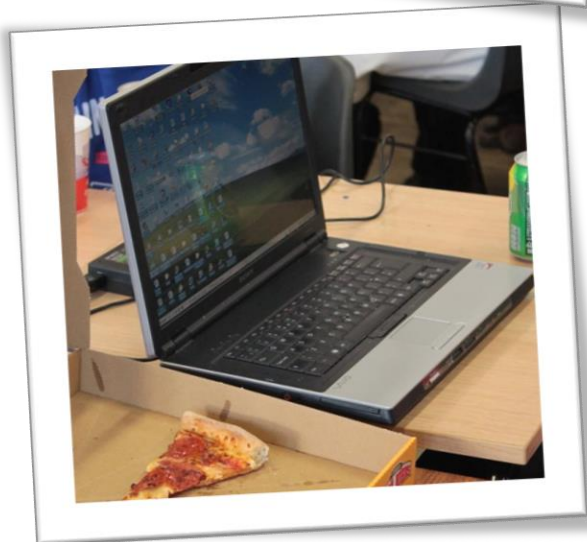
Progressing Through Topics



Try Things Out



**Change Groups
if You Wish**



Collaborate



Help Each Other

Progressing Through Topics

Once you have decided which group you would like to try.

CoderDojo Athenry

Home

About

Schedule

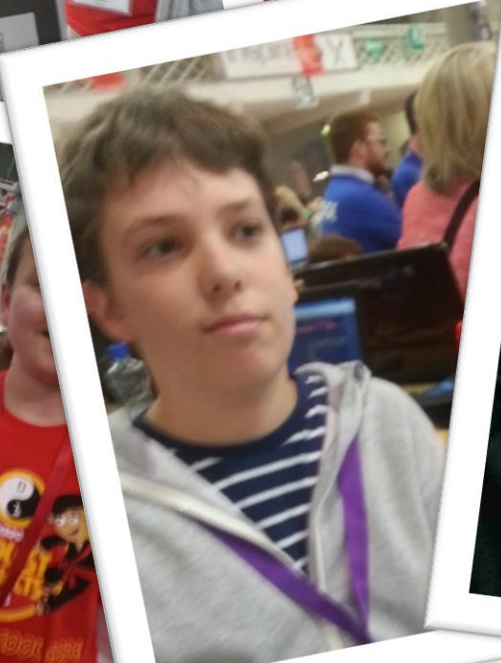
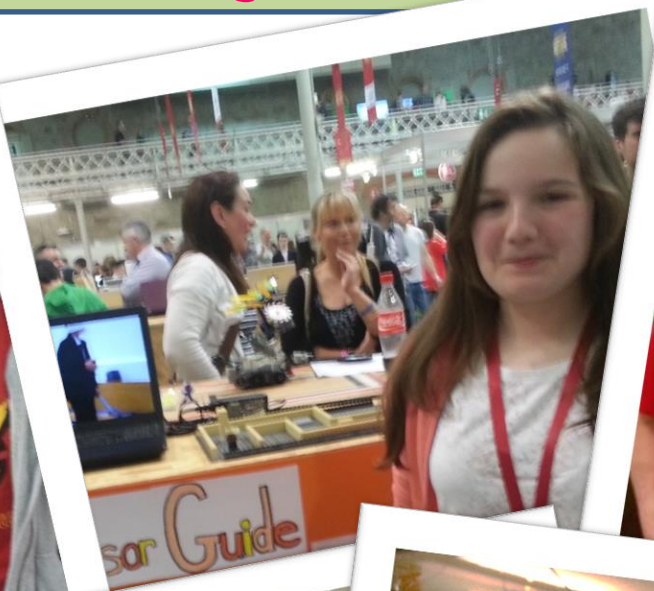
Go to <https://coderdojoathenry.org/about/> and you'll find a link to a form and we'll add you to the Team for your chosen group.

Demos & Pizza!

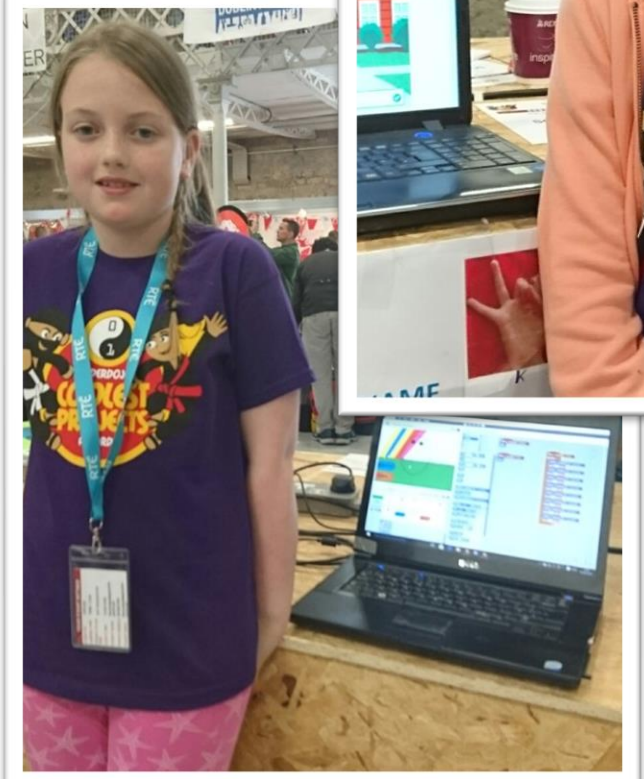


Every December and May

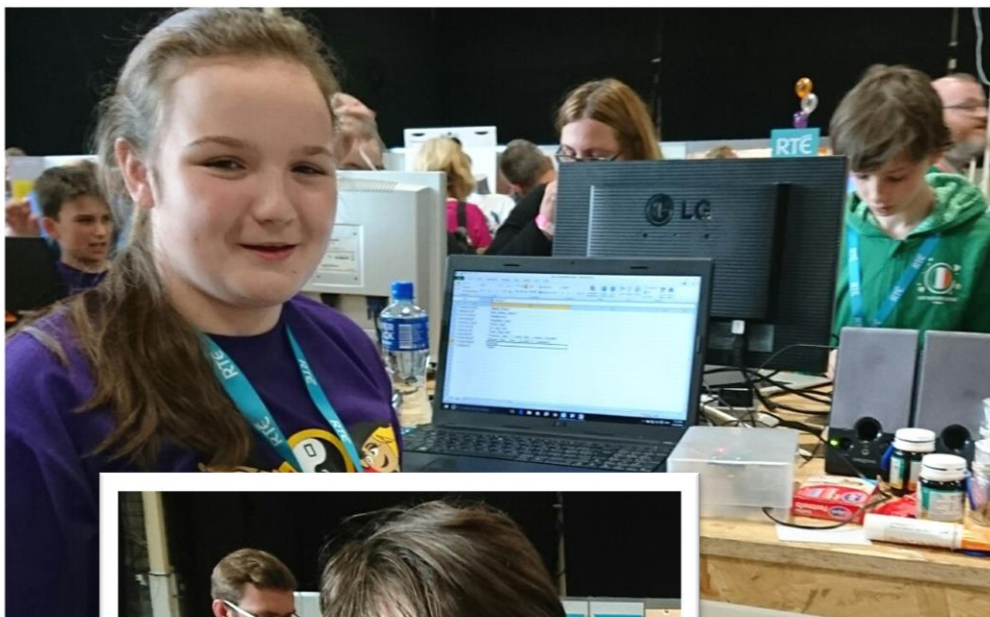
Coollest Projects 2015



Coollest Projects 2016



Coollest Projects 2016



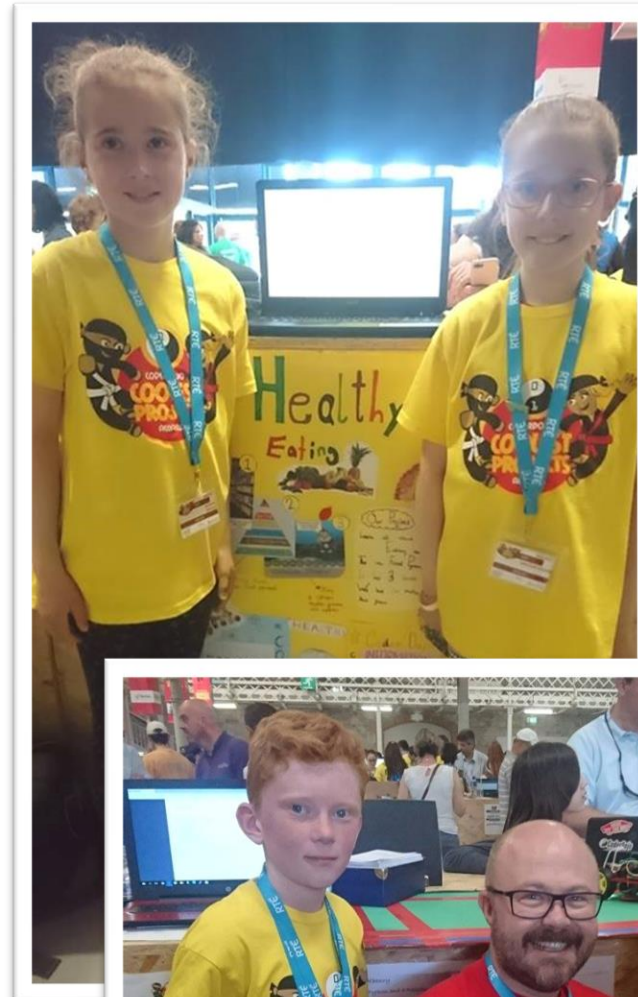
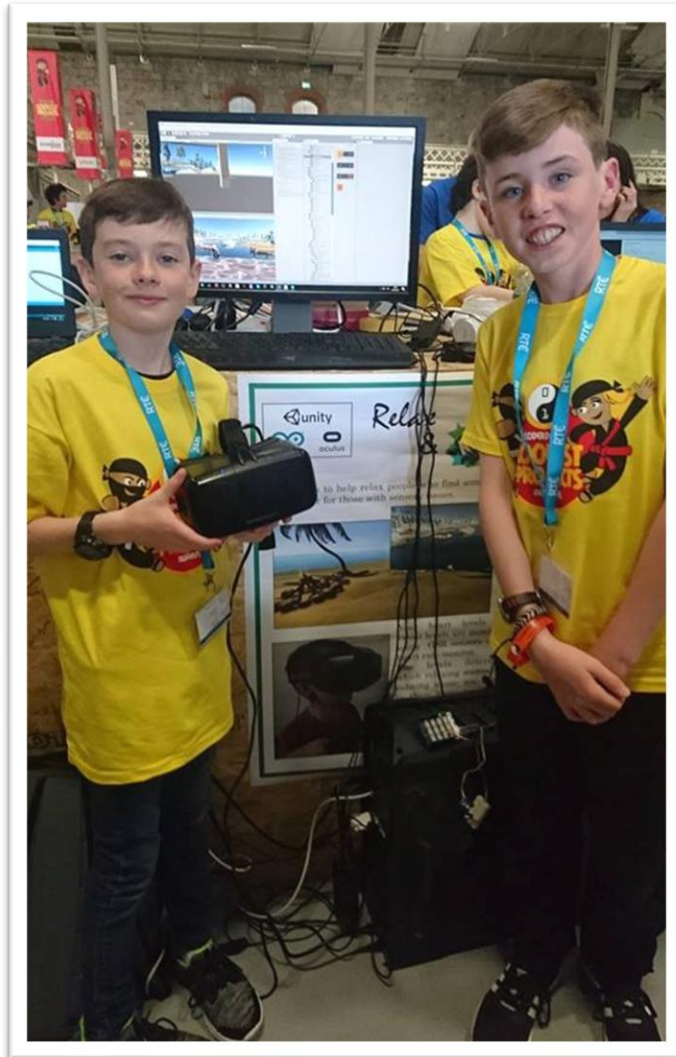
Coollest Projects 2017



Coollest Projects 2017



Coollest Projects 2017



Coollest Projects 2018



Share and Learn Together



Special Talks & Events



Weekly Notes & Updates

Make sure you are on the **CoderDojo Athenry Parents/Kids Google Group**

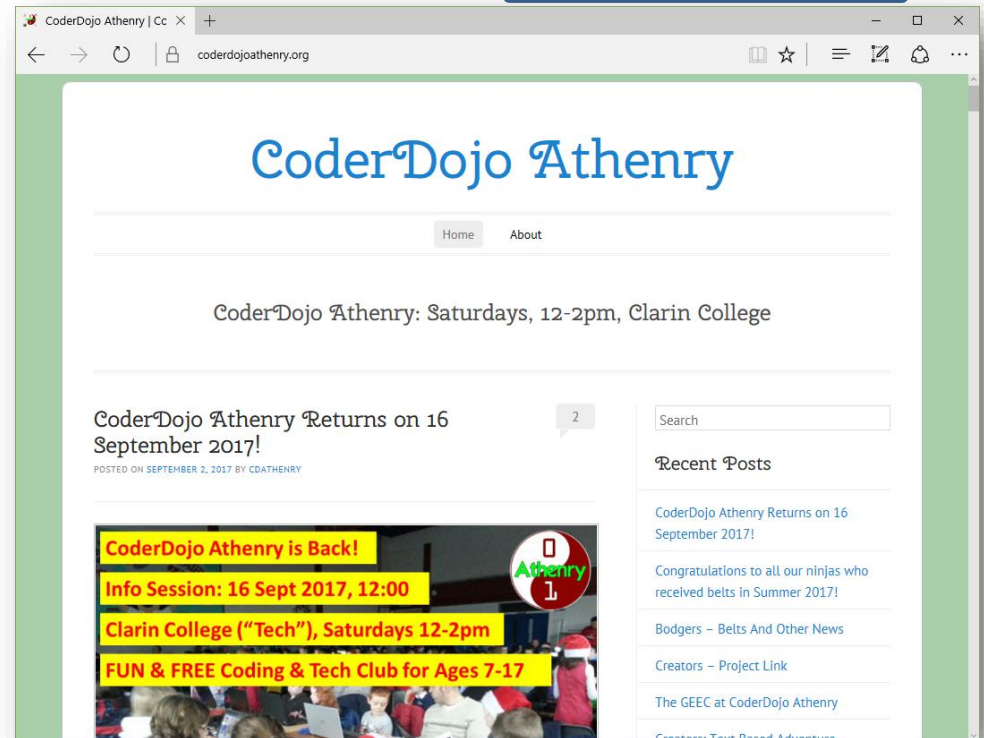
email: coderdojoathenry@gmail.com

See <http://coderdojoathenry.org>

Note: .ORG,
not .COM

Twitter:
[@coderdojoathenry](https://twitter.com/coderdojoathenry)

Facebook:
www.facebook.com/CoderDojoAthenry



Weekly Notes & Updates

The screenshot shows a web browser window with the URL coderdojoathenry.org. The page features a large blue header with the text "CoderDojo Athenry". Below the header is a navigation bar with "Home" and "About" buttons. The main content area displays the text "CoderDojo Athenry: Saturdays, 12-2pm, Clarin College". A featured article titled "CoderDojo Athenry Returns on 16 September 2017!" is shown, with a comment count of 2. To the right of the article is a search bar and a "Recent Posts" section. The "Recent Posts" list includes: "CoderDojo Athenry Returns on 16 September 2017!", "Congratulations to all our ninjas who received belts in Summer 2017!", "Bodgers – Belts And Other News", "Creators – Project Link", "The GEEC at CoderDojo Athenry", and "Creators: Text Based Adventure".

← → ↻ | coderdojoathenry.org | 📖 ☆ | ☰ 🗒 🔔 ...

CoderDojo Athenry

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CoderDojo Athenry: Saturdays, 12-2pm, Clarin College

CoderDojo Athenry Returns on 16 September 2017!

2

POSTED ON SEPTEMBER 2, 2017 BY CDATHENRY

CoderDojo Athenry is Back!

Info Session: 16 Sept 2017, 12:00

Clarin College ("Tech"), Saturdays 12-2pm

FUN & FREE Coding & Tech Club for Ages 7-17

Athenry

Search

Recent Posts

- [CoderDojo Athenry Returns on 16 September 2017!](#)
- [Congratulations to all our ninjas who received belts in Summer 2017!](#)
- [Bodgers – Belts And Other News](#)
- [Creators – Project Link](#)
- [The GEEC at CoderDojo Athenry](#)
- [Creators: Text Based Adventure](#)

Facebook and Twitter

CoderDojo Athenry @coderdojoathenr · Jun 30
Python Beginners-Week 1 coderdojoathenry.org/2013/10/05/pyt...

```
python C:\Users\joe\Documents\python\guesses\main.py
File Edit Format Run Options Windows Help
# This is a guess the number game.
import random

guessesTaken = 0

print('Hello! What is your name?')
myName = input()

number = random.randint(1, 20)
print('Well, ' + myName + ', I am thinking of a number between 1 and 20.')

while guessesTaken < 6:
    print('Take a guess.') # There are four spaces in front of print.
    guess = input()
    guess = int(guess)

    guessesTaken = guessesTaken + 1

    if guess < number:
        print('Your guess is too low.') # There are eight spaces in front of print.
    if guess > number:
        print('Your guess is too high.')
    if guess == number:
        break

if guess == number:
    guessesTaken = str(guessesTaken)
    print('Good job, ' + myName + '! You guessed my number in ' + guessesTaken + ' guesses!')

if guess != number:
    number = str(number)
    print('Nope. The number I was thinking of was ' + number)
```

CoderDojo Athenry @coderdojoathenr · Jun 30
This week the Python group looked at Functions, Escape Characters and Boolean Operators. We also started to...

Python Beginners – Week 3: Functions
This week the Python group looked at Functions, Escape Characters and Boolean Operators. We also started to

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Sign Up

If you have not previously filled out a registration sheet at CoderDojo Athenry please fill out the registration form below.

Registration Form

* Required

Email address *

Your email

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Archives



CoderDojo Athenry is Back!

Online via MS Teams, Saturdays 12-1pm

FUN & FREE Coding & Tech Club for Ages 7-17

coderdojoathenry@gmail.com

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