CoderDojo Athenry

Code and Notes by Martha Fahy, 2022

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

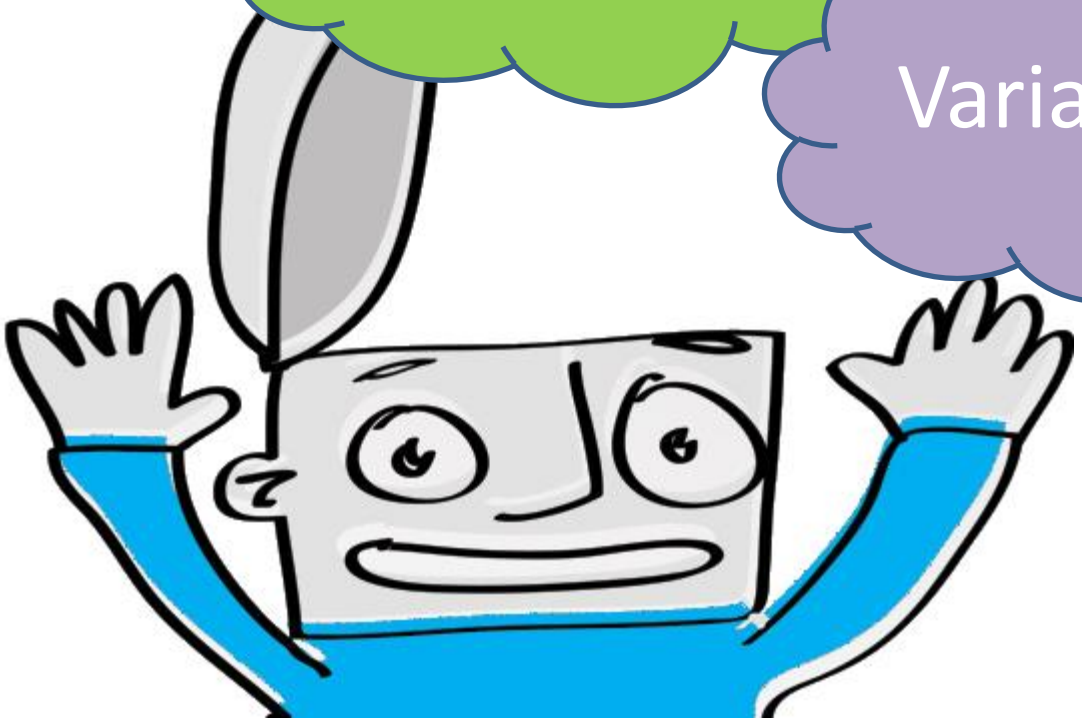
Wifi: coderdojowireless

Today's Big Ideas

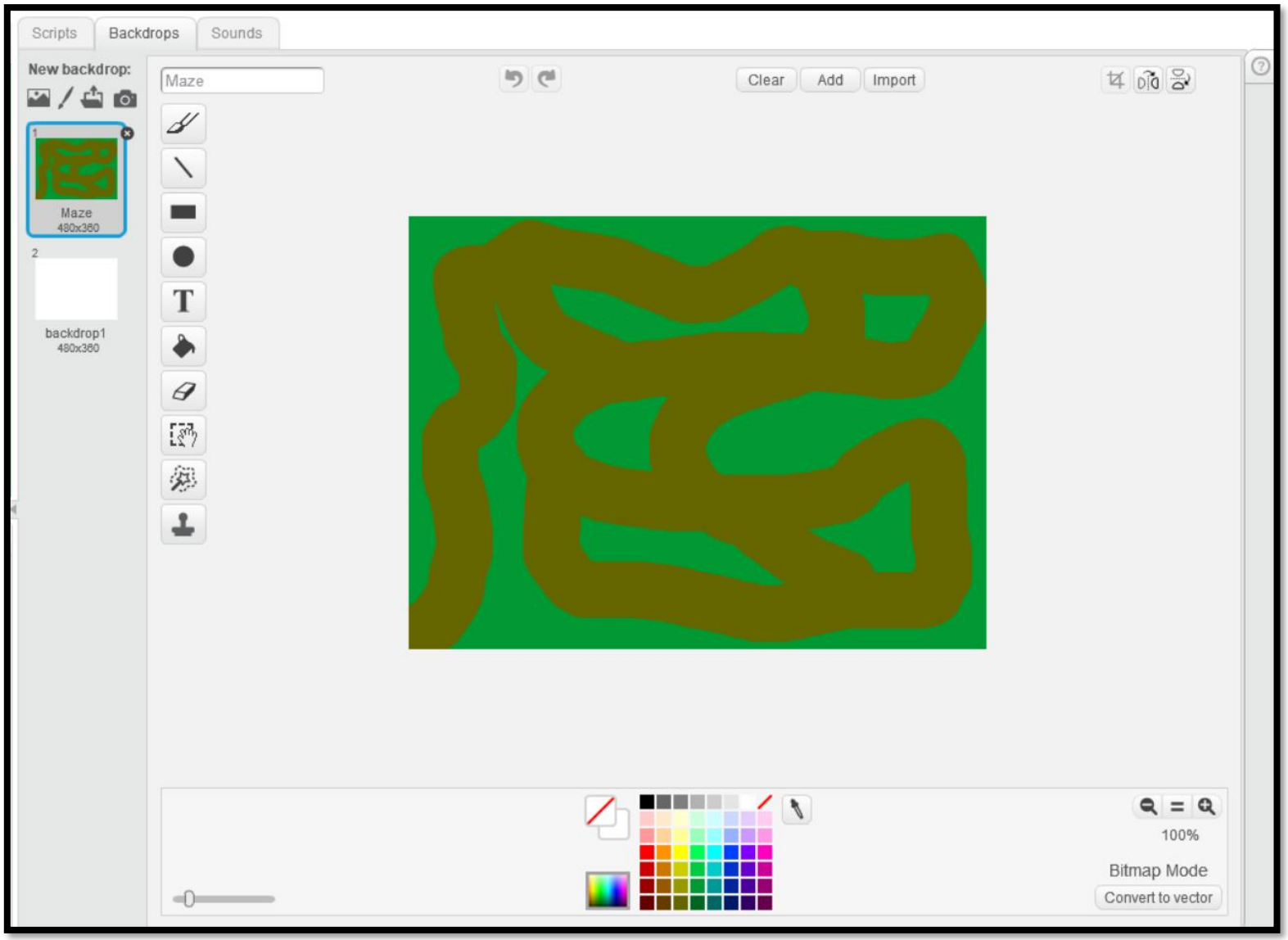
Designing your game

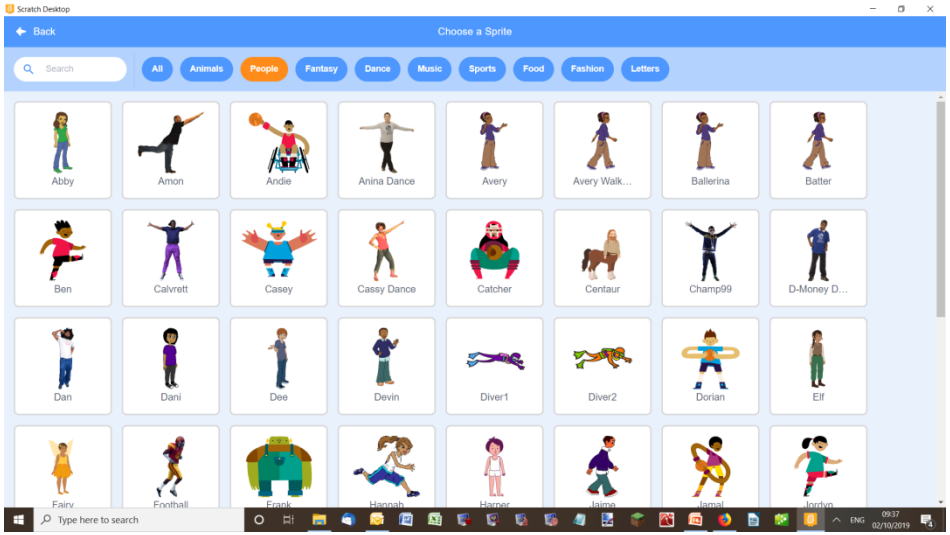
Loops & Decisions

Variables



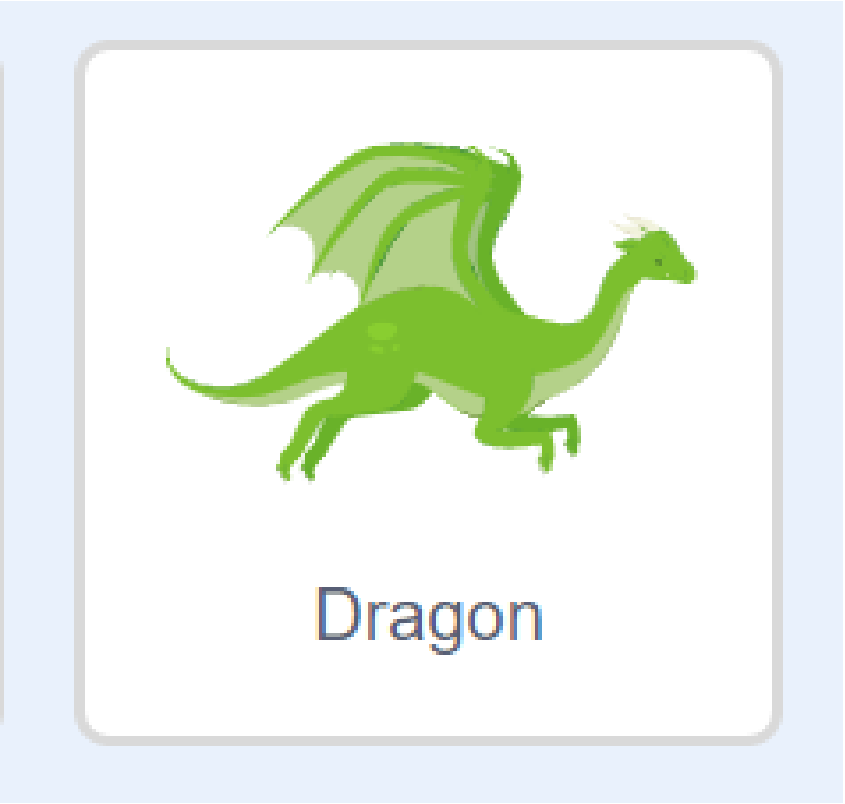
Create our Background in Scratch





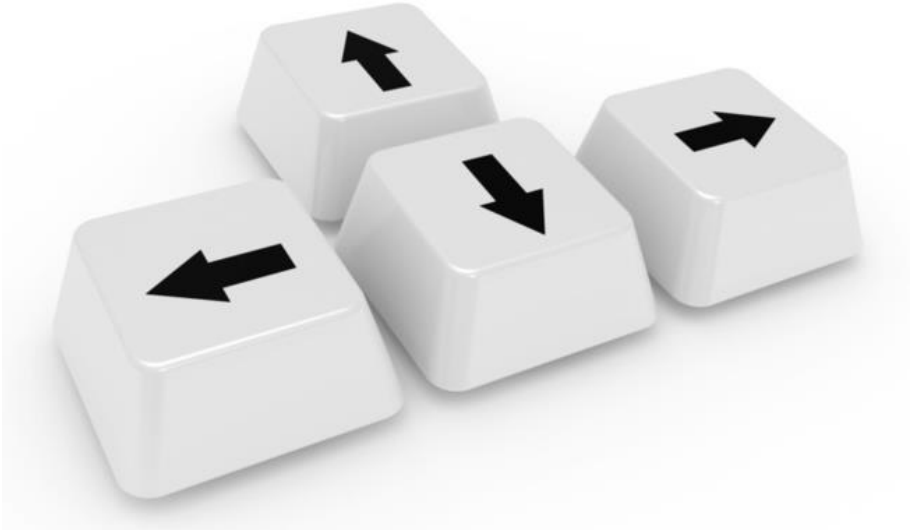
Get Polly and the Dinosaur!

…and a Dragon

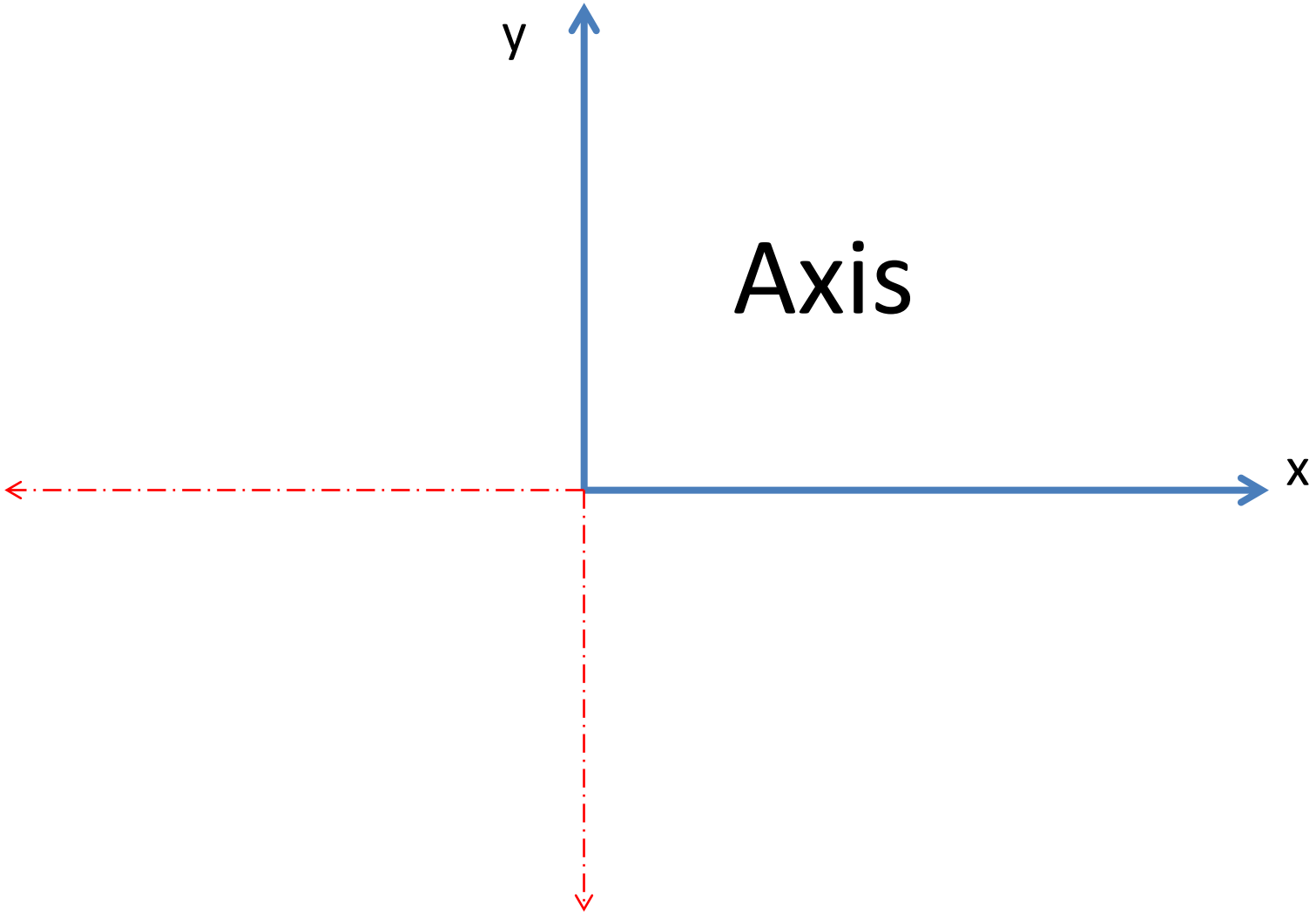


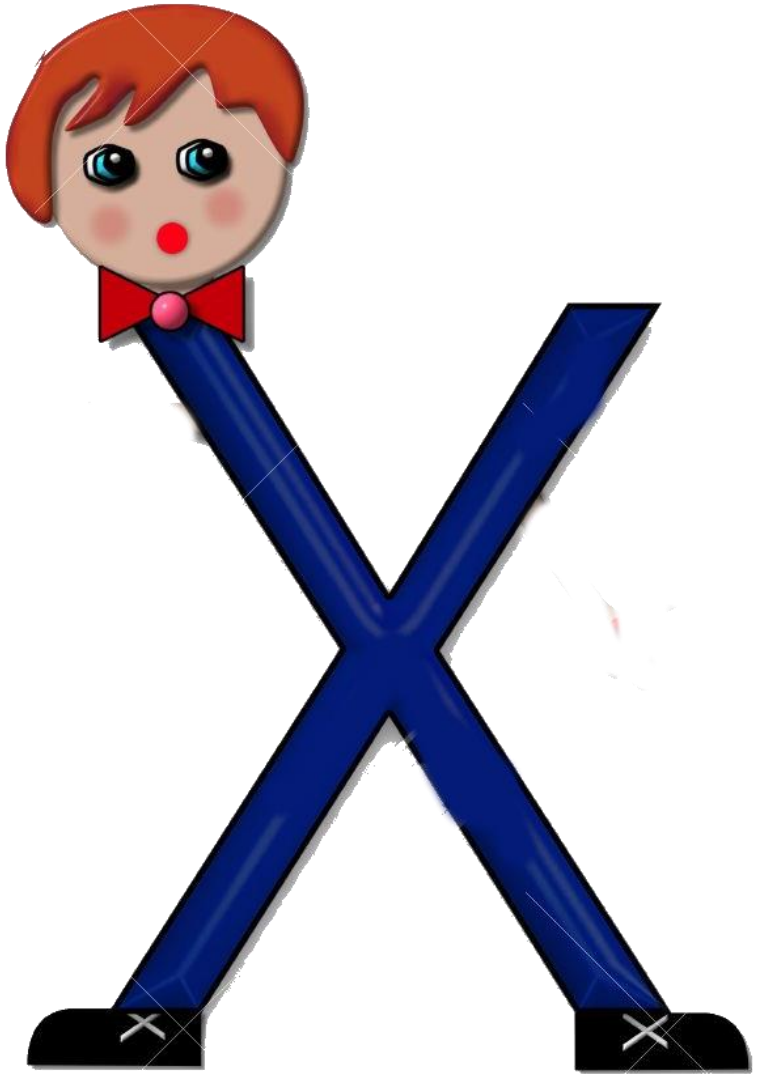
Moving Polly

With our Arrow Keys

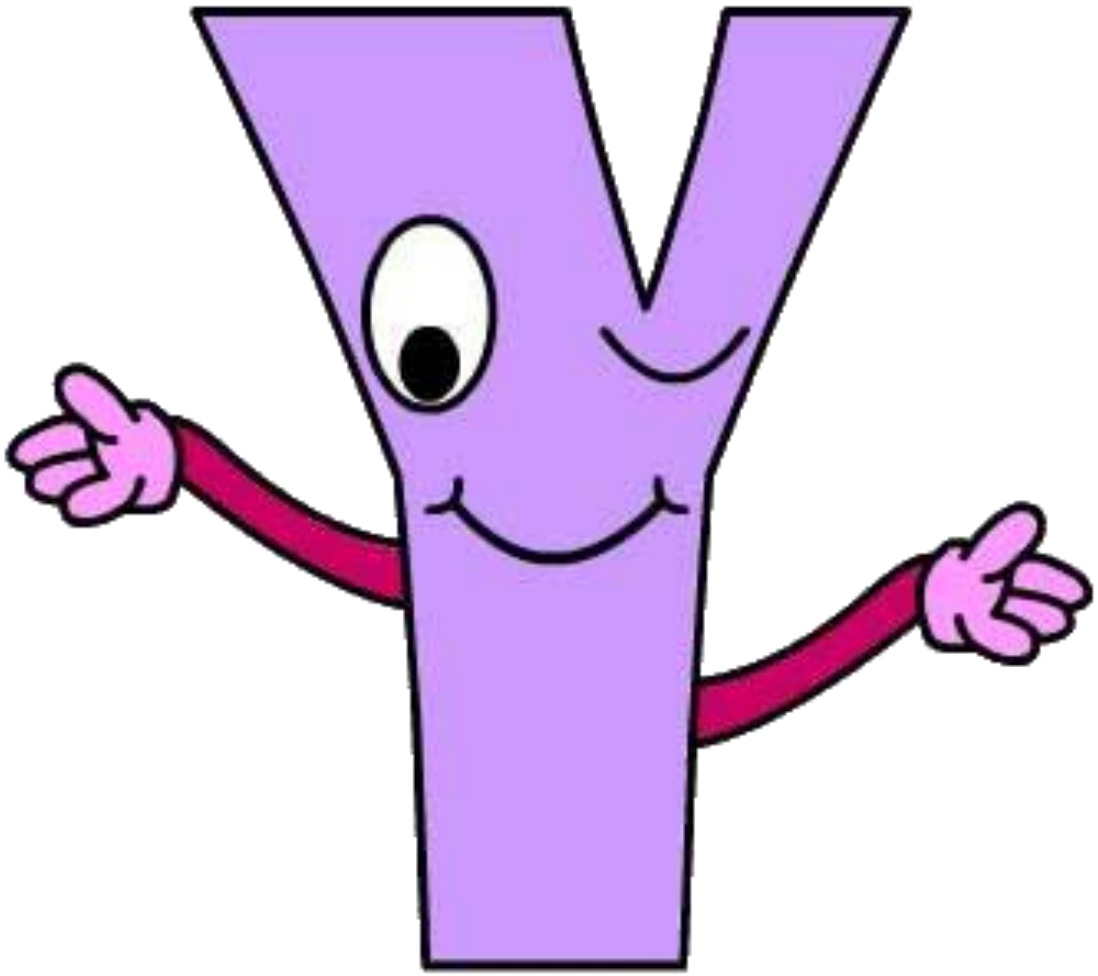


Make it Move Under Your Control





X Axis



Y Axis

Make it Move Under Your Control

Moves 10 Steps to the Right

Make it Move Under Your Control

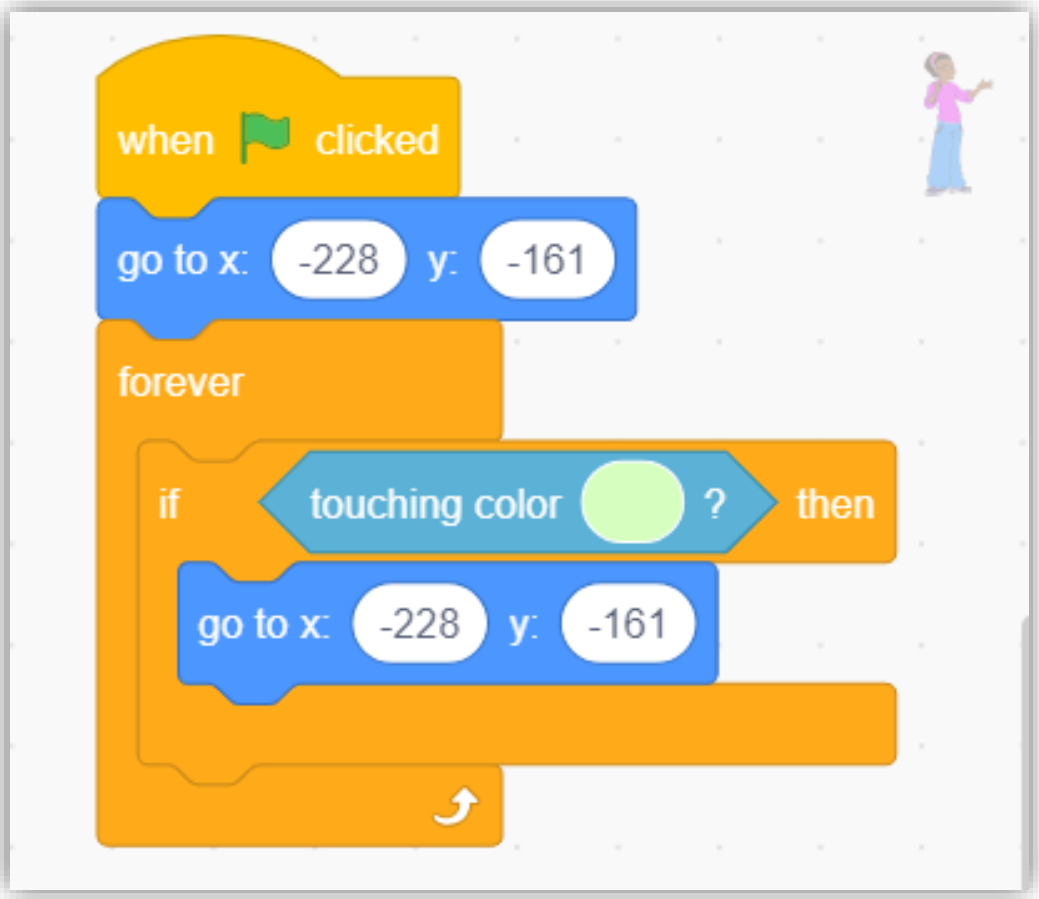
Moves 10 Steps to the Left

Moves 10 Steps to the Right

Moves 10 Steps Up

Moves 10 Steps down

Keep Little Bo Peep on the Path



Lets Add our Dinosaur…..and Dragon

A variable is something that can be changed

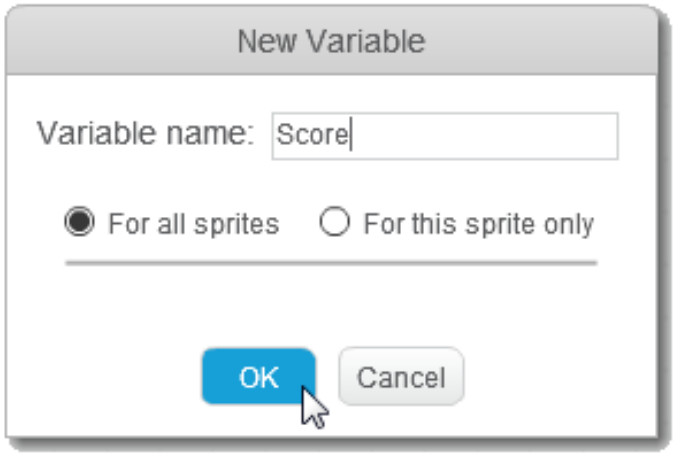
In computer programming we use variables to store information that might change and can be used later in our program.

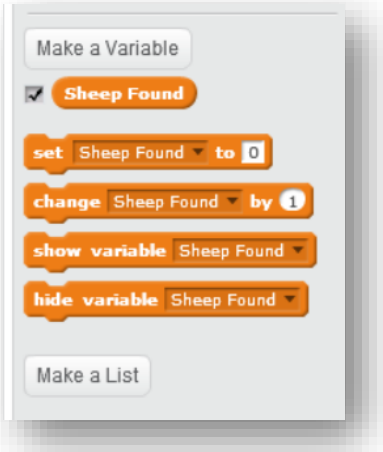
Variables For Dinosaurs Found

To keep track of a number, need a **Variable**:

- A key programming concept

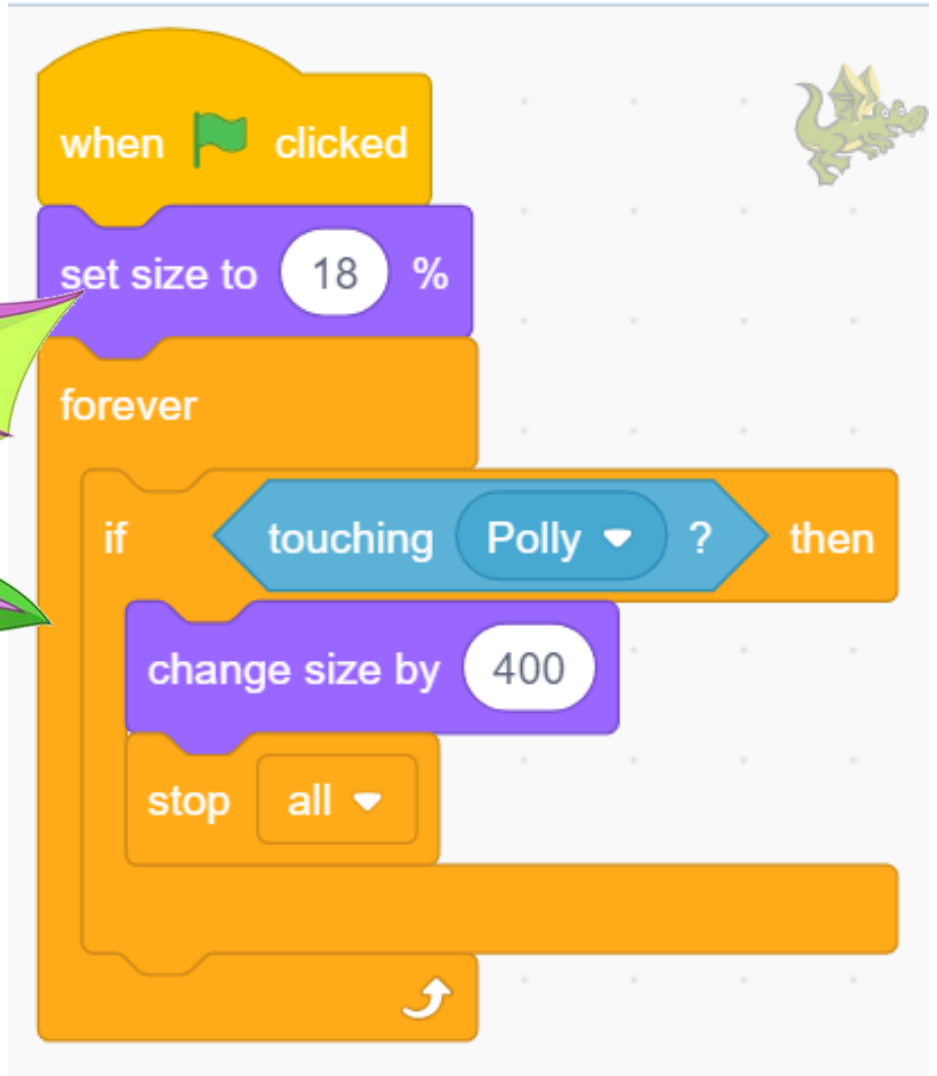
- Stores a **Value** (number/text data):
  this can vary
- Has a **Name** – this is fixed:
  use this in the code to compare/change values



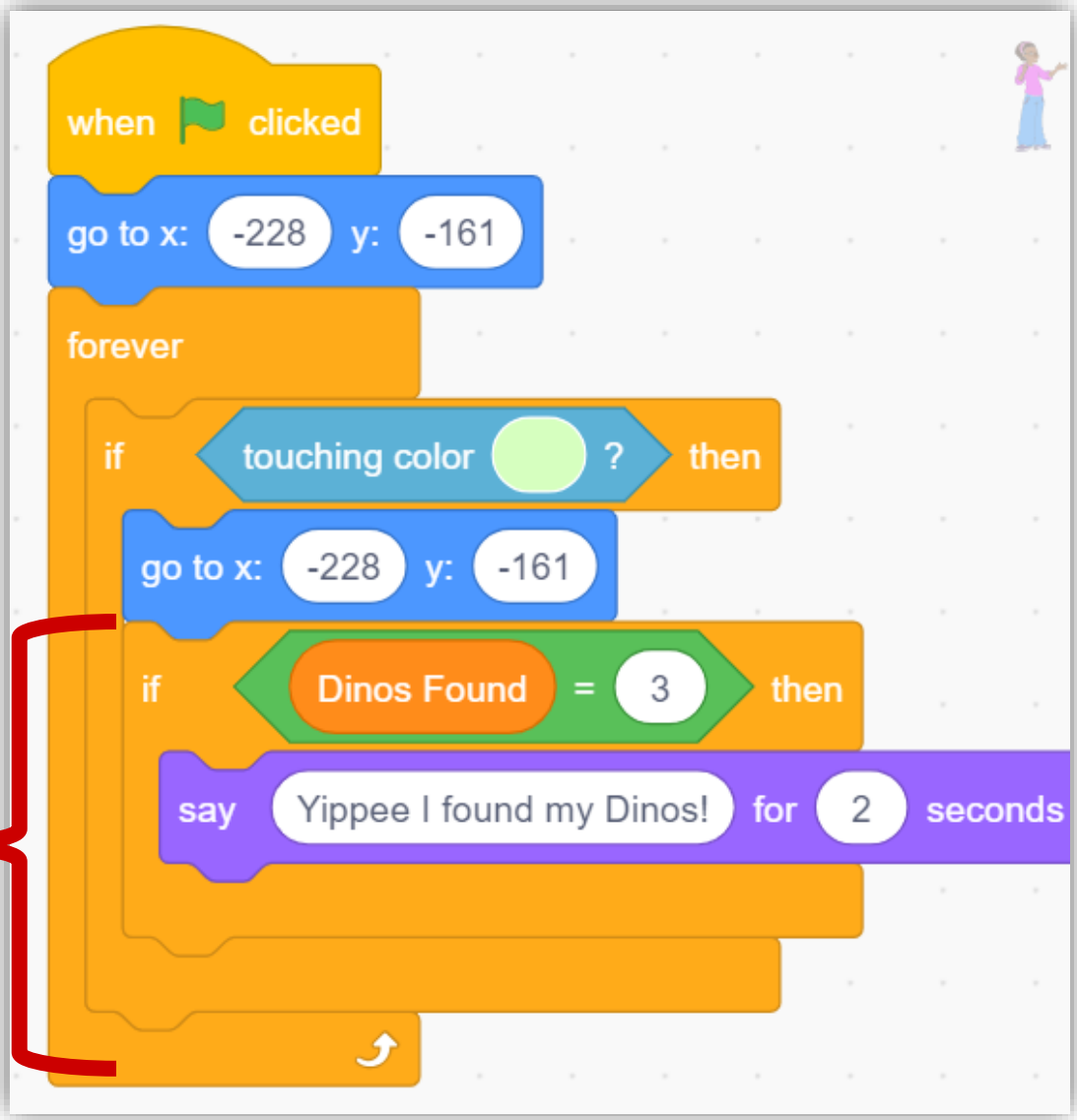


For Each Dino

Don't forget the Dragon



What happens when she finds her Dinos



SAVE & SHARE!

Upload to the Scratch Website

Scratch.mit.edu

Username: ExplorersAthenry

Password: athenry2022