

CoderDojo Athenry

Week 1: The Movies

- <http://cdathenry.wordpress.com/2012/09/19/advanced-scratch-week-one-the-movies/>

Week 2: Buttons and Crazy Images

- <http://cdathenry.wordpress.com/2012/09/27/advanced-scratch-week-2-buttons-and-spirals/>

Week 3: More Crazy Images and Random Numbers

- <http://cdathenry.wordpress.com/2012/10/03/advanced-scratch-week-3-more-crazy-images/>

Week 4: Truchet Tiling

- <http://cdathenry.wordpress.com/2012/10/12/scratch-advanced-week-4-truchet-tiling/>

Week 5: Code Recycling and parallel processing

- <http://cdathenry.wordpress.com/2012/10/19/advanced-scratch-week-5-code-recycling-and-parallel-processing/>

Week 6: Let's Build a Piano

- <http://cdathenry.wordpress.com/2012/11/06/advanced-scratch-week-6-lets-build-a-piano/>

Week 7: A Fancy Piano (with modules, sequential processing and databases)

- <http://cdathenry.wordpress.com/2012/11/14/advanced-scratch-week-7-a-fancy-piano/>

Week 8: Planning a Christmas Game

- <http://cdathenry.wordpress.com/2012/11/21/advanced-scratch-week-8-planing-for-christmas/>

Week 9: Christmas Game Part 2 (with code reuse, testing and debugging)

- <http://cdathenry.wordpress.com/2012/12/01/scratch-advanced-week-nine-christmas-game-part-2/>

Week 10: Christmas Game – Final Episode

- <http://cdathenry.wordpress.com/2012/12/05/scratch-advanced-week-10-christmas-game-final-episode/>

Week 11 (None)

Week 12: Magic 8-Ball, Flowcharts

- <http://cdathenry.wordpress.com/2013/01/14/scratch-advanced-week-12-welcome-back/>

Week 13: Gravity and Speed

- <http://cdathenry.wordpress.com/2013/01/21/scratch-advanced-week-13-gravity-and-speed/>

Week 14: (Gravity & speed continued: no new notes)

Week 15: Radio Waves

- <http://cdathenry.wordpress.com/2013/02/22/scratch-advanced-week-15-radio-waves/>

Week 16: Stop Motion Animation <http://cdathenry.wordpress.com/2013/02/28/scratch-advanced-week-16-stop-motion-animation/>