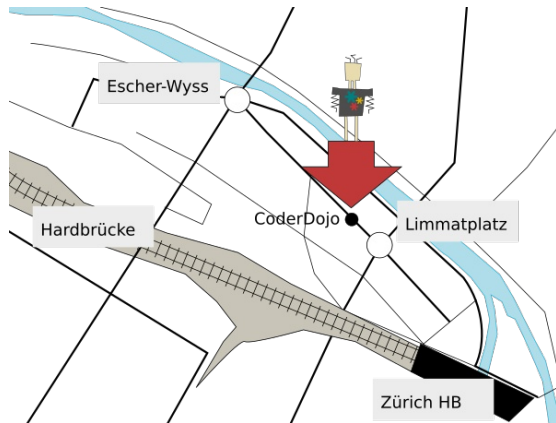


CoderDojo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

Das CoderDojo fördert das selbständige Lernen durch Projektarbeit, die gegenseitige Hilfe und die Erstellung von innovativen Projekten.



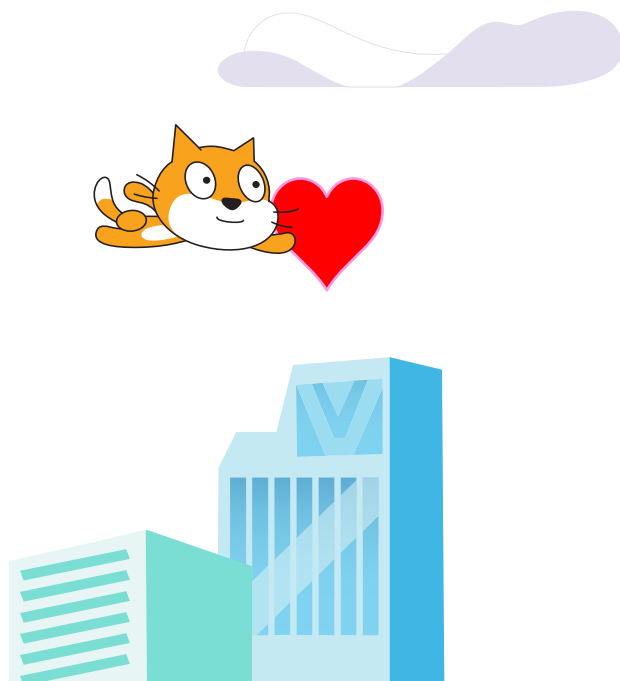
Jeden Sonntag, 15:00 - 17:00 @ Liip

Limmatstrasse 183
8048 Zürich
<http://coderdojzh.ch>

Collect points

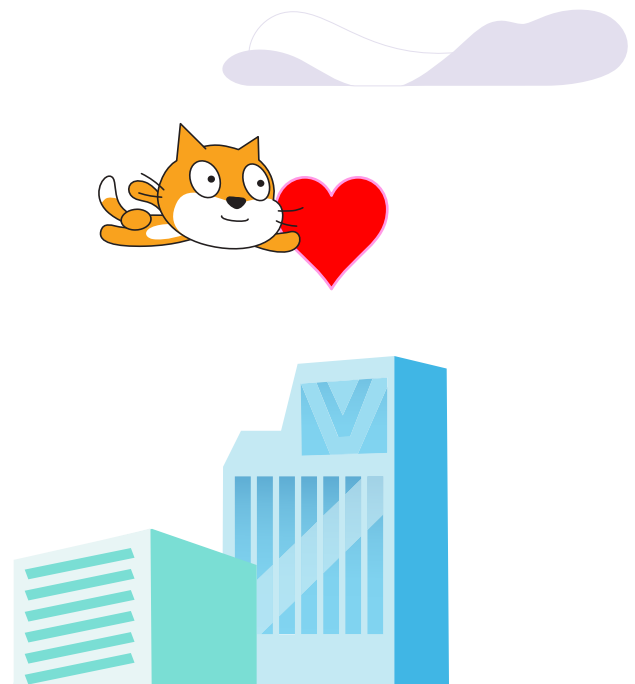
Add a point each time you touch a heart or other object.

points 1



Make it fly

Fly over the skyline.



Choose a character



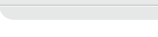
Get ready

New backdrop:



Choose a backdrop or paint your own.

New sprite:



Choose a sprite from the Flying theme or paint your own.



Add this code

when  clicked

go to front

say Time to fly! for 2 secs

Type what you want your sprite to say.

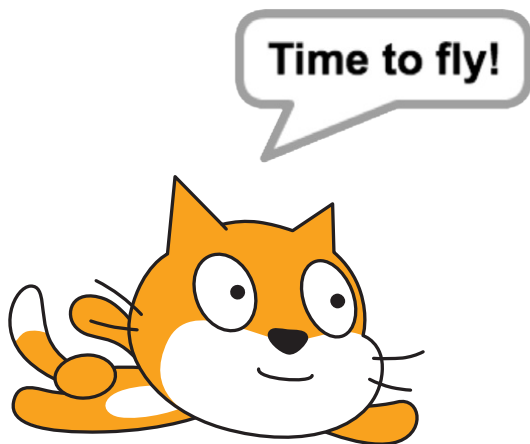
Do it



Click the green flag to start

Choose a character

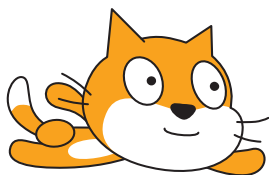
Choose a character to fly.



Time to fly - 1

Start flying

Move the scenery so your character looks like it's flying.



2 - Time to fly

Collect points

Get ready

Make a variable and name it points, then click OK.

Try this code

Reset points at the start.

Choose Heart from the menu.

Add a point.

Do it

Click the green flag to start

The code blocks are: "when green flag clicked" (brown), "set points to 0" (orange), "forever" loop (yellow), "if touching Heart?" (blue), "change points by 1" (orange), and "wait 1 secs" (yellow). Arrows point from the text instructions to the corresponding code blocks.

Flying hearts



Get ready

Choose a sprite, such as Heart.

Try this code

Choose random position from the menu.

Do it

Click the green flag to start

The code blocks are: "when green flag clicked" (brown), "forever" loop (yellow), "go to random position" (blue), "set x to 250" (blue), "repeat 32" (yellow), and "change x by -15" (blue). Arrows point from the text instructions to the corresponding code blocks.

Flying hearts

Add hearts or other floating objects to collect.



Time to fly - 6

Start flying



Get ready

New sprite:    

Choose a sprite to fly by, such as Buildings.

Add this code

when  clicked

forever

set x to 250

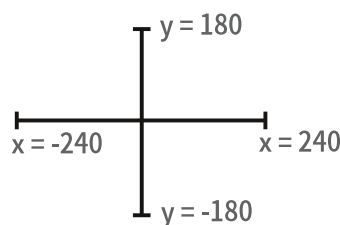
repeat 100

change x by -5

Start from the right end of the stage.

Type a negative number to move left.

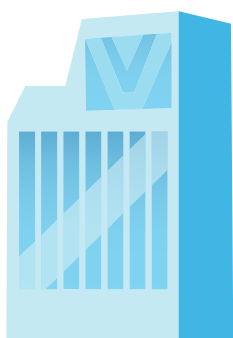
Tip



x is the position on the Stage from left to right.

Floating clouds

Make clouds float by in the sky!



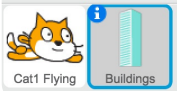
5 - Time to fly

Switch looks



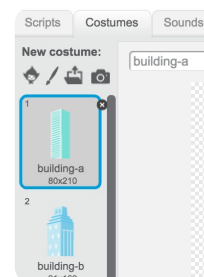
Get ready

Sprites



Click to select the Building sprite.

Then, click the Costumes tab to see different costumes.



Add this code

when  clicked

forever

set x to 250

next costume

repeat 100

change x by -5

Add this block to switch costumes.

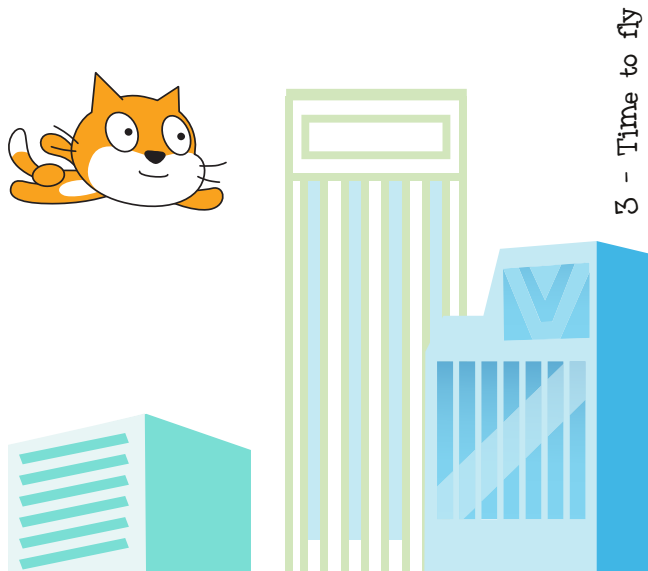
Do it



Click the flag to start

Switch looks

Add variety to your scenery.



Floating clouds



Get ready

New sprite:    

Choose clouds from the library.

Try this code

when  clicked

forever

set y to 

set x to 250

next costume

repeat 50

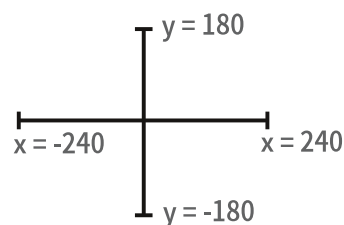
change x by -10

Type 180 to keep the clouds in the top half.

Drag the **pick random** block into the **set y to** block.

set y to 

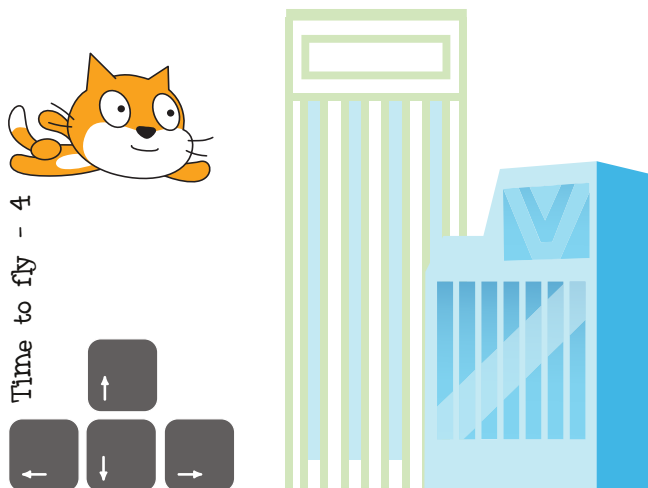
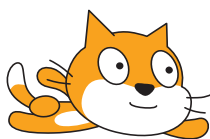
Tip



y is the position on the Stage from top to bottom.

Make it interactive

Make your character move when you press a key.



Make it interactive



Get ready

Sprites



Click to select your flying sprite.



Try this code

when  key pressed

change y by 10

when  key pressed

change y by -10

when  key pressed

change x by -10

when  key pressed

change x by 10

Do it



Click the flag to start.