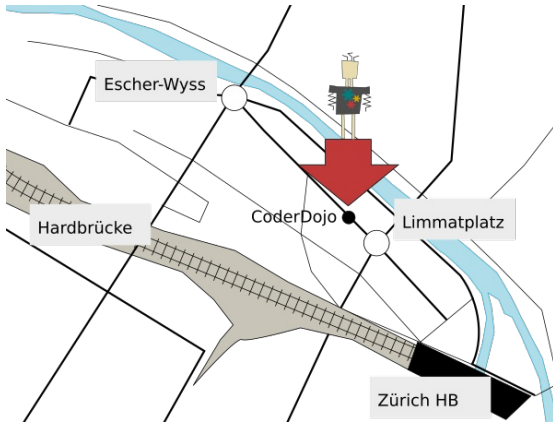


CoderDojo ist ein freier Programmierklub für Kinder und Jugendliche zwischen 7 und 17 Jahren.

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

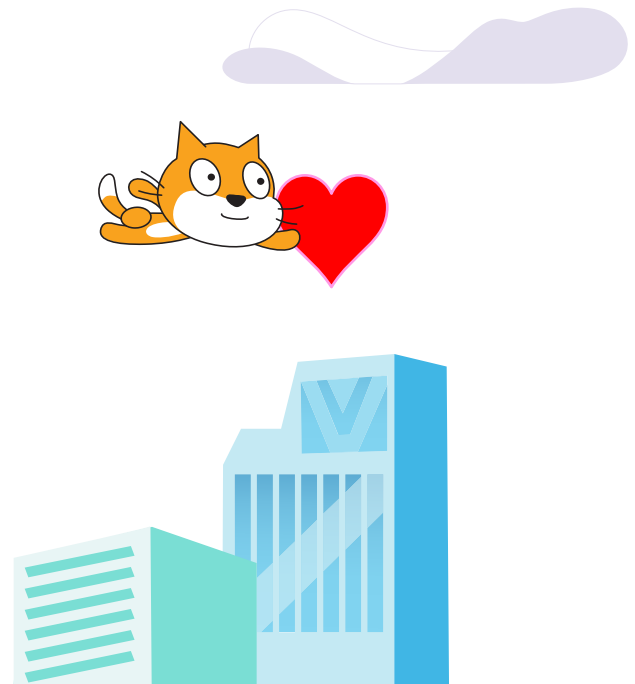


Jeden Sonntag, 15:00 - 17:00 @ Liip

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

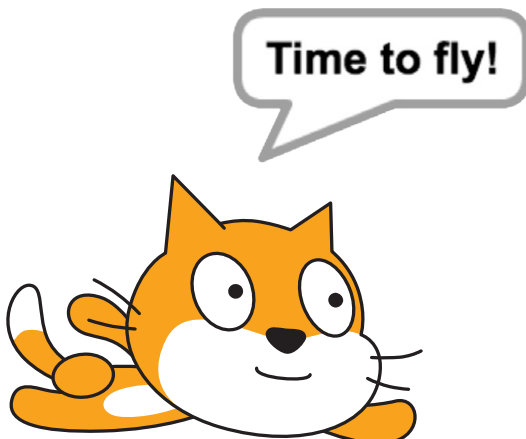
Make it fly

Fly over the skyline.



Choose a character

Choose a character 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.

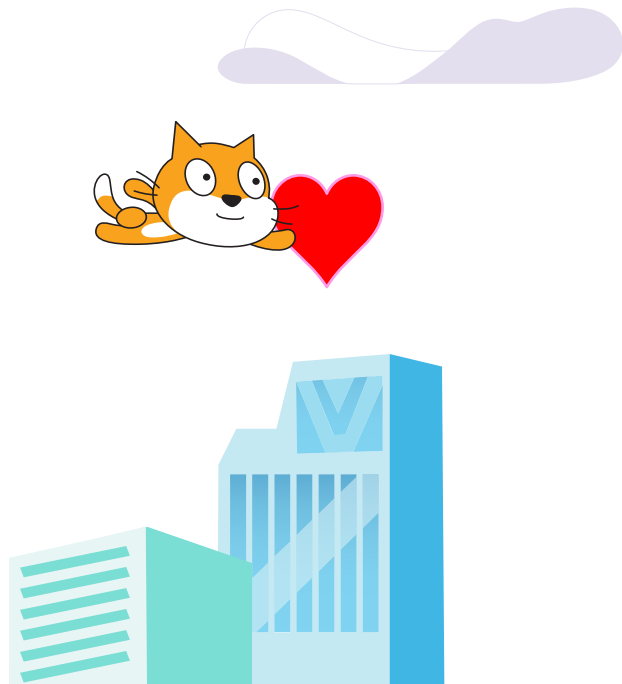
Do it

Click the green flag to start

Collect points

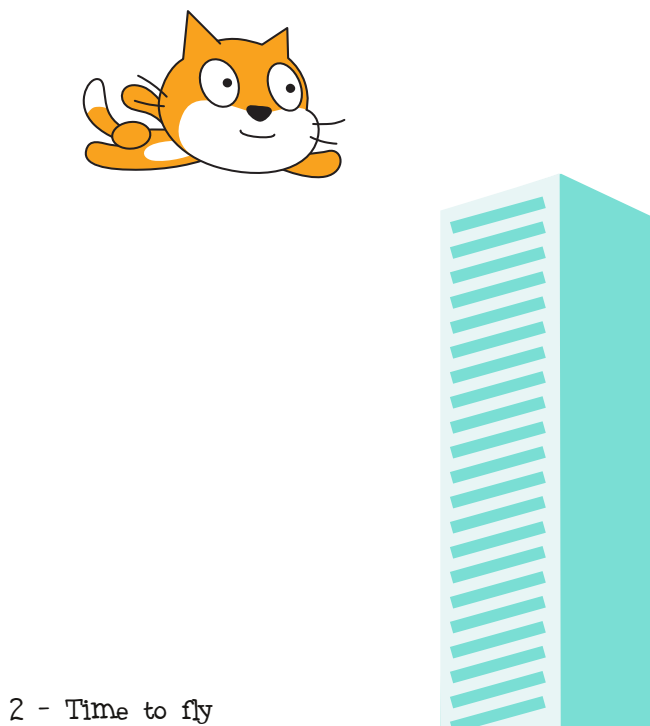
Add a point each time you touch a heart or other object.

points 1



Start flying

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



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 green flag 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

Flying hearts



Get ready

New sprite:



Choose a sprite, such as Heart.



Try this code

when green flag clicked

forever

go to random position

set x to 250

repeat 32

change x by -15

go to mouse-pointer
mouse-pointer
random position

Choose random position from the menu.

Do it



Click the green flag to start

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

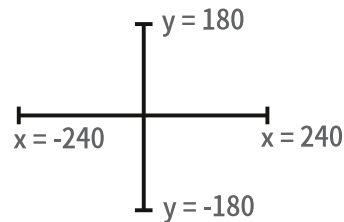
repeat 100

change x by -5

Start from the right end of the stage.

Type a negative number to move left.

Tip



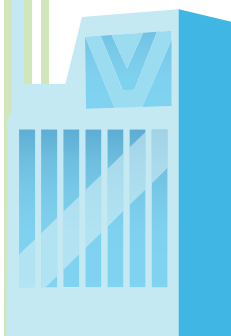
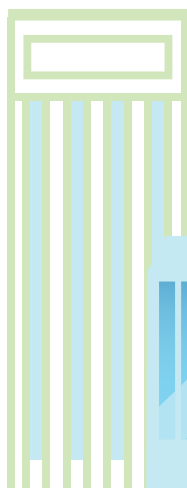
x is the position on the Stage from left to right.

Switch looks

Add variety to your scenery.



3 - Time to fly



Floating clouds



Get ready

New sprite:    

Choose clouds from the library.

Try this code

when  clicked

forever

set y to pick random 1 to 180

set x to 250

next costume

repeat 50

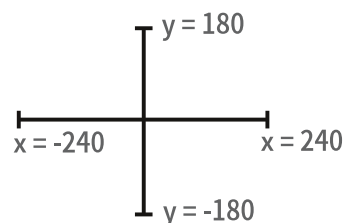
change x by -10

Type 180 to keep the clouds in the top half.

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

set y to pick random 1 to 10

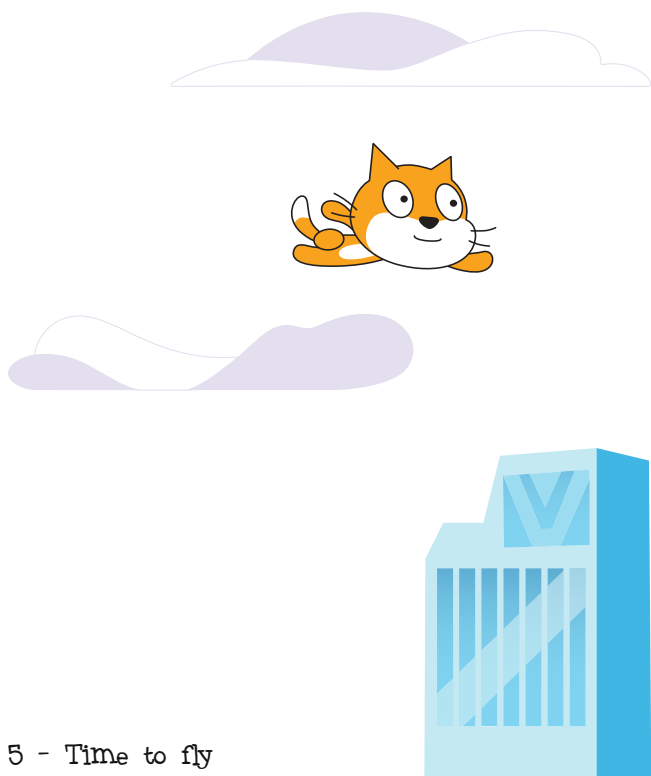
Tip



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

Floating clouds

Make clouds float by in the sky!



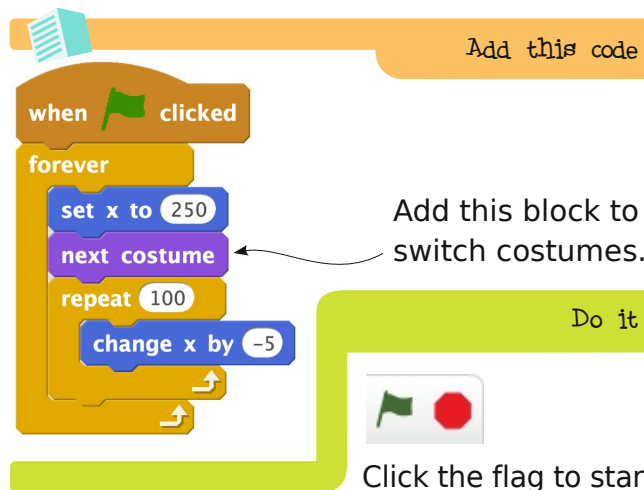
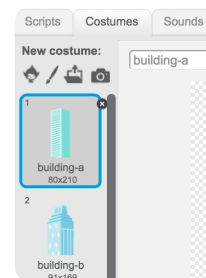
Switch looks



Get ready

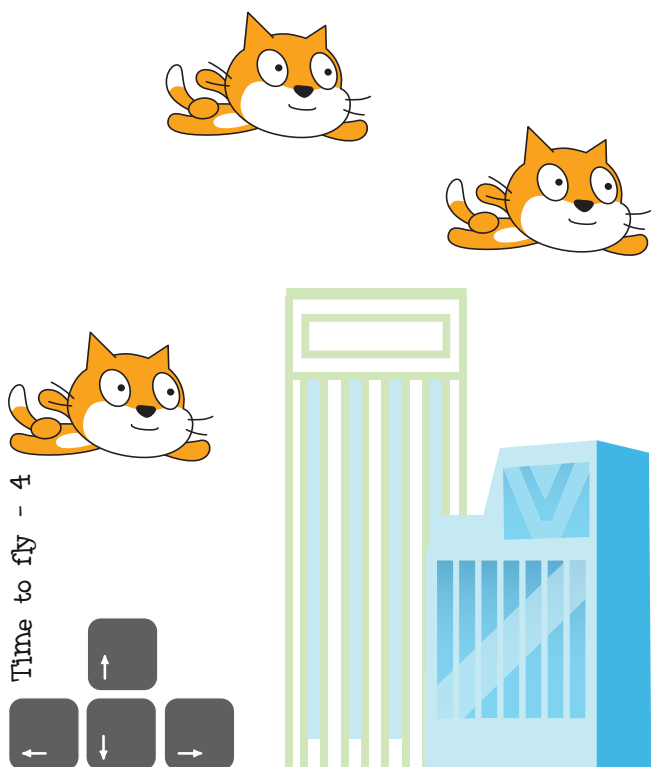


Click to select the Building sprite.
Then, click the Costumes tab to see different costumes.



Make it interactive

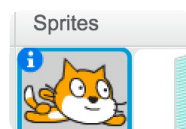
Make your character move when you press a key.



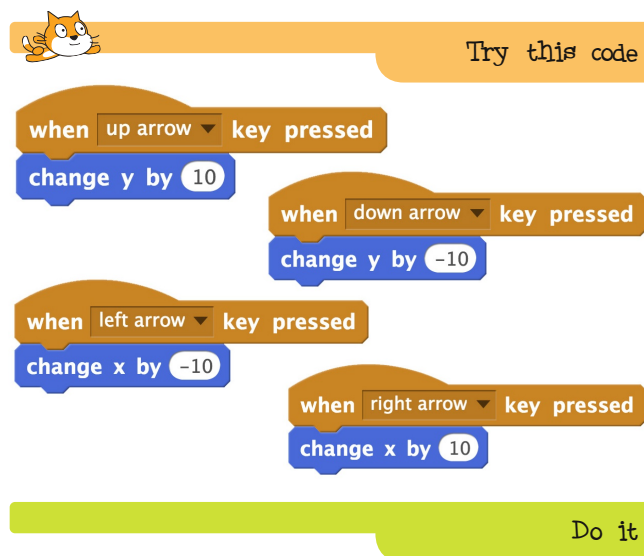
Make it interactive



Get ready



Click to select your flying sprite.



Click the flag to start.