



Session 7
17 November 2018

CoderDojo Session

1. Dojo updates
2. Motto Recap
3. Warm Up
4. Outline the Tasks/Challenges for the Session
5. Brainstorm
6. Get Coding
7. Show your Work

Dojo updates

- Join Scratch Online

- *Save your work, build a collection*

- Share your interests

- *Animation: Alice3, Muvizu, Pencil2D*

- *Games: Scratch*

- *Blogs/Websites: HTML, CSS, Javascript*

- *Apps: AppInventor*

- *Our Dojo has a website – coderdojokells.com (Would HTML / CSS ninjas like to help us make it better?)*

Our Dojo Mottos

- One rule, be cool
- Ask 3 then me
- If you made it, you can play it
- Parents, pitch in

Other small rules....

- No open drink containers
- Watch the wires!
- Phones silent & put away
- Stay in the room. bathroom? –
let a mentor know

Wifi

- KPRC Training – kprc2000

Warm Up

5-10 mins

Get Into Teams

5 mins

This Week Session Challenges (Scratch)

The task is to create a game that allows a player to hit a ball. Each time the player hits the ball, they score a point.

The knowledge required to complete this game is a combination of variables and conditional statements which you saw in the last two sessions.

This Week Session Challenges (Scratch)

Step 1:

- Download this image & upload to a new Scratch project:

http://share.coderdojokells.com/ninja-challenges/crosshairs_small.png

Step 2:

- Select the Ball sprite from the Scratch library and copy the code provided.

Step 3:

- Add code to accept a new player's name, reset scoreboard, and allow control of crosshairs / target (left/right/up/down).

Brainstorm

5-10 mins

Get Coding

45-60 mins





Showtime

One Possible Solution

