

Session 8 24 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 (please do not play games you have not made)

#### 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

# This Week Session Challenges (Scratch)

The task is to create a game that allows a player to guess the number to win prizes. The fewer guesses taken, the more prizes the player can win. If player takes too many guesses, they lose the game.

To create this game, you will need variables and conditional statements as well as picking a random number (hint: remember last week's ball game)

## This Week Session Challenges (Scratch)

#### Step 1:

- Download this image & upload to a new Scratch project: http://share.coderdojokells.com/ninja-challenges/santa.png or http://bit.ly/cdk-Santa

#### Step 2:

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

#### Step 3:

- Add code to generate a random winning number, reset scoreboard, accept the player's guess, check the player's guess is correct, and tell player if they win or lose.

## Get Coding 45-60 mins

```
when I receive winner v
                                          numOfGifts > 0 then
       userAnswer = winningNum / and
  show
         numOfGifts
  repeat |
    create clone of Gift ▼
                           when I start as a clone
when / clicked
                           repeat numOfGifts
                             move (30) steps
```

#### One Possible Solution

```
when / clicked
    winningNum v to pick random 1 to 10
    numOfGifts v to 5
    guessCount v to 0
when this sprite clicked
ask What is the winning number?
                             and wait
    userAnswer v to answer
       userAnswer = winningNum then
  say You win some gifts
  broadcast winner
  change guessCount v by 1
  change numOfGifts v by (-1)
       numOfGifts = 0 then
  You have guessed too many times and lost all gifts. Please try again
```

## **Happy Christmas**



