Kells
CoderDojo

Session 6
10 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 script provided is using conditions which allows the program to decide which action to take. Copy the code and run it.

Is it working?
Can you fix it?
Can you make it better?

This Week Session Challenges (HTML)

HTML / CSS:
1. Can you embed a Scratch project in a web page?
2. Create a web page to showcase any Scratch projects you might have saved. How might you lay it out?

Brainstorm 5-10 mins

Get Coding 45-60 mins

Showtime

Some additional help