

Session 5  
03 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](http://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)

Background:

Moving a character towards a desired object.

Example shows a cat trying to get a trophy, but you can be creative and select your own character and desired object.

# This Week Session Challenges (Scratch)

- Copy the code on screen to your own Scratch project.
- Ensure you place this code behind your chosen character.
- Run it – is it working? If not, can you find what is wrong?
- Can you make this better?

# This Week Session Challenges (HTML)

HTML / CSS:

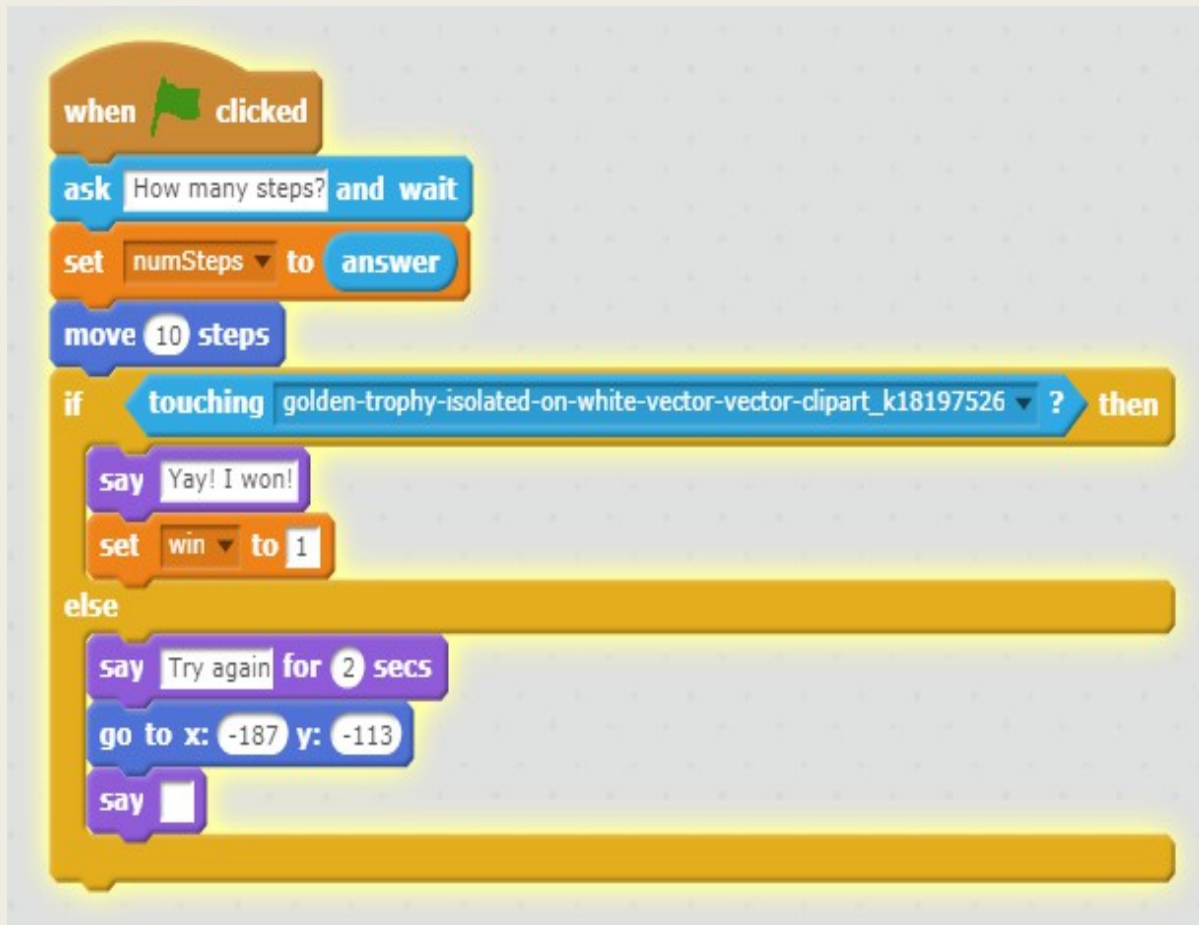
1. Can you embed a Scratch project in a web page?
2. Create a web page to showcase any Scratch projects you might have saved. How might you lay it out?

# Brainstorm

5-10 mins

# Get Coding

45-60 mins





# Showtime