



Session 2
06 October 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 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

Scratchers (beginner):

1. Make something which you can control
2. Make something someone else can control at the same time
3. Make it into a game
4. Polish
5. Advanced: 2 player Pong

This Week Session Challenges

- **Scratch (advanced)**
- Create a two player game in Scratch, we suggest Pong
- To get started, think about what you need in the game:
 - Background
 - Paddles
 - Ball
 - Scoreboard
- Now think about how the game should work:
 - The aim of the game – gain points by getting ball past the other paddle
 - Game winner, rounds?
- You can work alone or buddy up with another ninja
- Don't worry about finishing it today – it can be a project you work on at home or next week.

This Week Session Challenges

HTML / CSS:

1. Create a image gallery
2. Explore how you want to lay it out.
3. What more can you do with it?

Brainstorm

5-10 mins

Get Coding

45-60
mins

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Showtime