KELLS
CoderDojo

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
  ℓ (please do not play games you have not made)
- 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 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
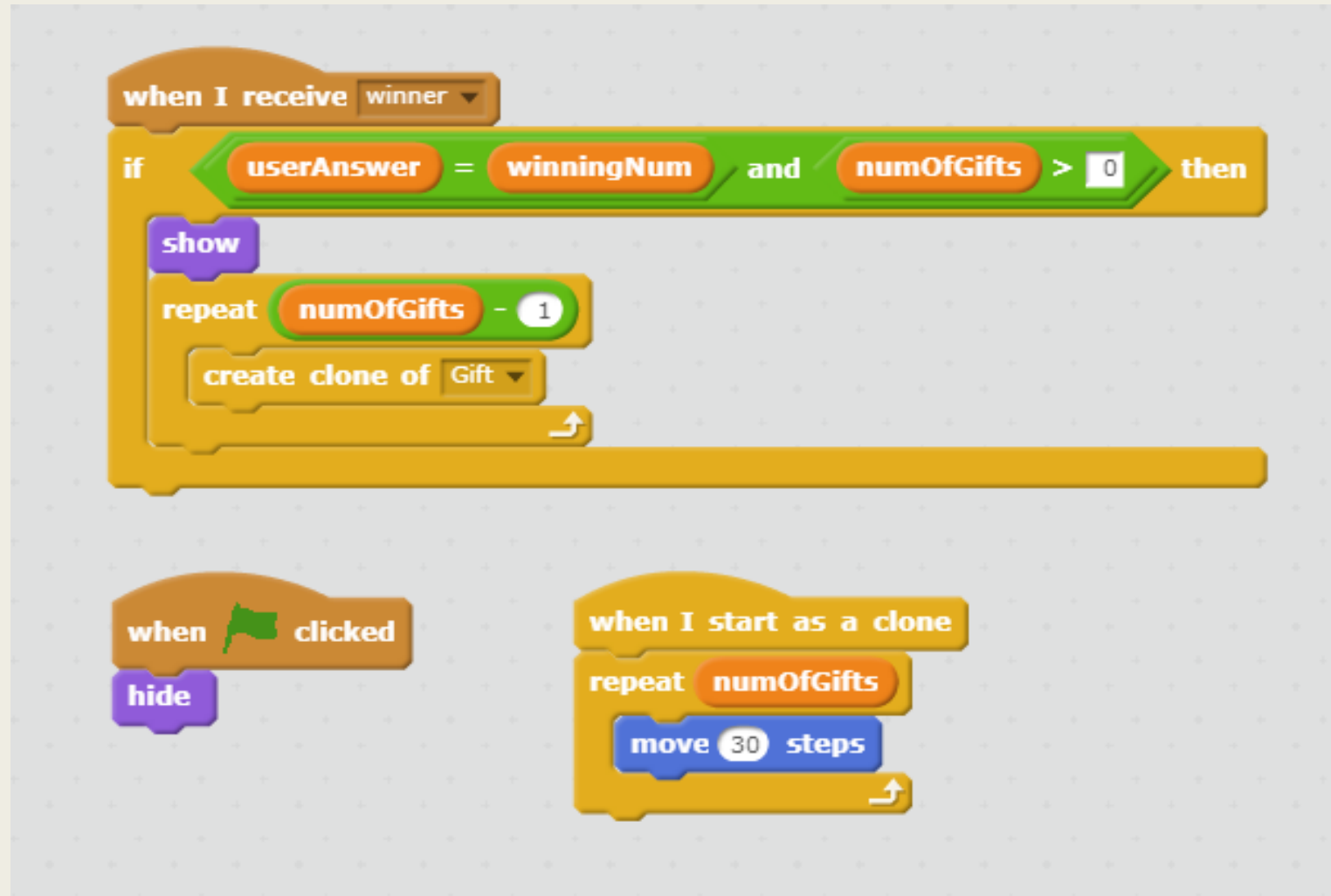http://bit.ly/cdk-Santa
Step 2:
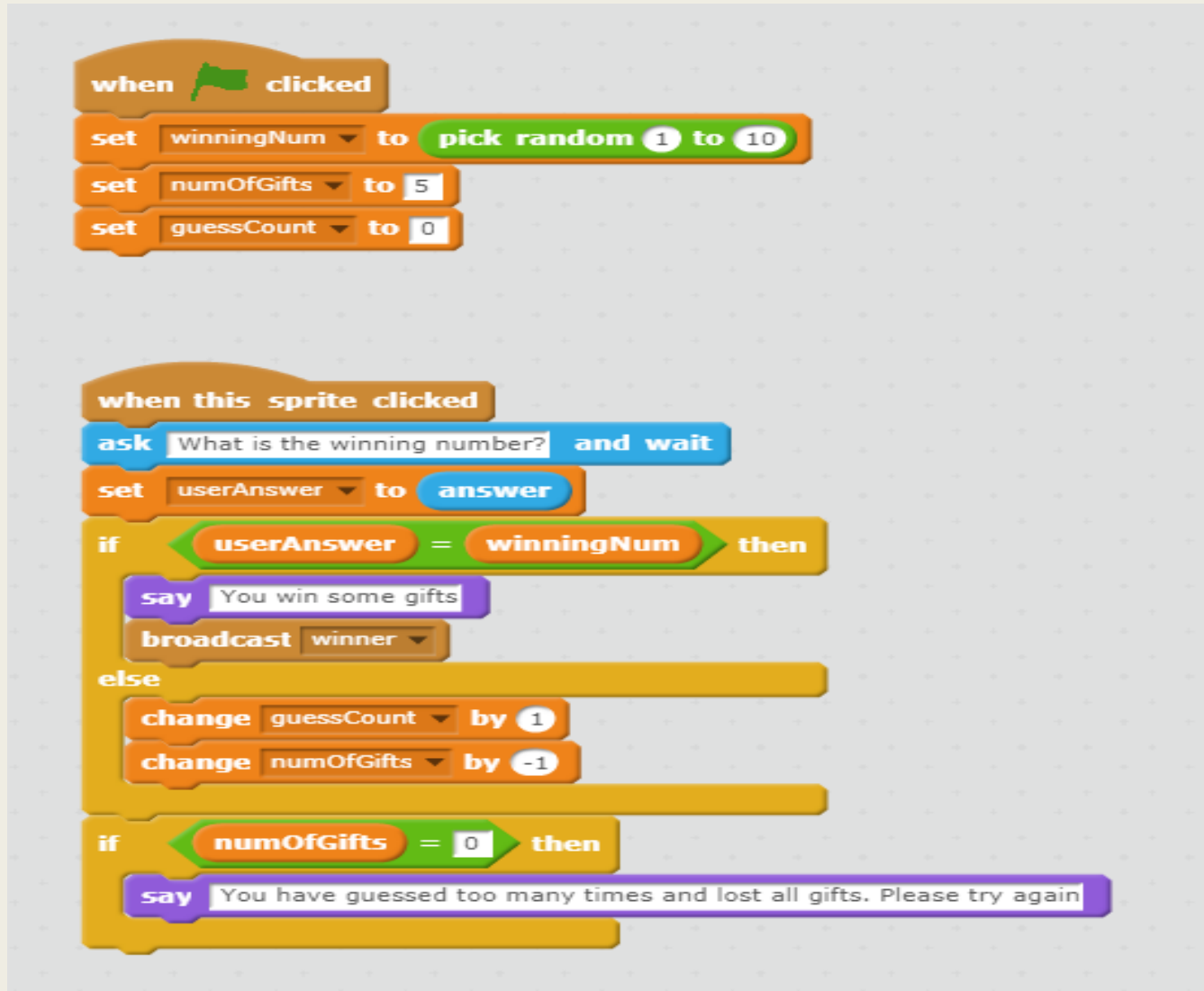- Select the Gift sprite from the Scratch library and copy the code provided.

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

One Possible Solution

Happy Christmas