

# CoderDojo Athenry

## "Above all, be cool"



### Every week:

- ✓ Sign in at the door

### If you are new:

- ✓ Fill in Registration Form
- ✓ Ask a Mentor how to get started

Make sure you are on the Athenry Parents/Kids Google Group: email [coderdojoathenry@gmail.com](mailto:coderdojoathenry@gmail.com)

# CoderDojo Athenry

## Scratch Beginners

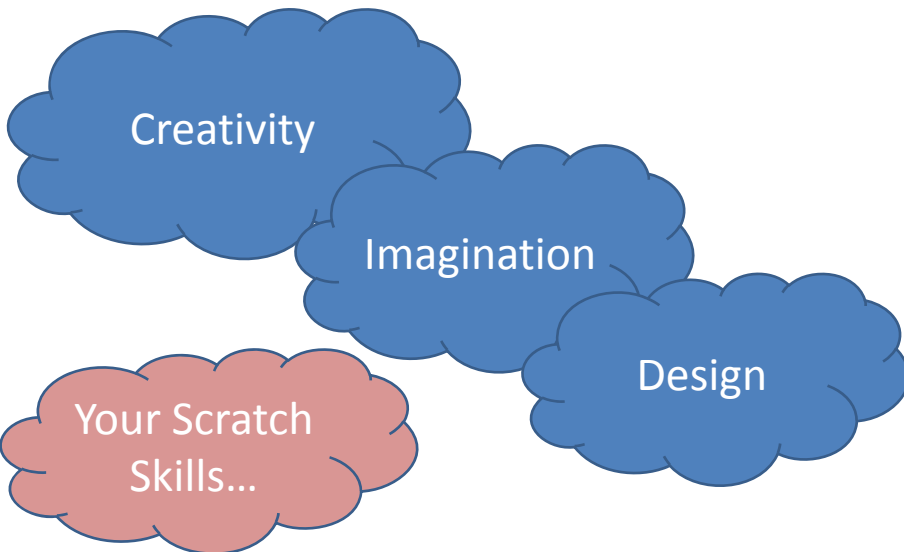


Code and notes by Michael Madden, 2012

## Today's Ninja Challenge: Start Working on **Your Own Game!**



## Today's **Big Ideas**



## Plan for the Next 2-3 Weeks: Design & Code Your Own Game!

Animations

Quizzes

Arcade  
Games

Web  
Games

It's Up To  
You!

## Start Planning It Now ...

**Form a team** with friends  
or do a **solo** project

Think of some **ideas**; pick one:  
Phone & web games that you like?

**Plan on paper**: What are main sprites in  
your game, how will they look & behave?

**Start simple**; get something working and  
add more afterwards

Keep your notes with you for next week,  
we will **help you** to make progress

## How to Get Started

### Plan the Design

- Think first!
- Start simple: add more later

### Create First Character

- Design it: appearance & behaviours
- Write script (Code) to control its behaviours

### Test It

- Any bugs? (Not working as expected)
- Debug and Improve

### Extend It

- More Characters, More Behaviours, More Testing!

Reminder:  
repeated from  
Week 1

## How to Make Progress

Our Creative Coding Rule:  
**There's More Than One Way to Do It!**

Try things out and **iterate**

Save copies: go back if it doesn't work

Talk to others, **share** ideas, learn from  
their ideas, **improve** on their ideas!

Examine other people's code on the  
Scratch website & upload your code

Reminder:  
repeated from  
Week 1

# Demo Your Creation To Us All!

## At the End ...

Upload your project to the Scratch Website  
user: **cdathenry** password: \_\_\_\_\_

Access it  
from home

Improve it

Show your  
friends!

