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

Wifi: coderdojowireless

Weekly Reminders

- **Fire exit doors/main doorways must be kept clear AT ALL TIMES**

- **In the case of an emergency , please proceed in a calm and orderly manner to the nearest Exit and go to your Assembly Point**

Do NOT take anything with you
If you have a child in another room, do NOT go to them, a Mentor will look after them

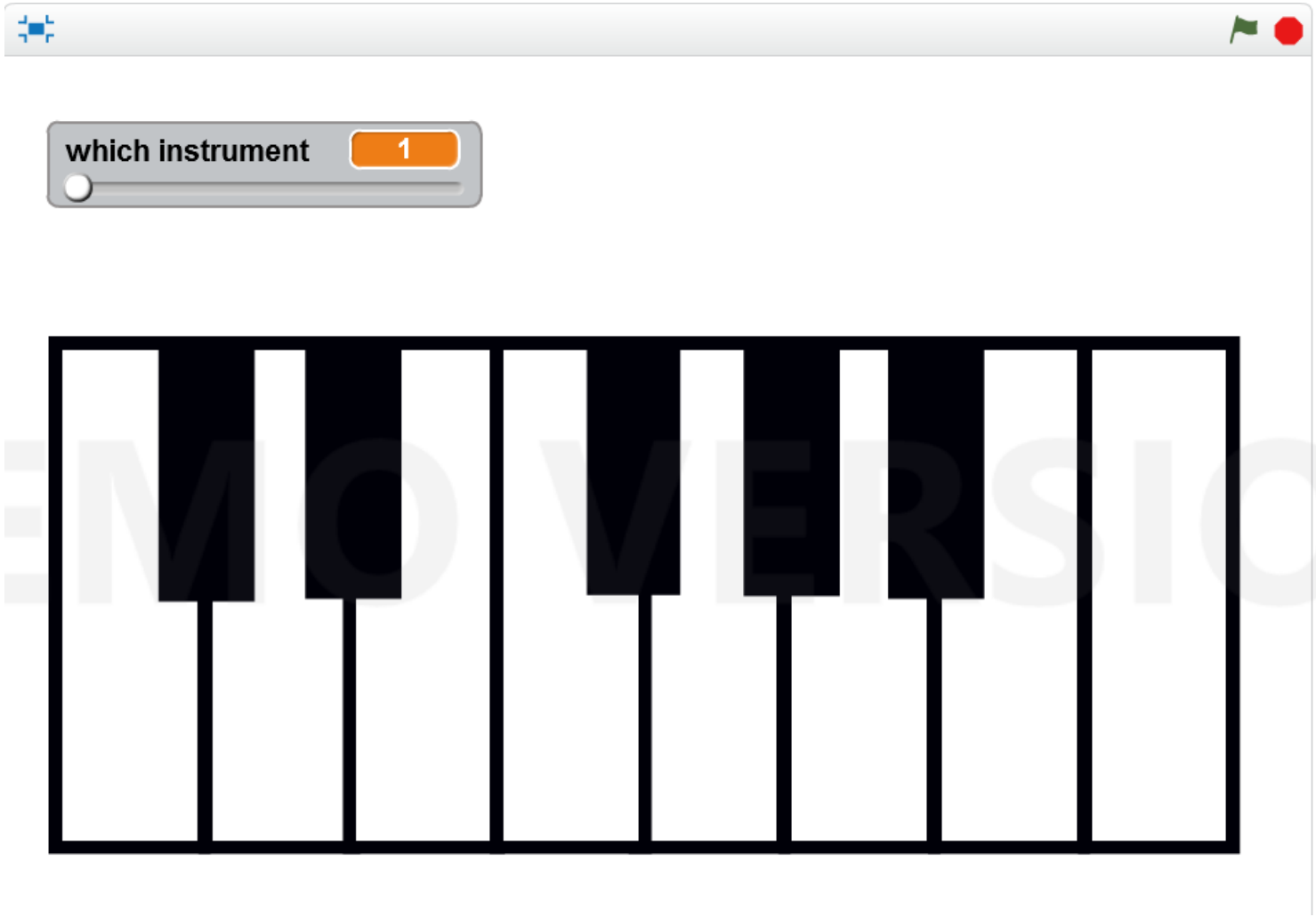
- **Please leave passageways between desk and keep CLEAR at all times**

- **If power cable goes across passageways – must be TAPED DOWN ask mentor for tape**

- **If FIRST AID is required please alert a Mentor**

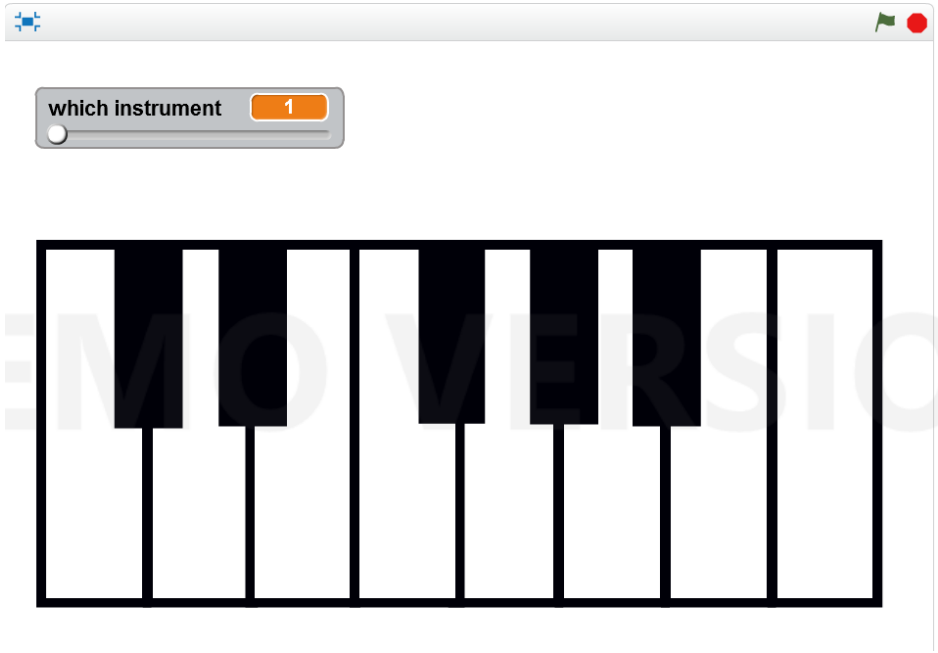
There are a number of trained first responders on site every week

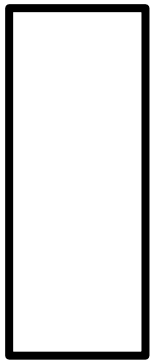
Todays Challenge:
Making a Piano



Lets get started

Draw each key as a *Sprite*





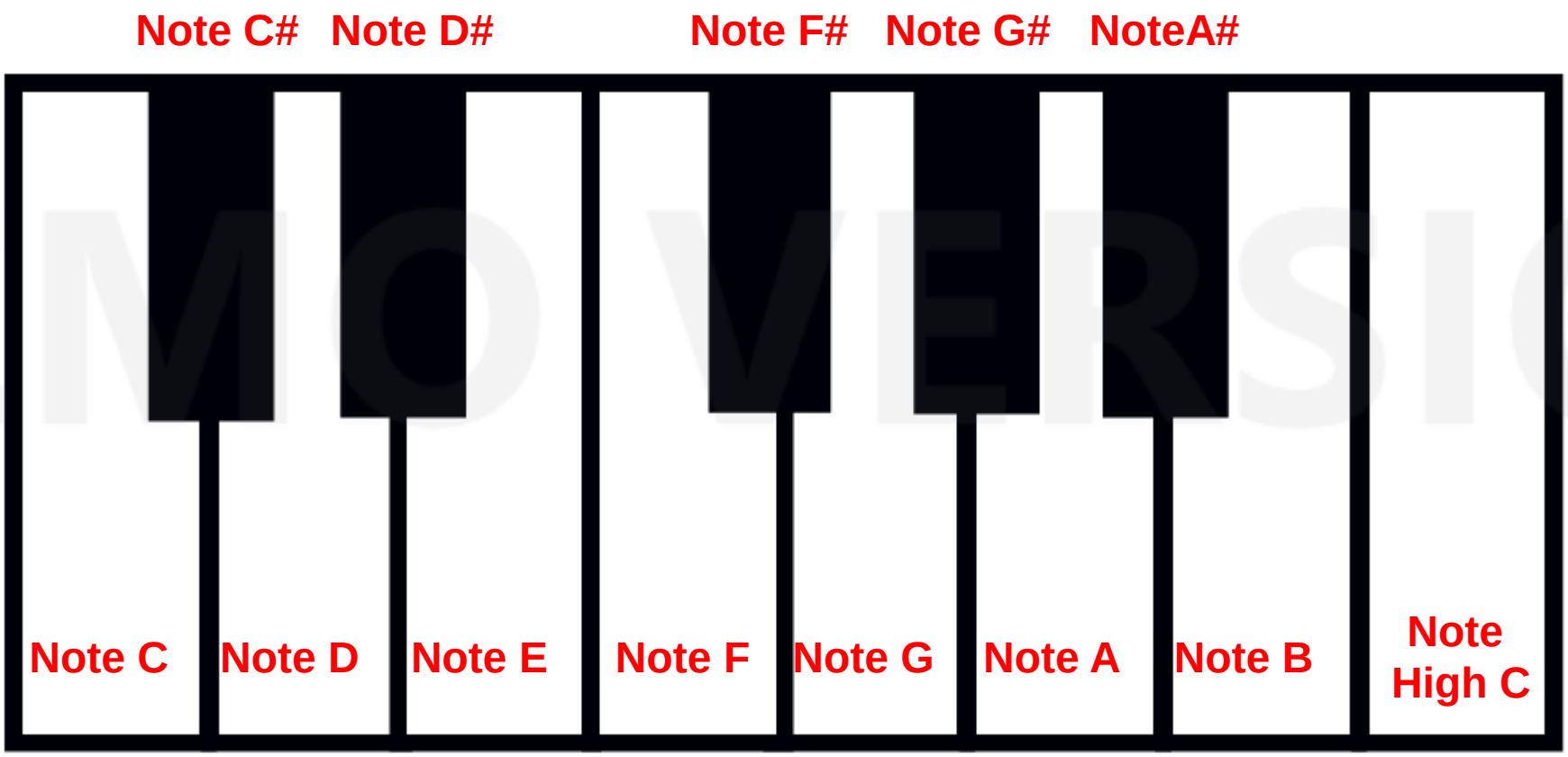
Note C

Note C#

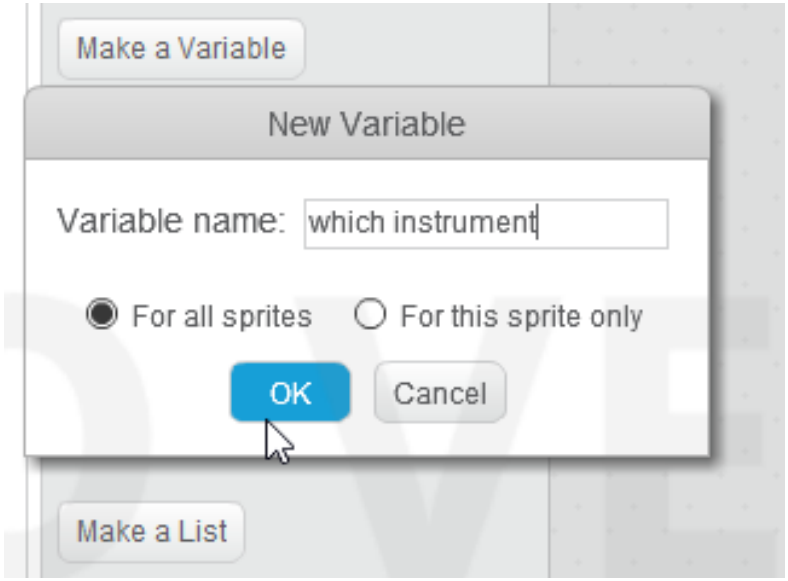
Create a second costume for each one

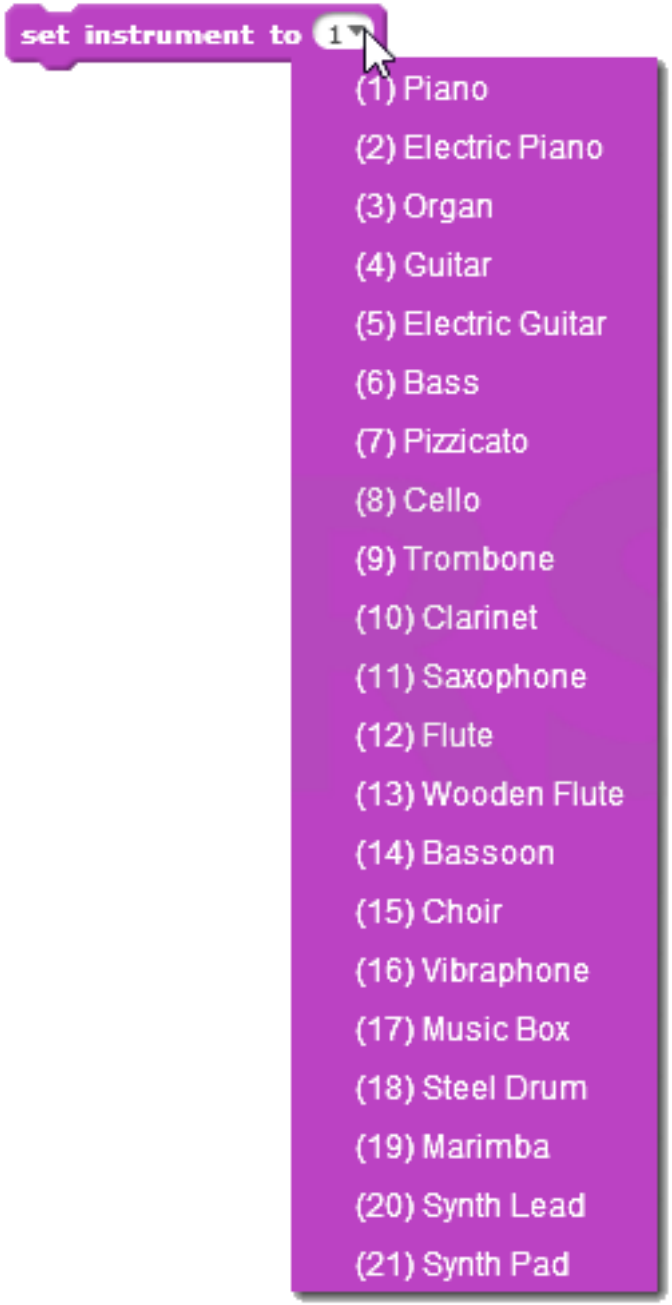
Lets get started

Draw each key as a *Sprite*



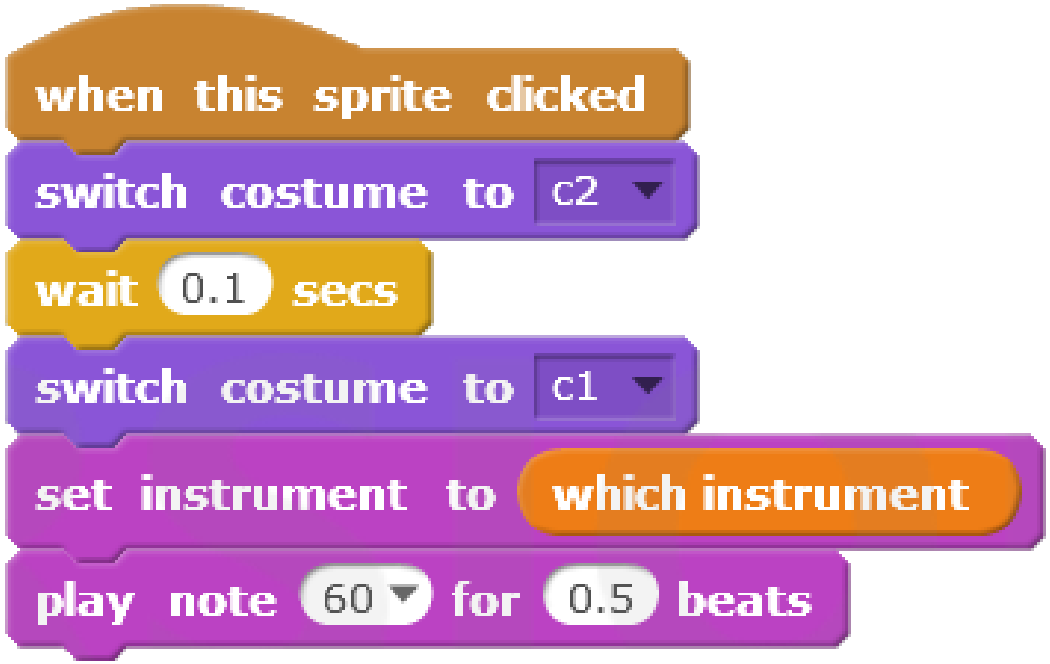
We need to create a variable called *Which Instrument*



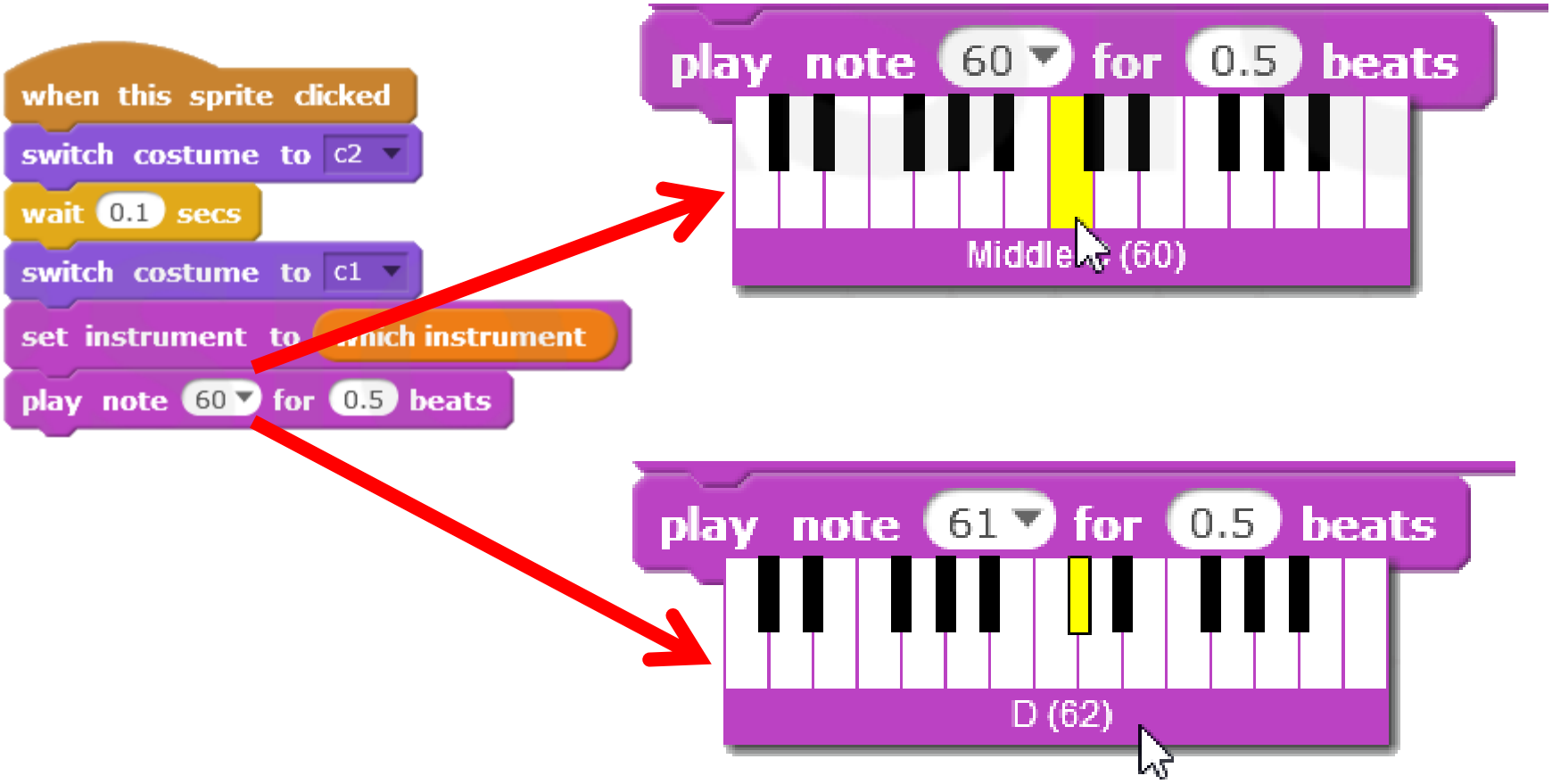


Each number corresponds to a different *Instrument*

Now for the Code



Only one difference for each Note



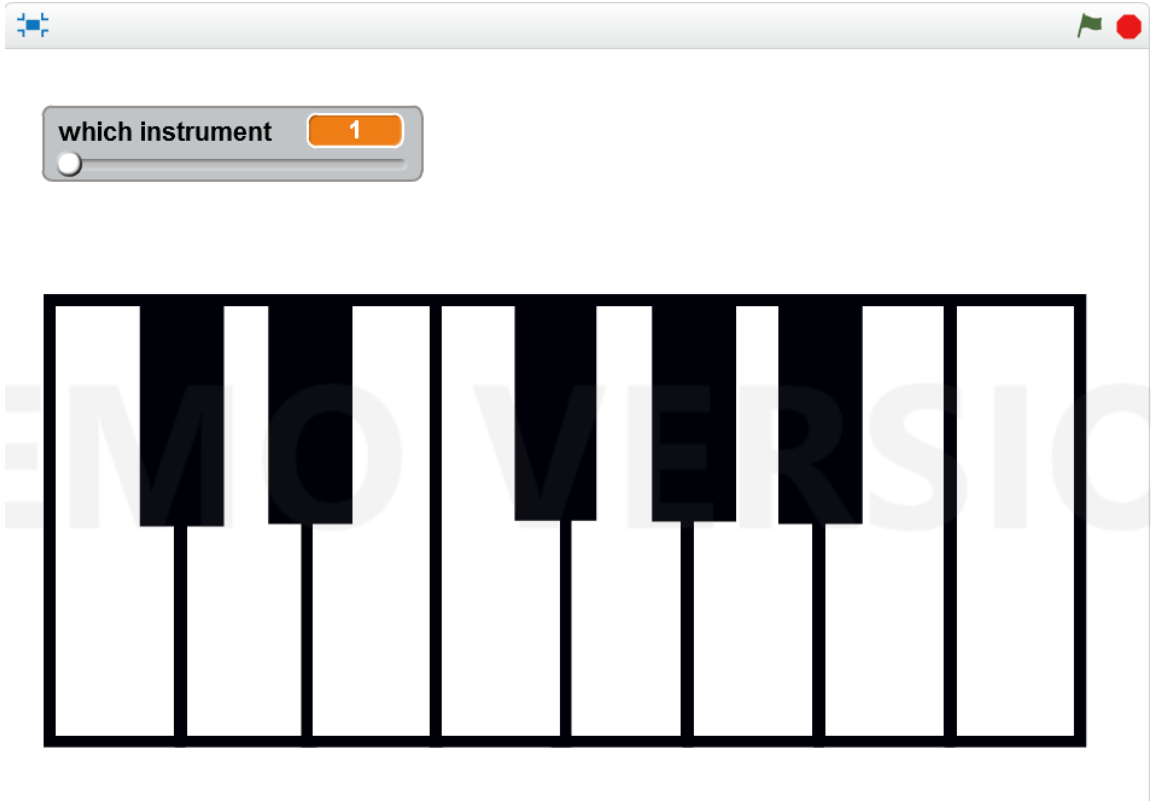
At the End …

Upload your project to the Scratch Website
user: **cdathenry1718** password: **athenry1718**

Access it
from home

Improve it

Show your
friends!



SAVE & SHARE!

Upload to the Scratch Website

Scratch.mit.edu

Username: ExplorersAthenry

Password: athenry2022