

Games and animations using Python

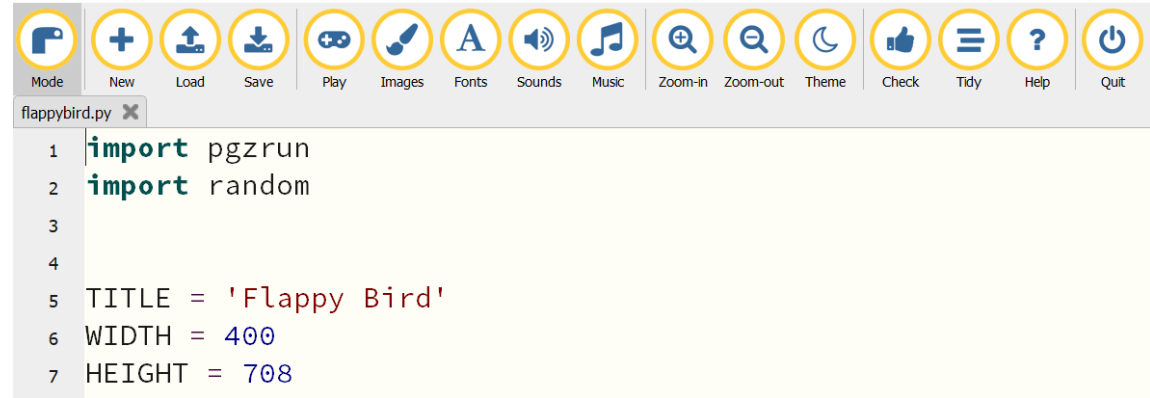
Python Programming is Perfect for Beginners.



Simple uncomplicated syntax. Writing code in Python is similar to writing commands in plain English.

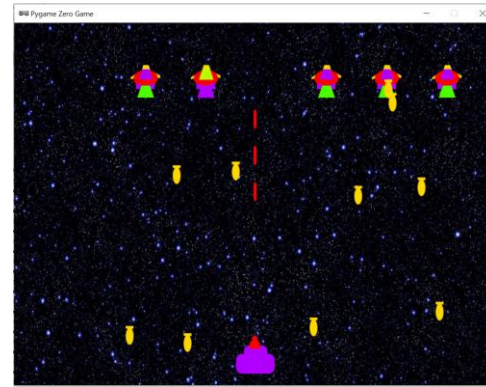
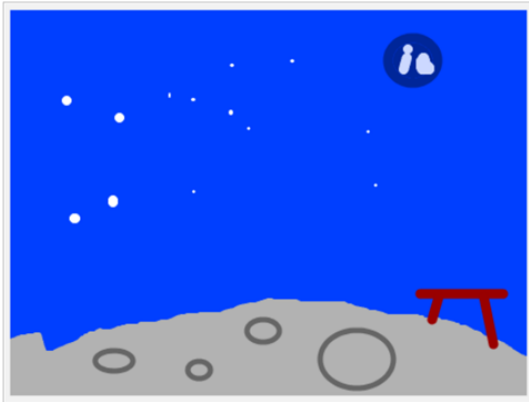
You can transform your ideas into reality using loads of different technologies and online resources.

We'll be using Mu, a Python code editor for beginner programmers

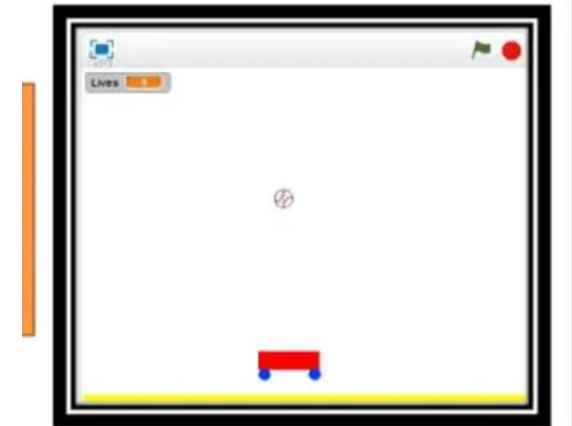
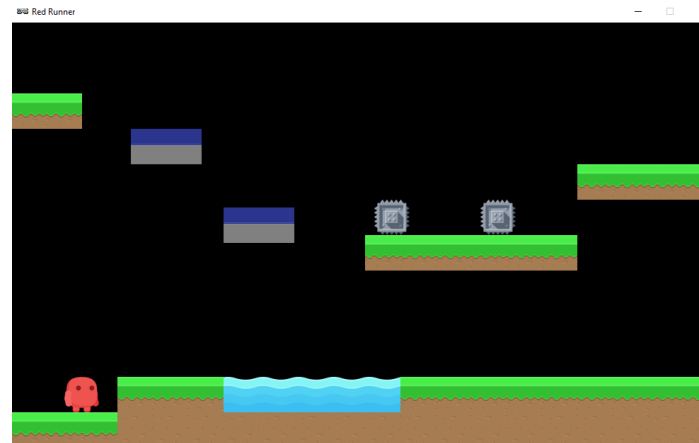
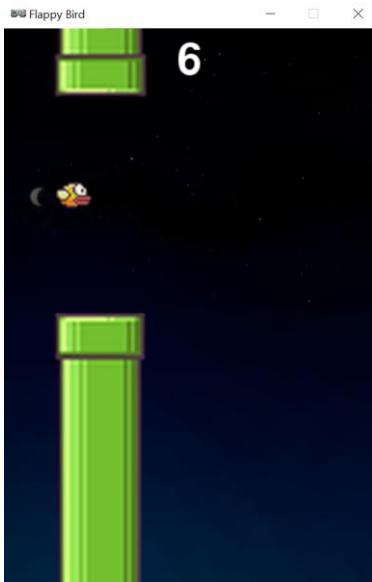


We'll also be using apps like Paint.net and Audacity to make our own sprites and sound effects





We'll create games & animations similar to those you created in Explorers & Advancers



Why CoderDojo

- A place for young people interested in tech to meet up
- A coding club (Learn to code?)
- Learn to think algorithmically
- Learn soft skills

Why BODGERS

- Move from Scratch to text based programming
- Done is better than perfect
- Learn to use resources
- Be creative

Why Python

- Syntax is easy to understand
- Lots of resources available (Libraries, Packages)
- Cross-platform (Raspberry Pi, Micro:bit)
- Used in the real world

Install Mu

<https://codewith.mu/en/download>

Hello World

```
print('Hello, World!')
```

Hello again

```
name = input("what is your name? ")  
print('Hello ' + name)
```

First Game

```
WIDTH = 600
HEIGHT = 300

alien = Actor('alien')
alien.topright = 0, 10

def draw():
    screen.clear()
    screen.fill((255, 255, 255))
    alien.draw()

def update():
    alien.left += 2
    if alien.left > WIDTH:
        alien.right = 0

def on_mouse_down(pos):
    if alien.collidepoint(pos):
        sounds.eep.play()
```