

Welcome to Code Club!



CODE CLUB

LOG IN
and then
Go For
Snack



Welcome to Week 3!!!



Anyone do any coding with Scratch or Python during the week? If so, what did you do?

Anyone have any questions from last week, or anything you've tried at home?

Note to Code Club Members – we're here to WRITE games, not use the time to play games from the Scratch website.

This week's activity

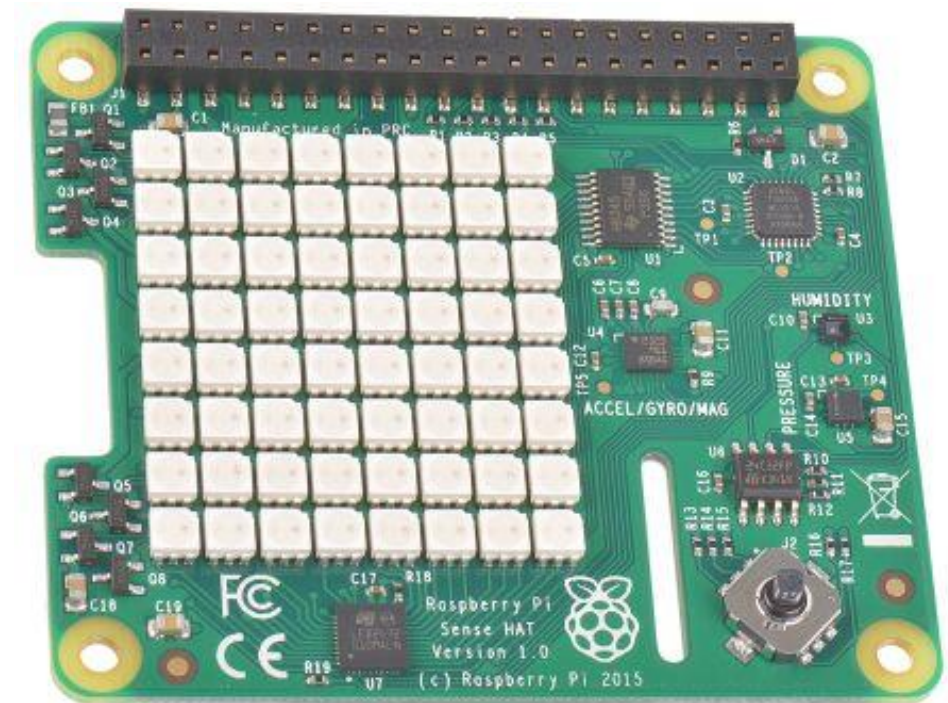
Scratch – Ghostbusters!

Python – Activities 1/2/3 – depending on how far you got!

Python – SenseHat – Raspberry Pi programming in Python

Ghostbusters!!!

Here's one I made earlier!

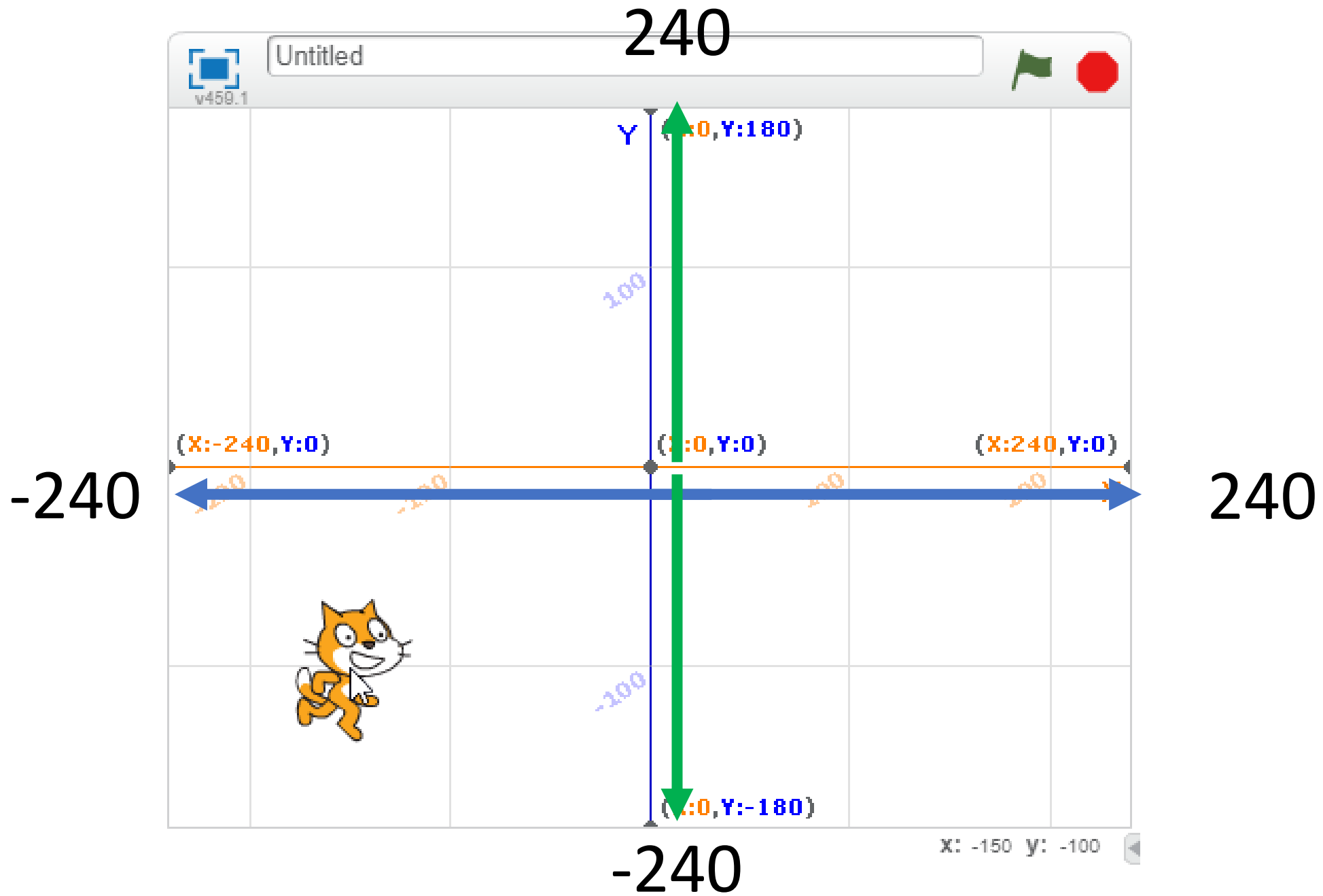


Raspberry Pi + SenseHAT

A “hat” for the Pi which contains an 8x8 display, sensors and controls

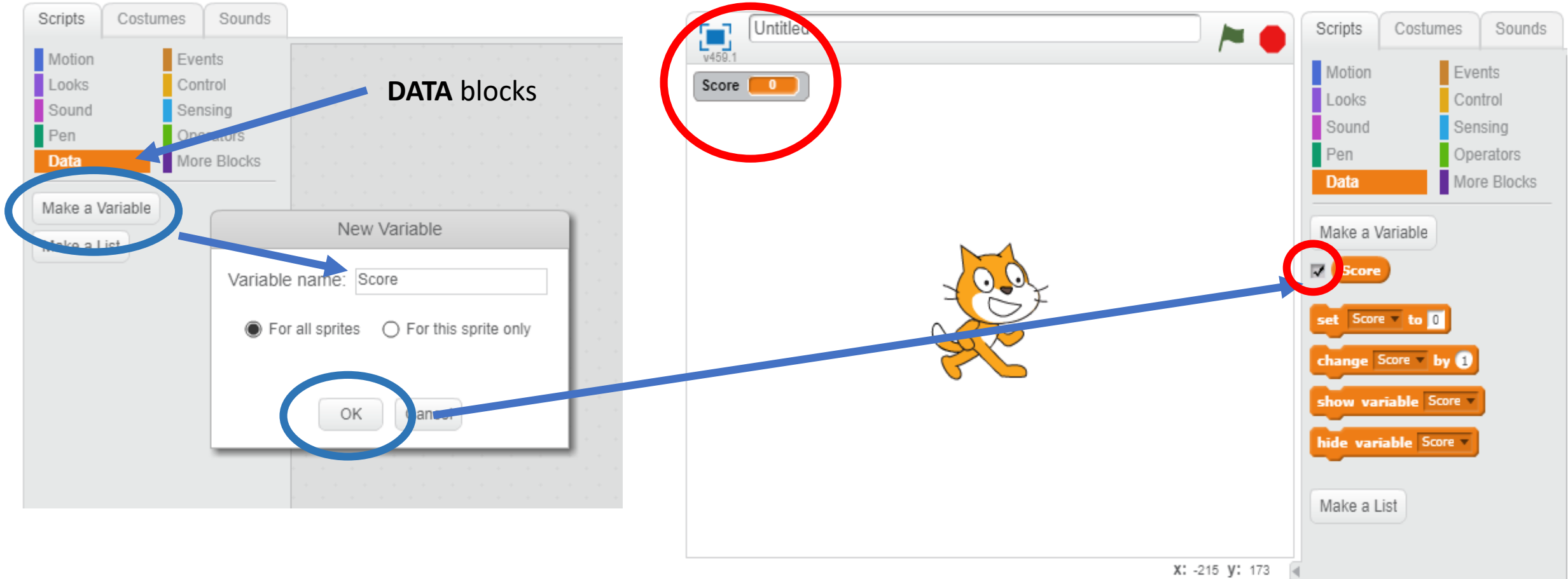
Temperature Pressure Humidity Compass Gyroscope Joystick

Trinket.io comes with a SenseHAT emulator



Variables

Making a new Variable in Scratch:



The image shows the Scratch interface with annotations. On the left, the 'Data' block is highlighted in the Scripts palette, and the 'Make a Variable' button is circled in blue. A 'New Variable' dialog box is open, showing 'Score' as the variable name and 'For all sprites' selected. The 'OK' button is also circled in blue. On the right, the Scratch stage shows a 'Score' variable widget with the value '0', circled in red. The Scripts palette on the right shows the 'Score' variable checked, with 'set Score to 0', 'change Score by 1', 'show variable Score', and 'hide variable Score' blocks visible. A blue arrow points from the 'OK' button to the 'Score' variable widget in the Scripts palette.

Making a new Variable in Python:

```
Score = 0
```

NB – everything in Python is CASE SENSITIVE

Score **score** SCORE

Random Numbers



Get the computer to pick a number between two numbers – a low value, and a high value

Scratch

pick random 1 to 10

Python

```
from random import randint
```

```
print(randint(1,10))
```

go to x: pick random -150 to 150 y: pick random -150 to 150

Drag the Green “Pick Random” block into the holes in the Blue “Go To” block



Today's Activity

Open up a new browser, and go to:

<http://airyhallcode.club>

Click on the link for the activity you want – Scratch or Python

Have a little read through, then use the code club website again to open up the Scratch program, or the Python Trinket IDE

Refer to the activity text if you're stuck!

Let's go!!!!

