Welcome to 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

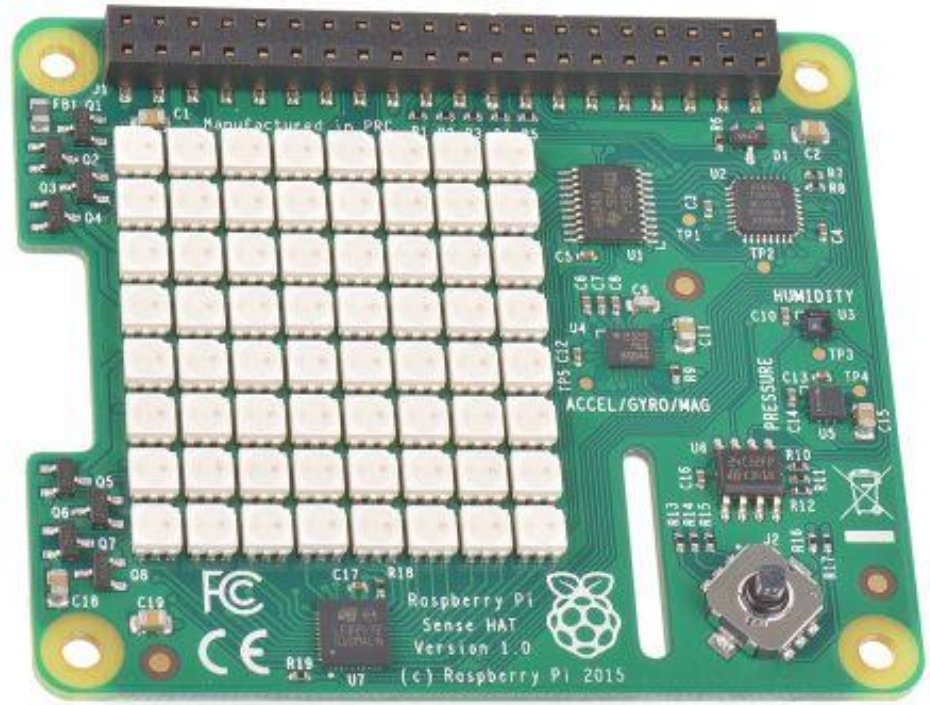
Scratch – Ghostbusters!

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

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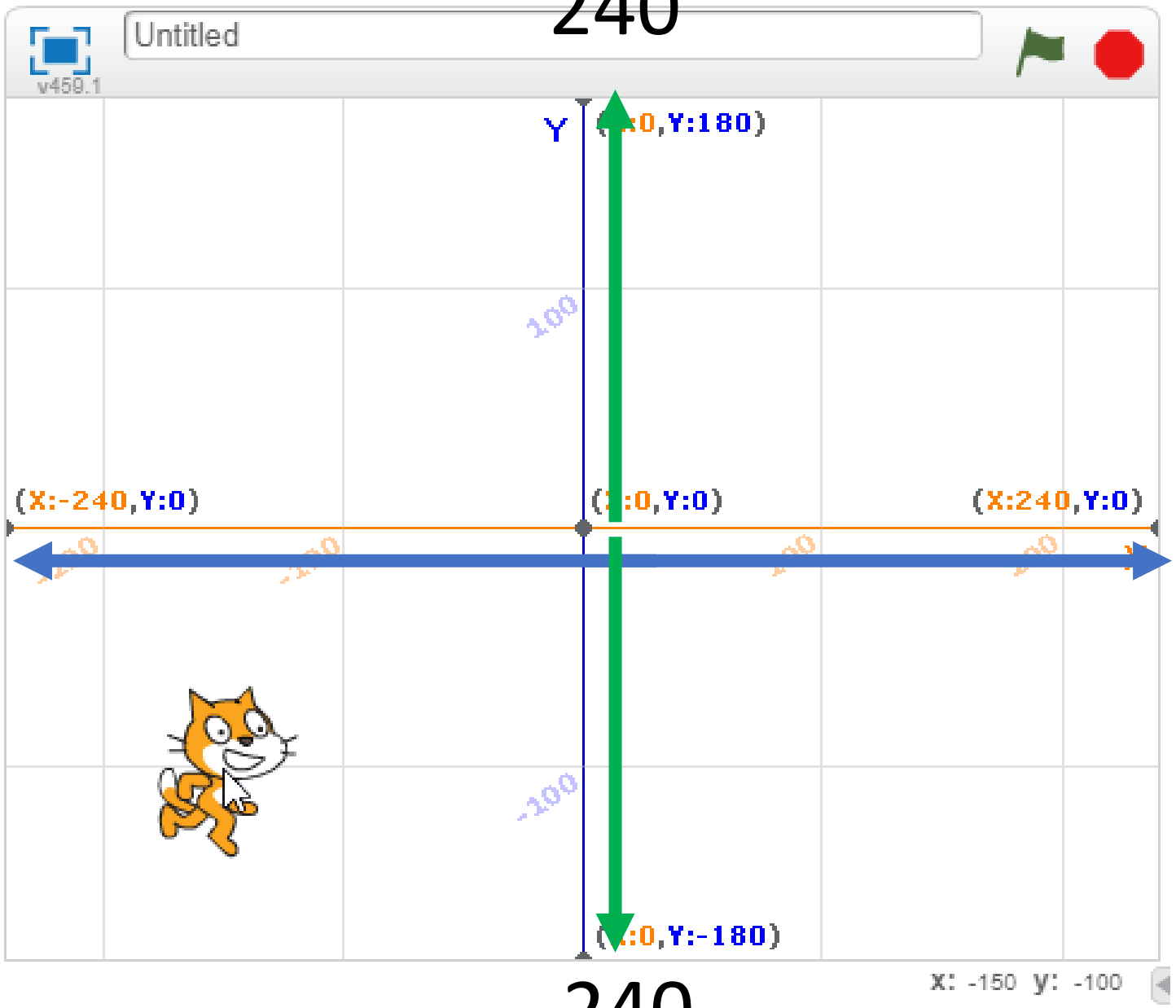

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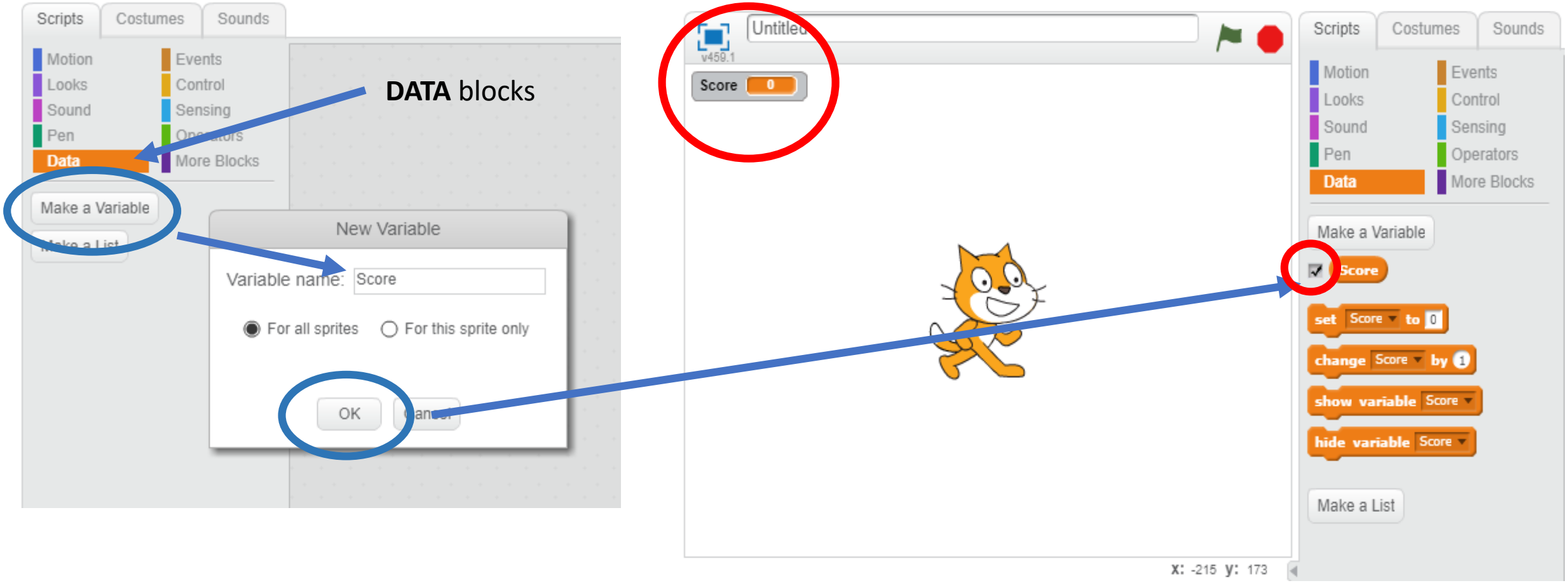
Variables

Making a new Variable in Scratch:



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

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

Python

```
from random import randint

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

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!!!!!

CODE CLUB