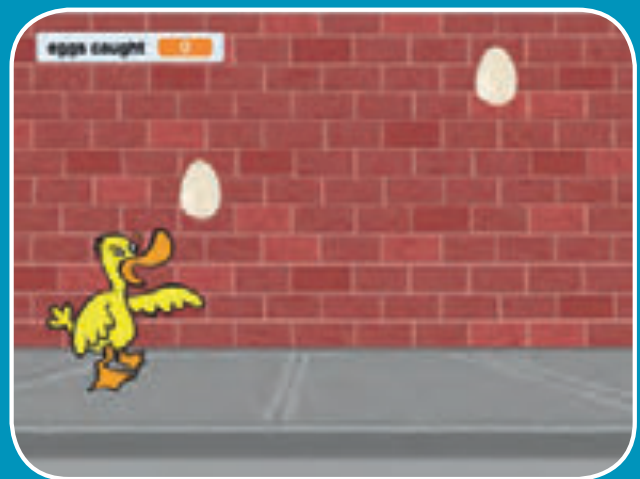# Catch Game Cards
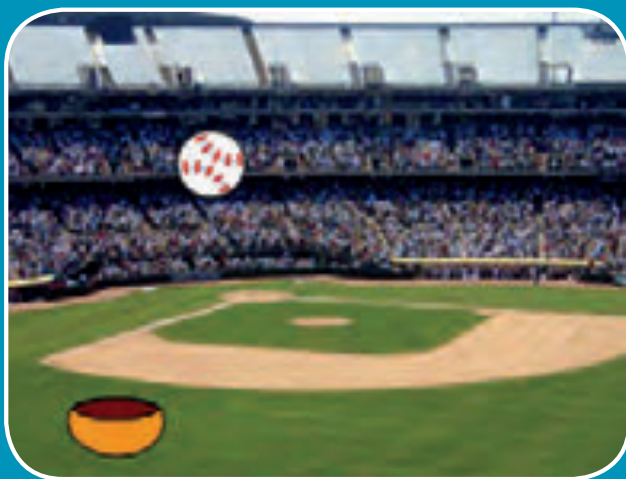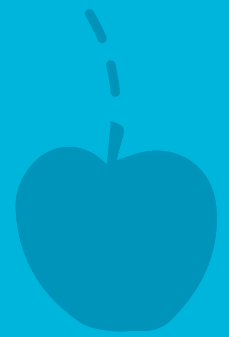
Make a game where you catch
things falling from the sky.

Catch Game Cards
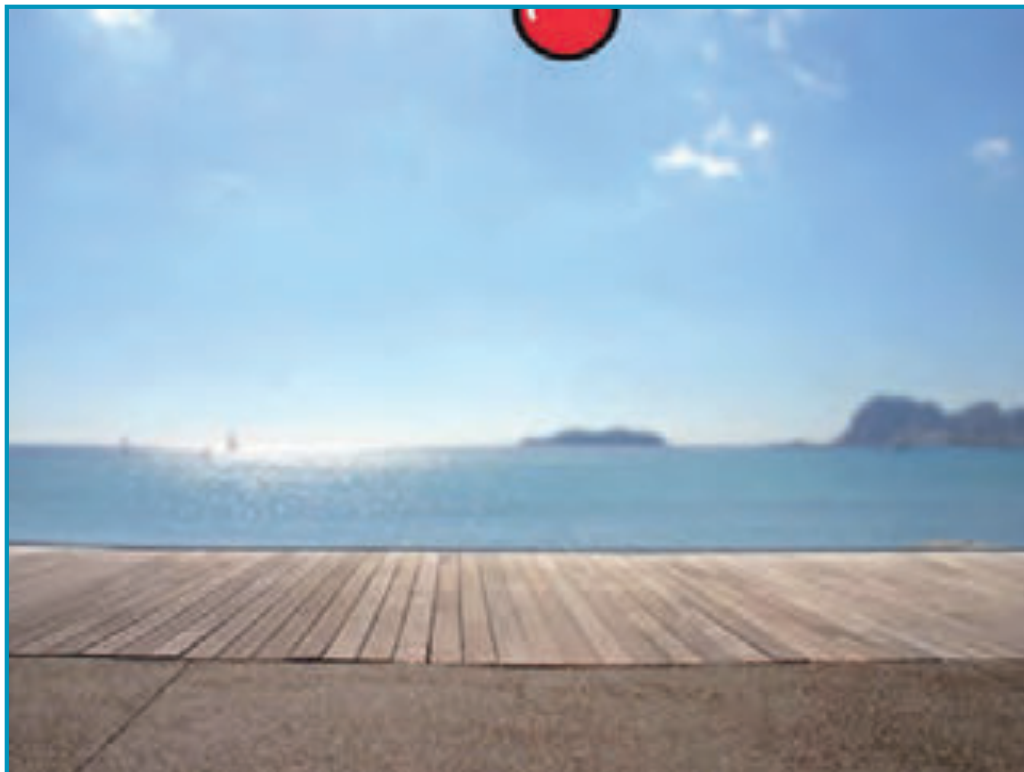
Use these cards in this order:

1. Go to the Top

2. Fall Down

3. Move the Catcher

4. Catch It!

5. Keep Score

6. Bonus Points

7. You Win!

Go to the Top

Start from a random spot
at the top of the Stage.

SCRATCH

Go to the Top
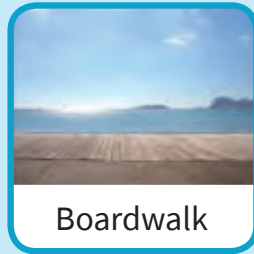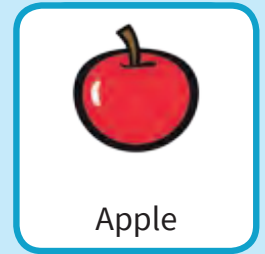
GET READY

Choose a backdrop, like Boardwalk.

Boardwalk

Choose a sprite, like Apple.

Apple

ADD THIS CODE

Apple

```
when [flag] clicked
go to  random position ▼
set y to  180
```

Type **180** to go to the top of the Stage.

TRY IT

Click the green flag to start.

TIP

y is the position on the Stage from top to bottom.

y = 180

x = −240   x = 240
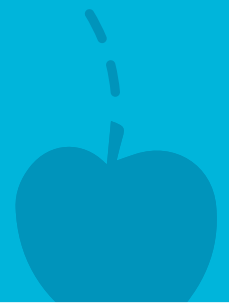
y = −180
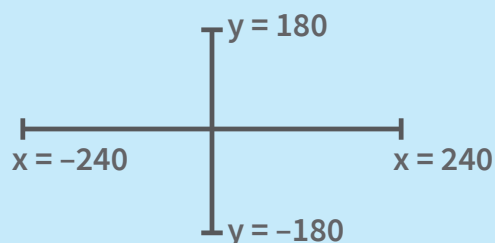
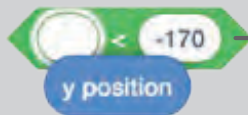# Fall Down

Make your sprite fall down.

Fall Down

scratch.mit.edu

GET READY

Click to select
the Apple sprite.

ADD THIS CODE

Keep the previous code as is, and add this second stack of blocks:

Apple

```
when [flag] clicked
forever
    change y by -5
    if < y position < -170 > then
        go to random position
        set y to 180
```

Type a minus
sign to fall down.

Check if near the
bottom of the Stage.

Go back to the top
of the Stage.

```
( ) < -170
y position
```

Insert the **y position** block
into this block from the
Operators category.

TRY IT

Click the green flag to start. — 🚩 🔴 — Click the stop sign to stop.

TIP

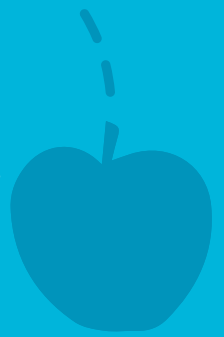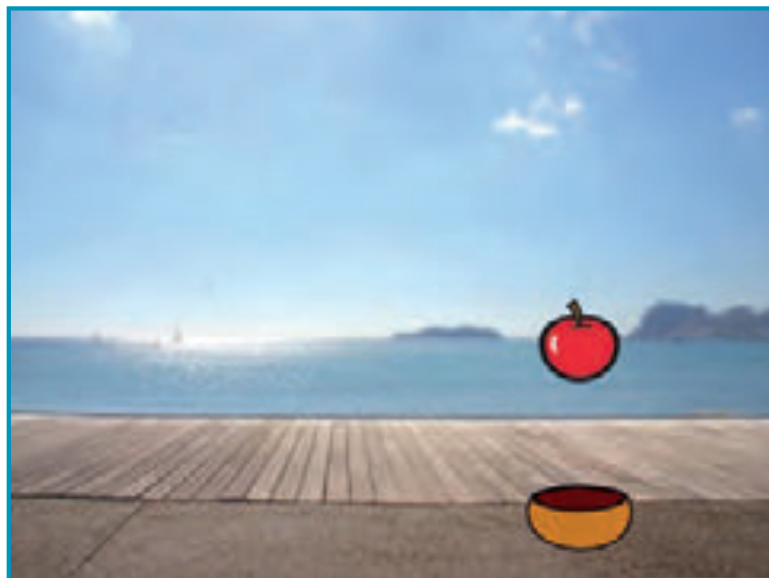Use `change y by ( )` to move up or down.

Move the Catcher

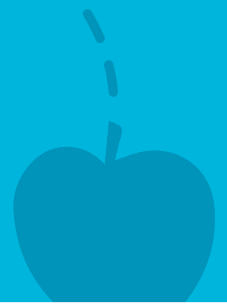Press the arrow keys so that
the catcher moves left and right.

Move the Catcher

GET READY

Choose a catcher, like Bowl.

Bowl

Drag the bowl to the bottom of the Stage.

ADD THIS CODE

Bowl

```
when 🏴 clicked
forever
    if  key  right arrow ▾  pressed?  then
        change x by  10

    if  key  left arrow ▾  pressed?  then
        change x by  -10
```

Choose the **right arrow** from the menu.

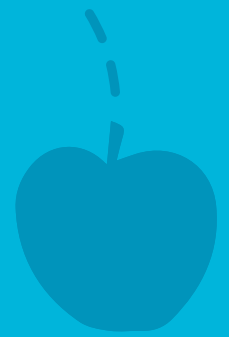Choose the **left arrow** from the menu.
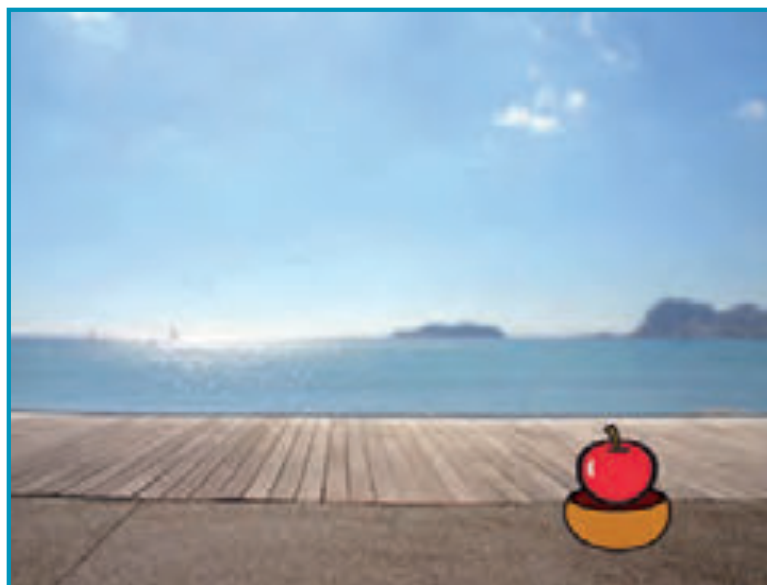
TRY IT

Click the green flag to start.

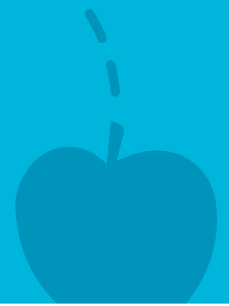Press the arrow keys to move the catcher.
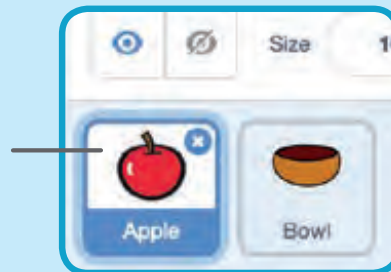
Catch It!

Catch the falling sprite.

SCRATCH

Catch It!

GET READY

Click to select the Apple sprite.

ADD THIS CODE

Apple

```
when [flag] clicked
forever
    if < touching [Bowl v] ? > then
        play sound [pop v] until done
        go to [random position v]
        set y to (180)
```

Choose **Bowl** from the menu.

Choose a sound.

TIP

◄)) Sounds

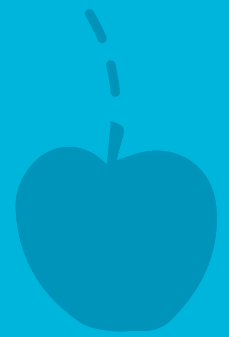Click the **Sounds** tab if you want to add a different sound.
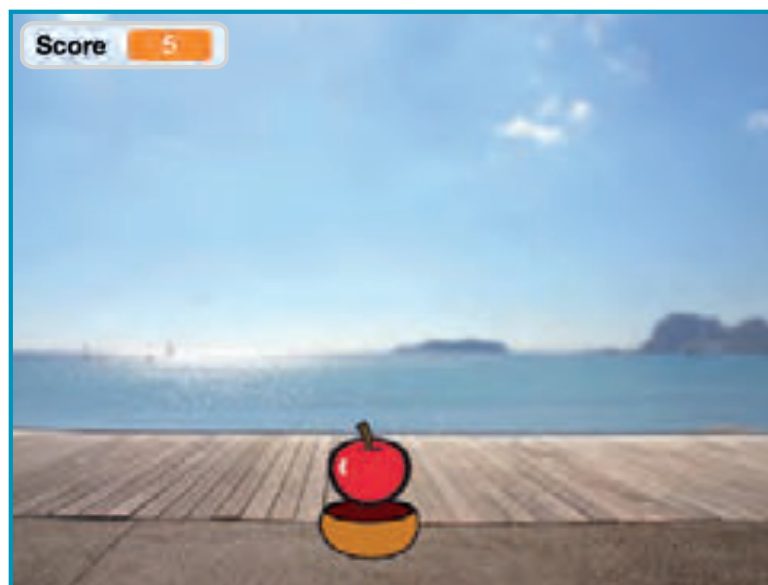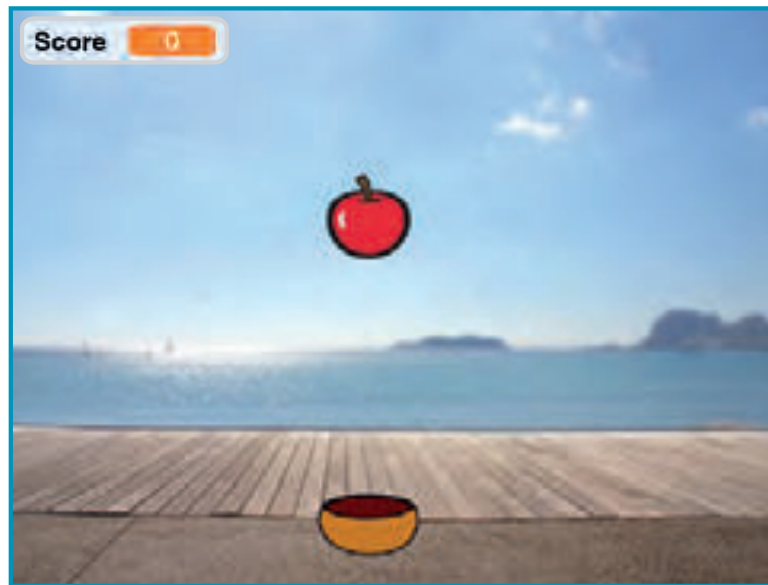
Then choose a sound from the Sounds Library.

Code

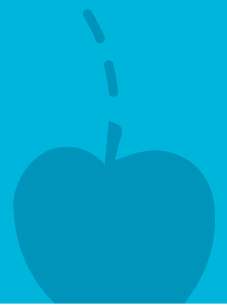Click the **Code** tab when you want to add more blocks.

Keep Score

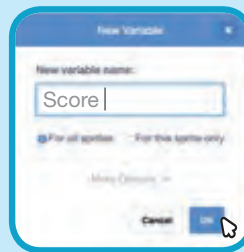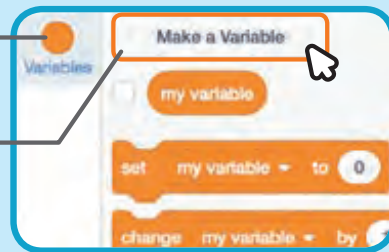Add a point each time you
catch the falling sprite.

SCRATCH

Keep Score

GET READY

Choose **Variables**.

Click the **Make a Variable** button.

Name this variable **Score** and then click **OK**.

ADD THIS CODE

Add two new blocks to your code:

Apple

Choose **Score** from the drop-down menu.

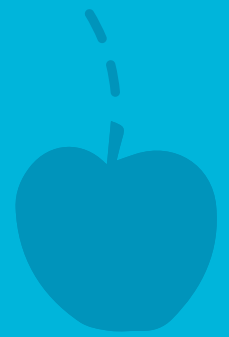Add this block to reset the score.

Add this block to increase the score.

TRY IT

Click the green flag to start.
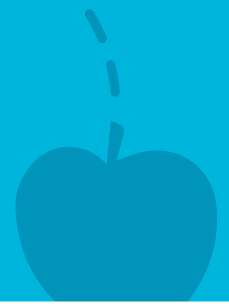
Then, catch apples to score points!

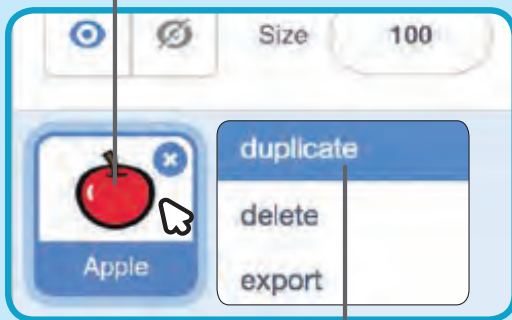# Bonus Points

Get extra points when
you catch a golden sprite.

SCRATCH

Bonus Points

scratch.mit.edu

GET READY

To duplicate your sprite,
right-click (Mac: control-click).

| Size | 100 |

duplicate
delete
export

Apple

Choose **duplicate**.

Costumes   Click the **Costumes** tab.

You can use the paint tools to make
your bonus sprite look different.
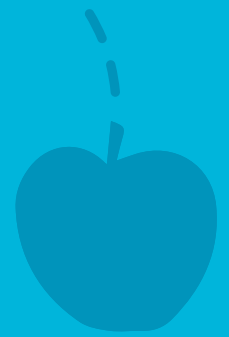
ADD THIS CODE

Code   Click the **Code** tab.

Apple2

Type how many points you get
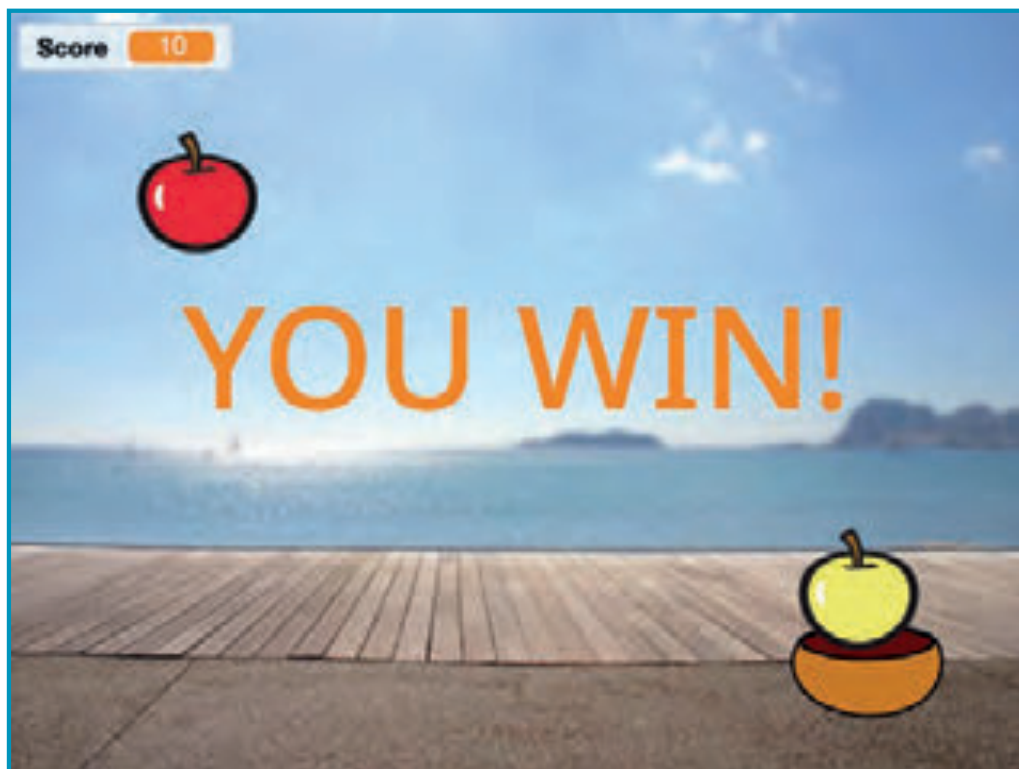for catching a bonus sprite.

TRY IT
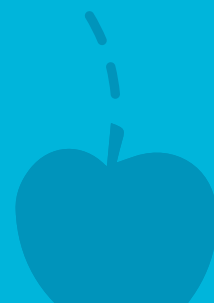
Catch the bonus sprite to increase your score!

You Win!

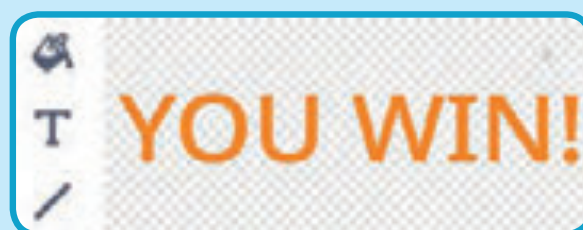When you score enough points, display a winning message!

SCRATCH

You Win!

GET READY

Use the **Text** tool to write a message, like "You Win!"

YOU WIN!

Click the **Paint** icon to make a new sprite.

You can change the font color, size, and style.

ADD THIS CODE

Code — Click the **Code** tab.

YOU WIN!
You Win!

```
when [flag] clicked
hide
wait until < Score = 10 >
show
stop all ▾
```
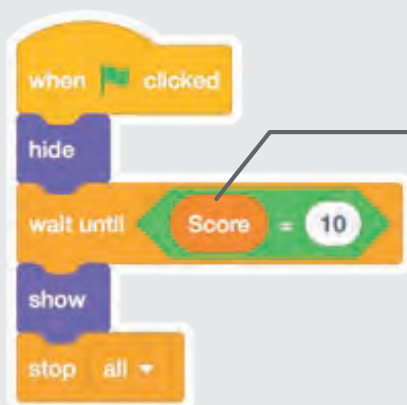
Insert the **Score** block from the Variables category.

TRY IT

Click the green flag to start.

Play until you score enough points to win!