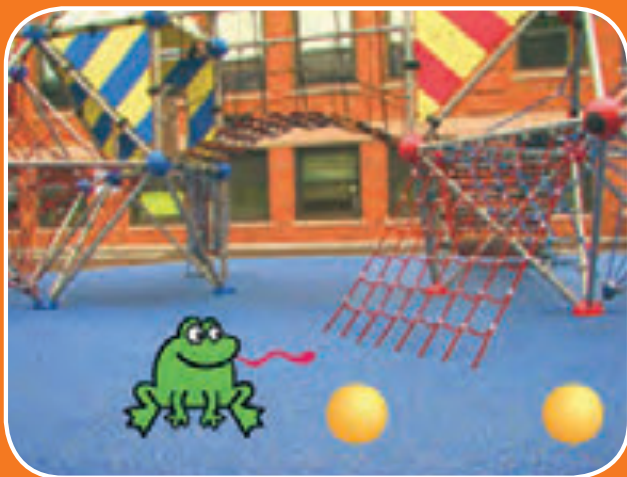
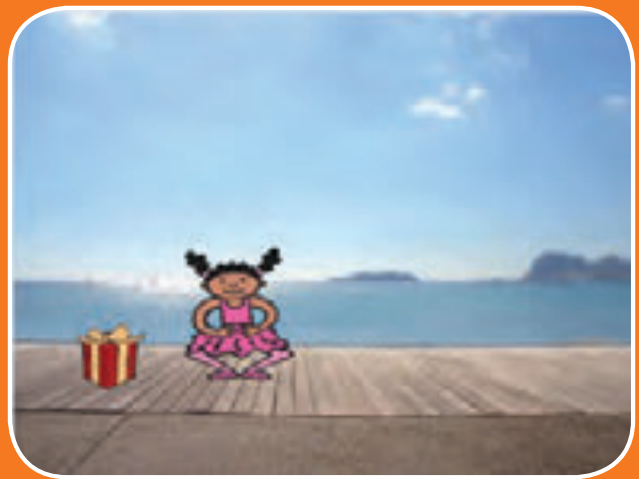
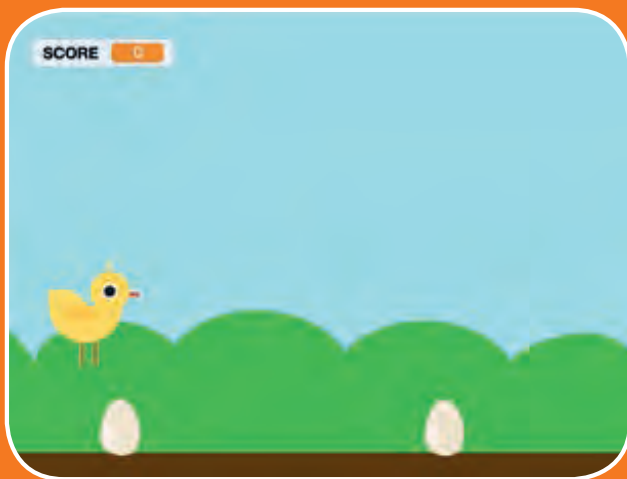


Jumping Game Cards



**Make a character jump over
moving obstacles.**

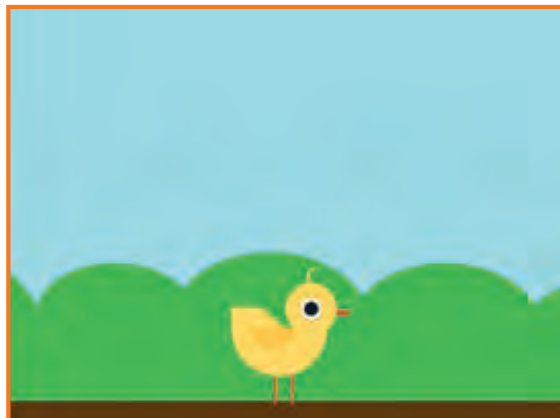
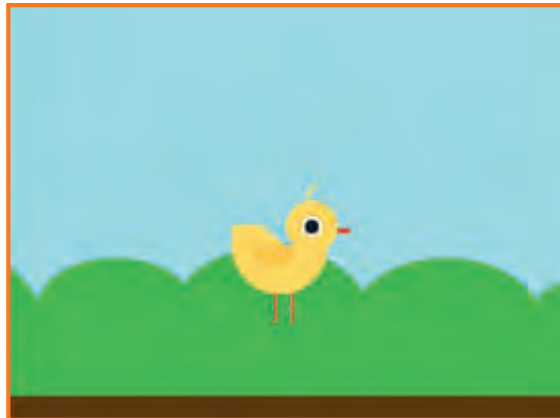
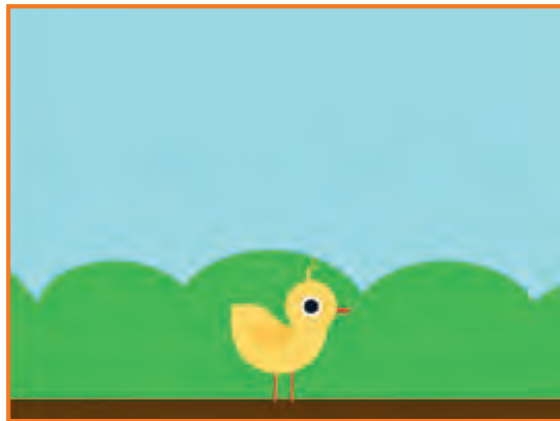
Jumping Game Cards

Use these cards in this order:

- 1. Jump**
- 2. Go to Start**
- 3. Moving Obstacle**
- 4. Add a Sound**
- 5. Stop the Game**
- 6. Add More Obstacles**
- 7. Score**

Jump

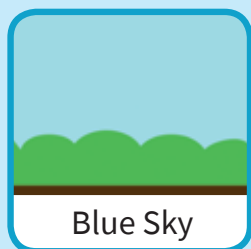
Make a character jump.



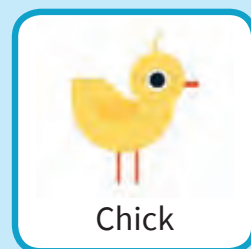
GET READY



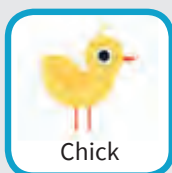
Choose a backdrop.



Choose a character,
like Chick.



ADD THIS CODE



```
when space key pressed
  repeat 10
    change y by 10
  repeat 10
    change y by -10
```

Type a minus sign
to go back down.

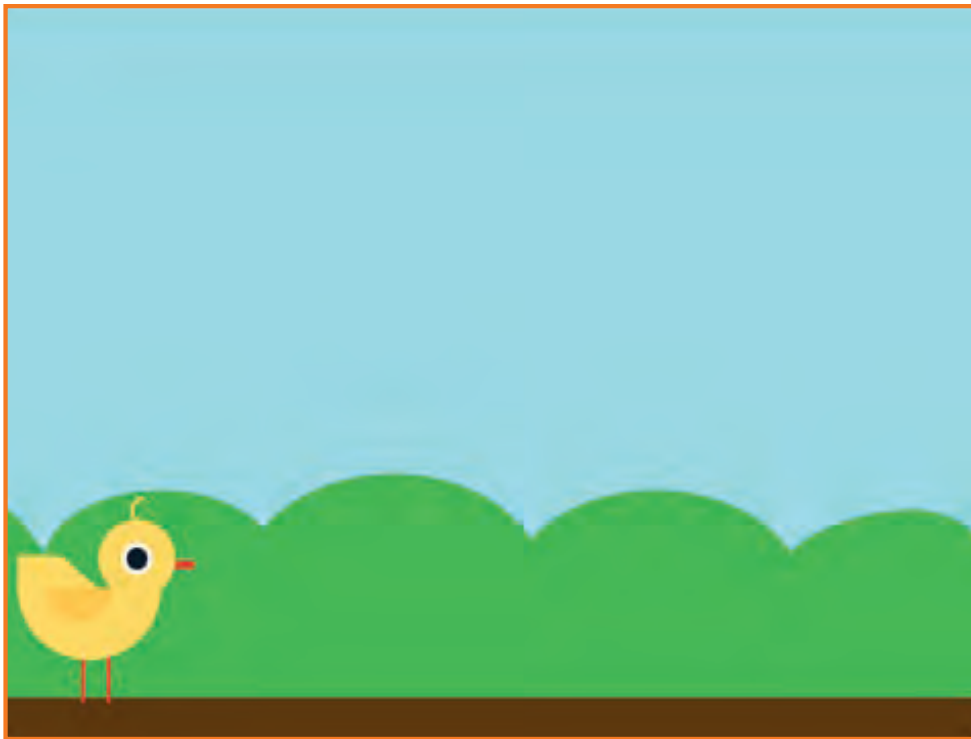
TRY IT



Press the **space** key on your keyboard.

Go to Start

Set the starting point for your sprite.



Go to Start

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GET READY



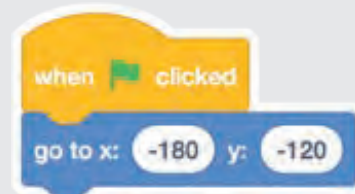
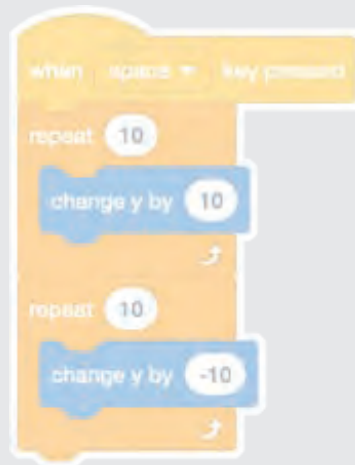
Drag your character to where you want it.



When you move your character, its **x** and **y** position will update in the blocks palette.

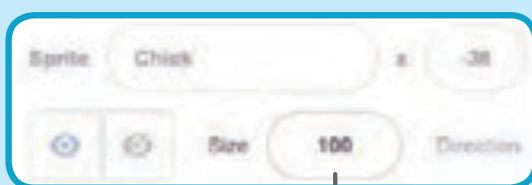
Now when you drag out a **go to** block, it will set to your character's new position.

ADD THIS CODE



Set the starting position.
(Your numbers may be different.)

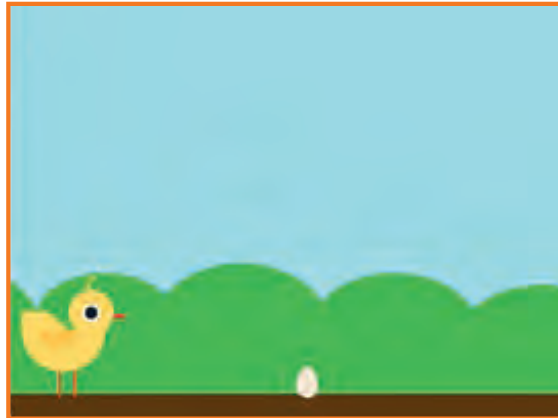
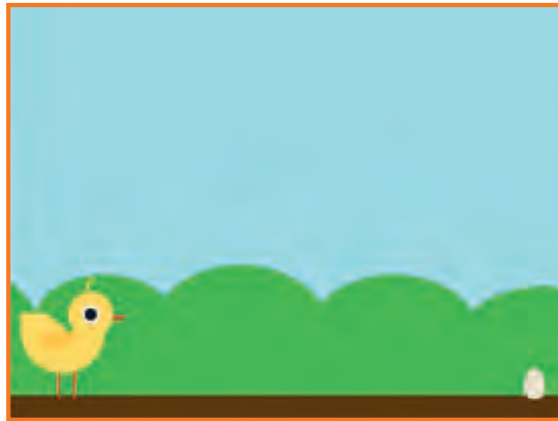
TIP



Change the size of a sprite by typing a smaller or larger number.

Moving Obstacle

Make an obstacle move
across the Stage.



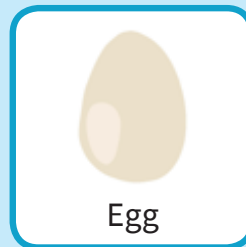
Moving Obstacle

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GET READY

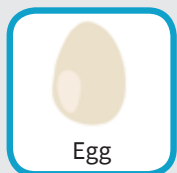


Choose a sprite to be an obstacle, such as Egg.

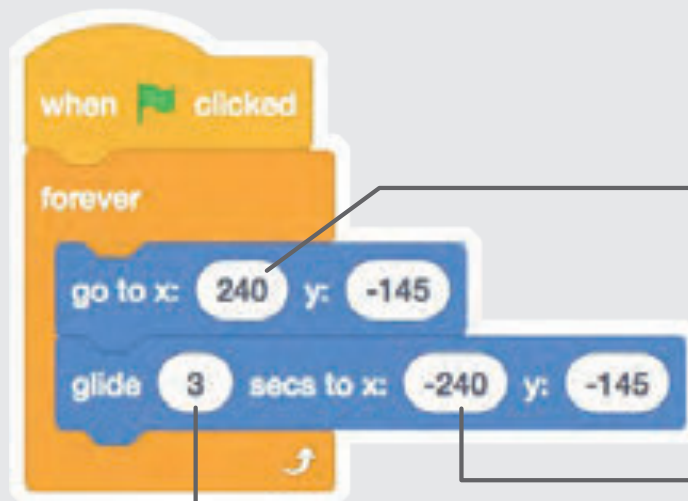


Egg

ADD THIS CODE



Egg



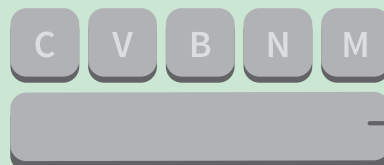
Start at the right edge of the Stage.

Type a smaller number to go faster.

Glide to the left edge of the Stage.

TRY IT

Click the green flag to start.



Press the **space** key on your keyboard.

Add a Sound

Play a sound when your sprite jumps.

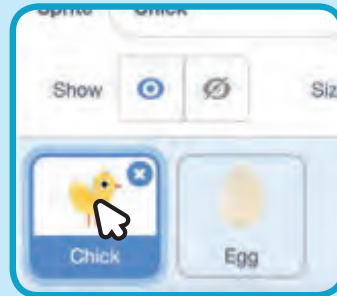


Add a Sound

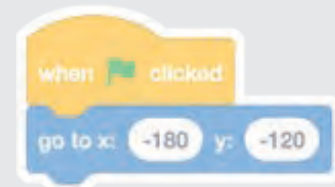
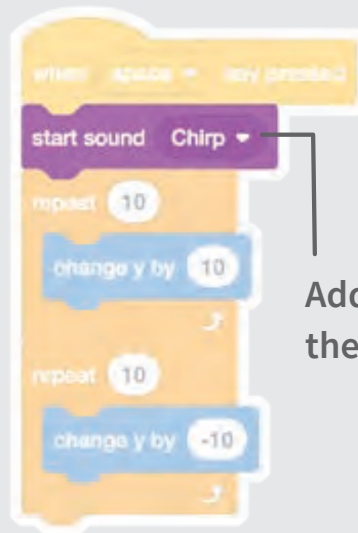
scratch.mit.edu

GET READY

Click to select the Chick sprite.



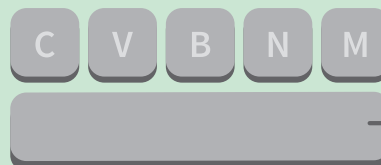
ADD THIS CODE



Add the **start sound** block, then select a sound.

TRY IT

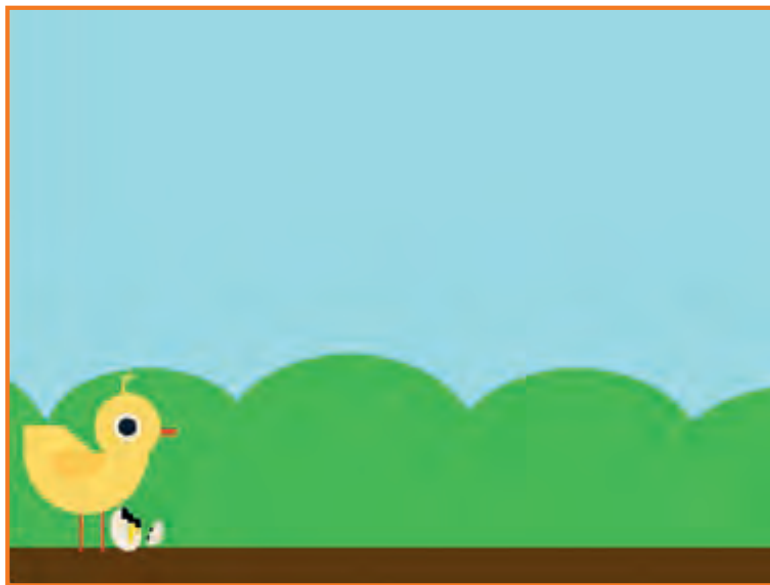
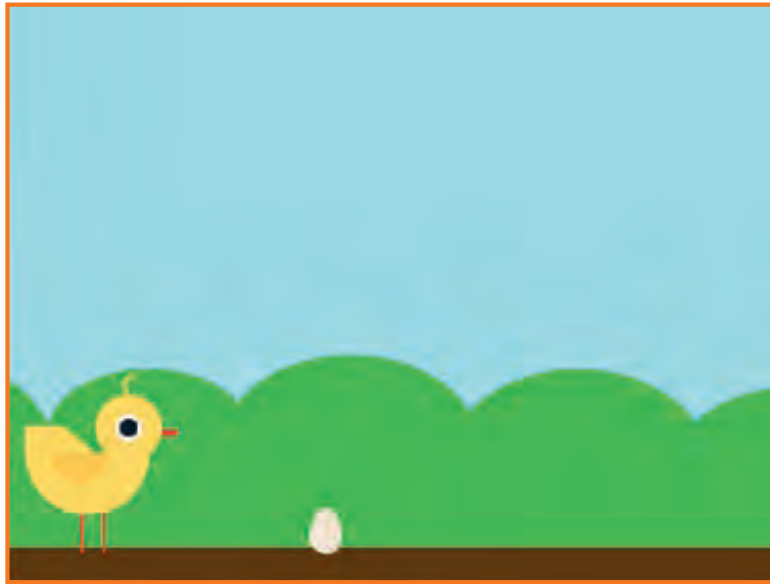
Click the green flag to start.



Press the **space** key on your keyboard.

Stop the Game

Stop the game if your sprite touches the egg.

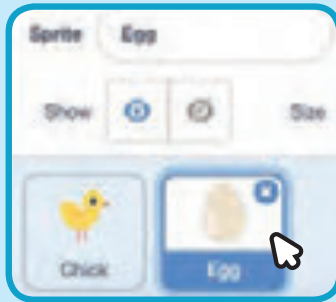


Stop the Game

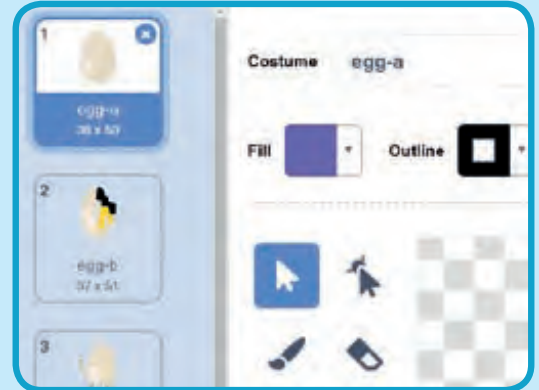
scratch.mit.edu

GET READY

Click to select the Egg sprite.



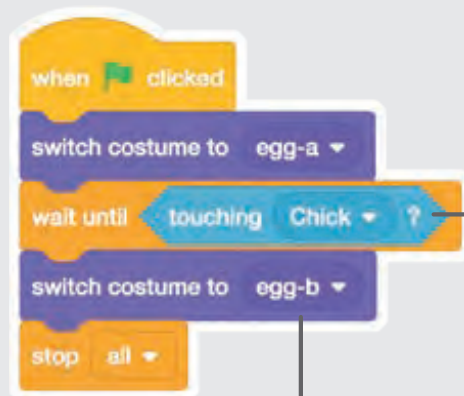
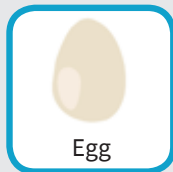
Click the **Costumes** tab to see the Egg sprite's costumes.



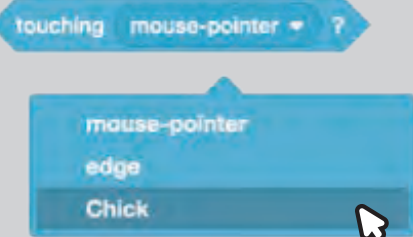
ADD THIS CODE



Click the **Code** tab and add this code.



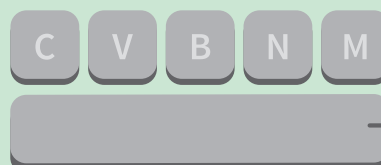
Insert the **touching** block and choose **Chick** from the menu.



Choose a second costume for the Egg sprite to change to.

TRY IT

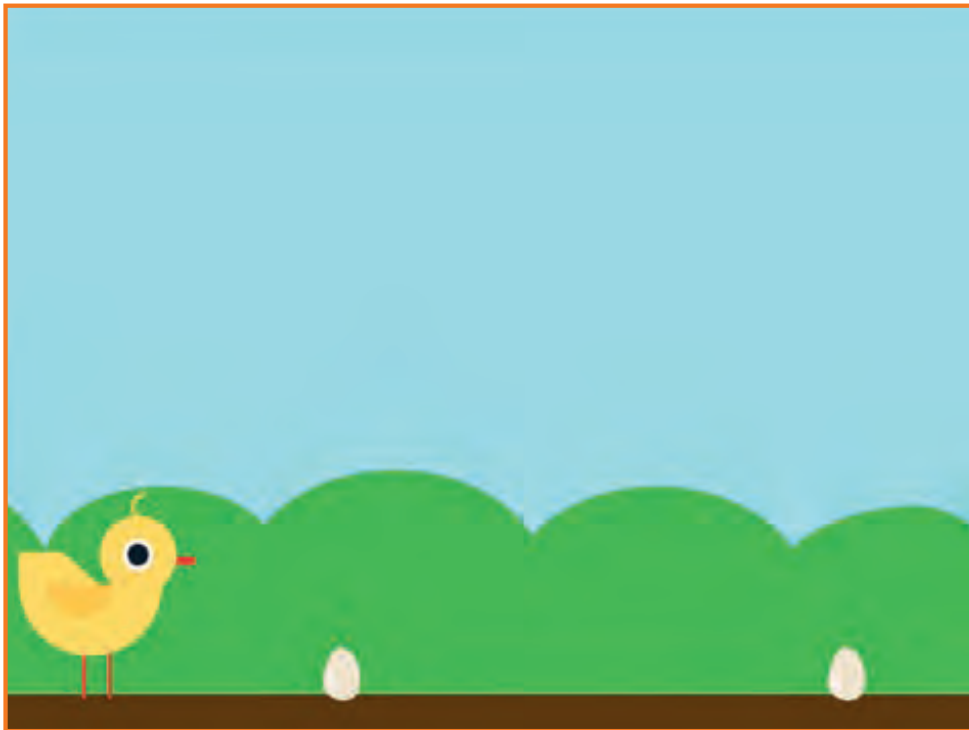
Click the green flag to start.



Press the **space** key on your keyboard.

Add More Obstacles

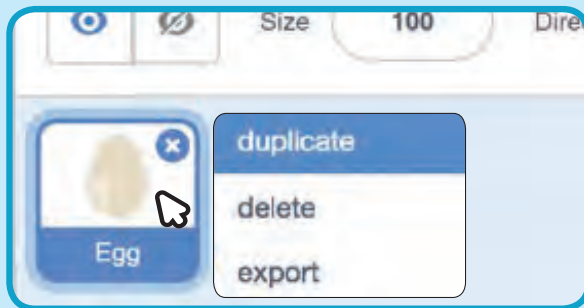
Make the game harder by adding more obstacles.



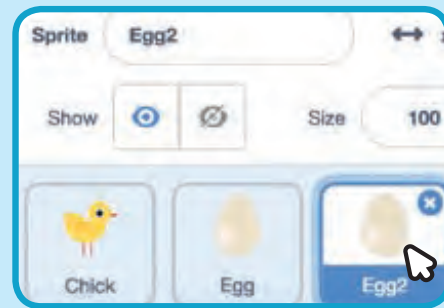
Add More Obstacles

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GET READY

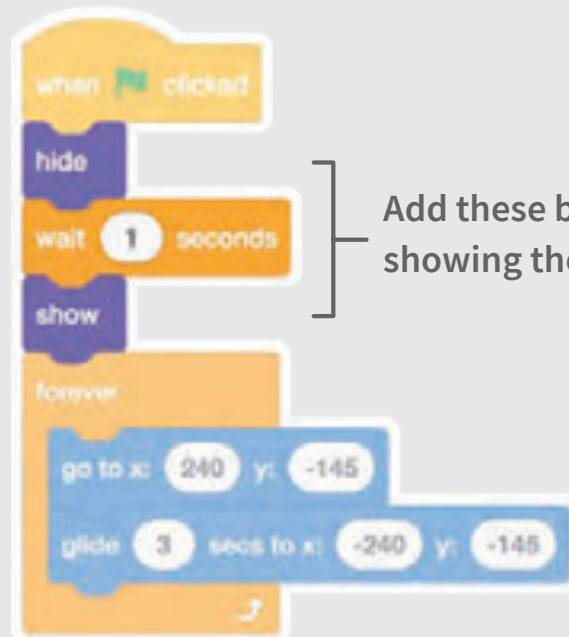


To duplicate the Egg sprite, right-click (Mac: control-click) on the thumbnail, and then choose **duplicate**.



Click to select Egg2.

ADD THIS CODE



Add these blocks to wait before showing the second egg.

TRY IT

Click the green flag to start.



Score

Add a point each time your sprite jumps over an egg.

