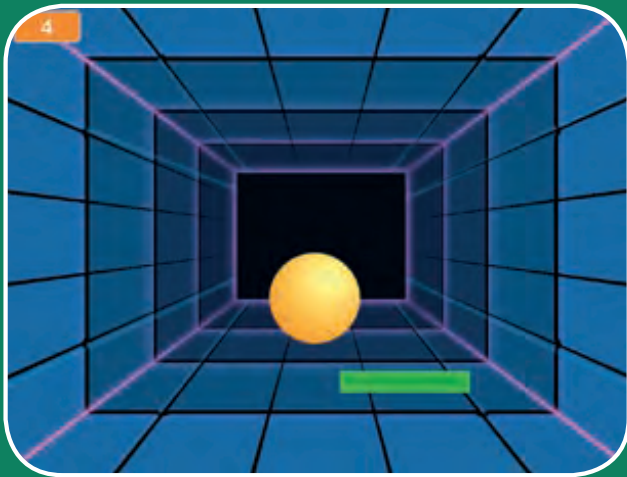


Pong Game Cards



Make a bouncing ball game and score points to win!

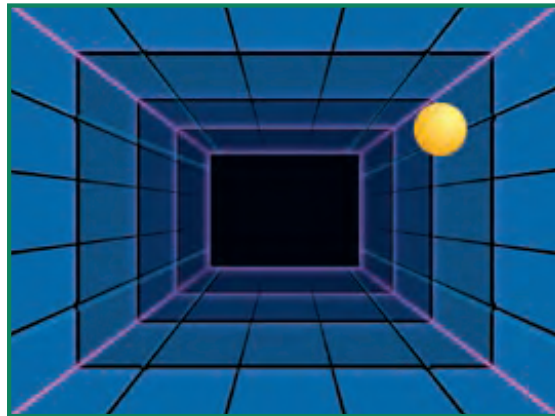
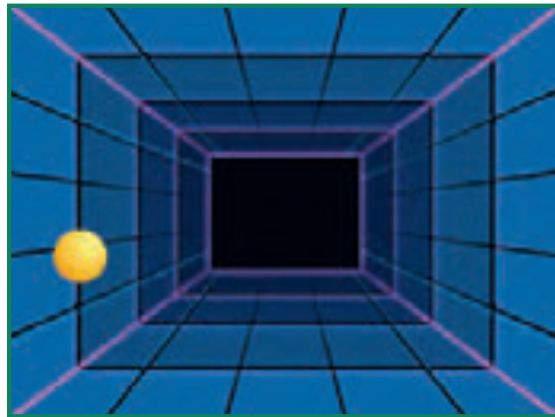
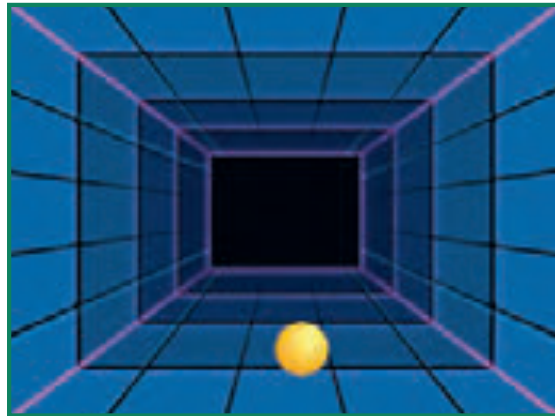
Pong Game Cards

Use these cards in this order:

- 1. Bounce Around**
- 2. Move the Paddle**
- 3. Bounce off the Paddle**
- 4. Game Over**
- 5. Score Points**
- 6. Win the Game**

Bounce Around

Make a ball move around the Stage.



Bounce Around

scratch.mit.edu

GET READY



Choose a backdrop.



Neon Tunnel



Choose a ball.



Ball

ADD THIS CODE



Ball



Type a larger number to move faster.

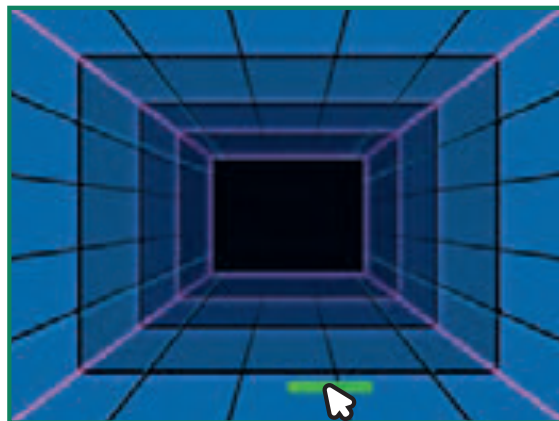
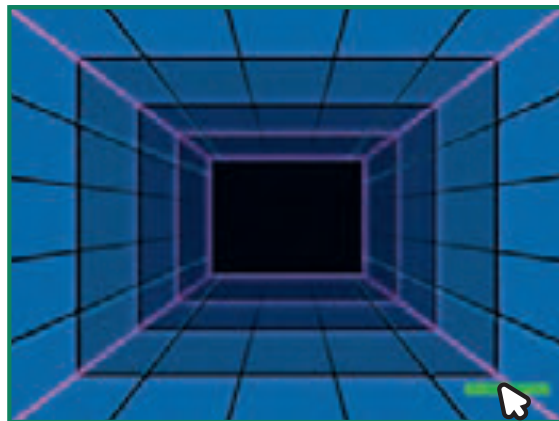
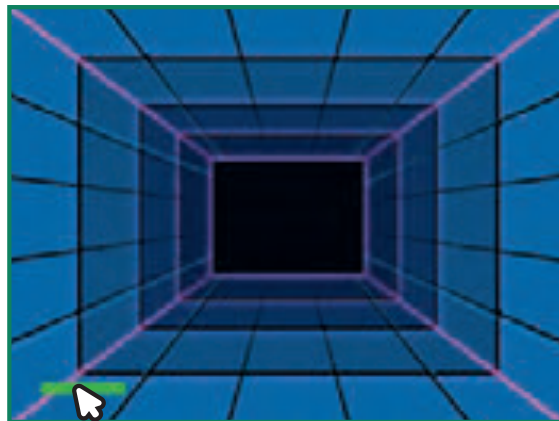
TRY IT

Click the green flag to start.



Move the Paddle

Control a paddle by moving
your mouse pointer.



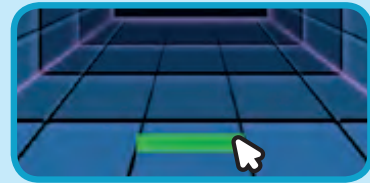
Move the Paddle

scratch.mit.edu

GET READY



Choose a sprite for hitting the ball, like Paddle.



Then, drag your paddle to the bottom of the Stage.

ADD THIS CODE



Insert the **mouse x** block into the **set x to** block.



TRY IT

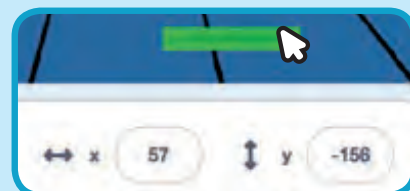
Click the green flag to start.



Move your mouse pointer to move the paddle.

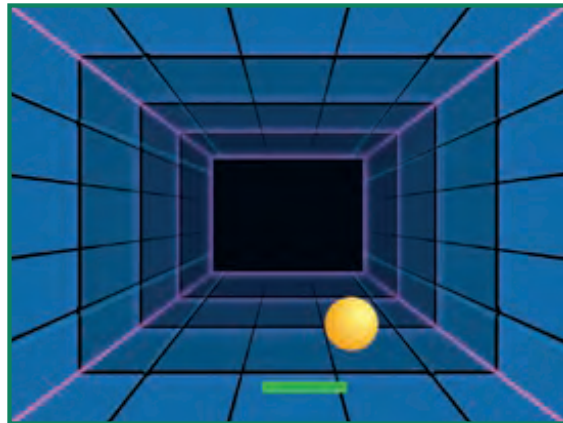
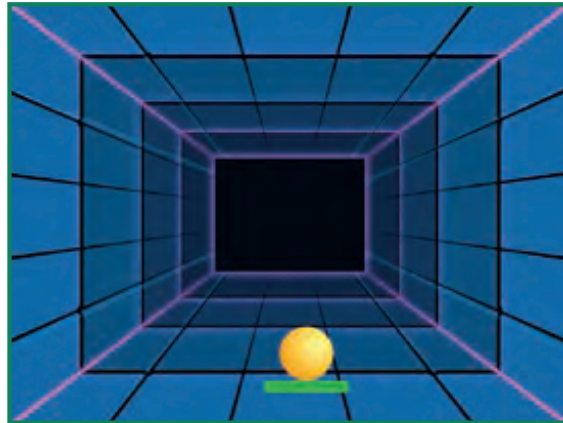
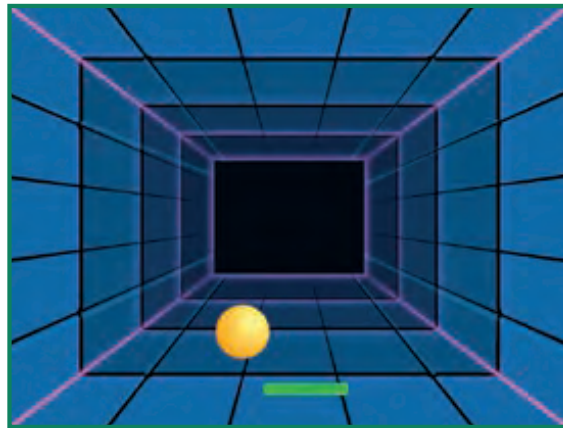
TIP

You can see the **x** position of the paddle change as you move the mouse pointer across the Stage.



Bounce off the Paddle

Make the ball bounce off the paddle.

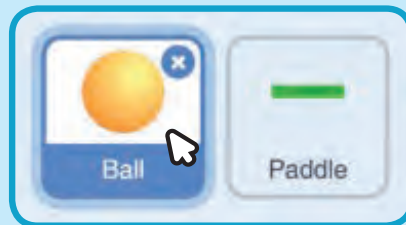


Bounce off the Paddle

scratch.mit.edu

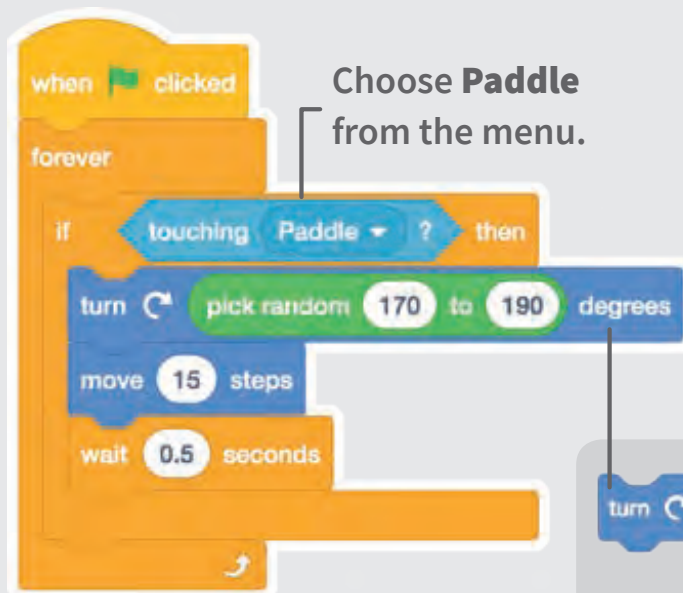
GET READY

Click to select the Ball sprite.

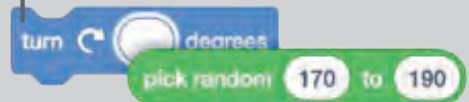


ADD THIS CODE

Add this new stack of blocks to your Ball sprite.



Choose **Paddle** from the menu.



Insert the **pick random** block and type in 170 to 190.

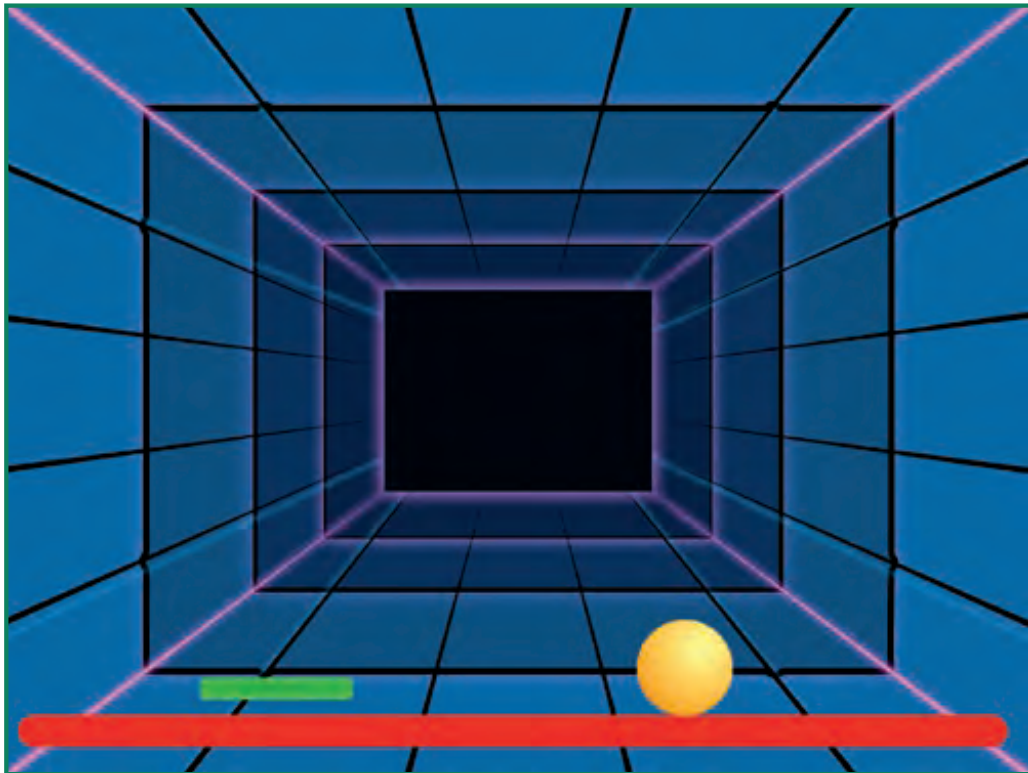
TRY IT

Click the green flag to start.



Game Over

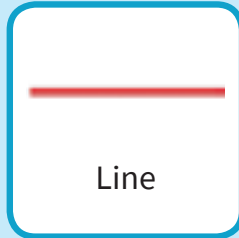
Stop the game if the ball hits the red line.



Game Over

scratch.mit.edu

GET READY

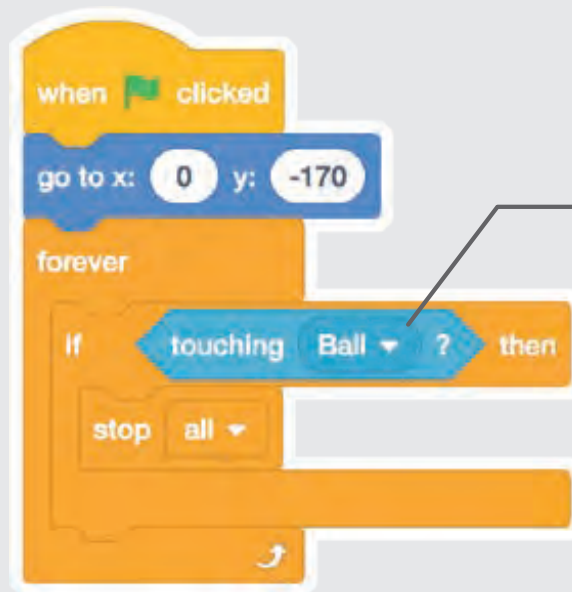
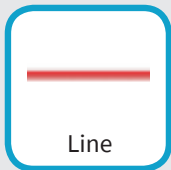


Choose the sprite called Line.



Drag the Line sprite to the bottom of the Stage.

ADD THIS CODE



Choose **Ball** from the menu.

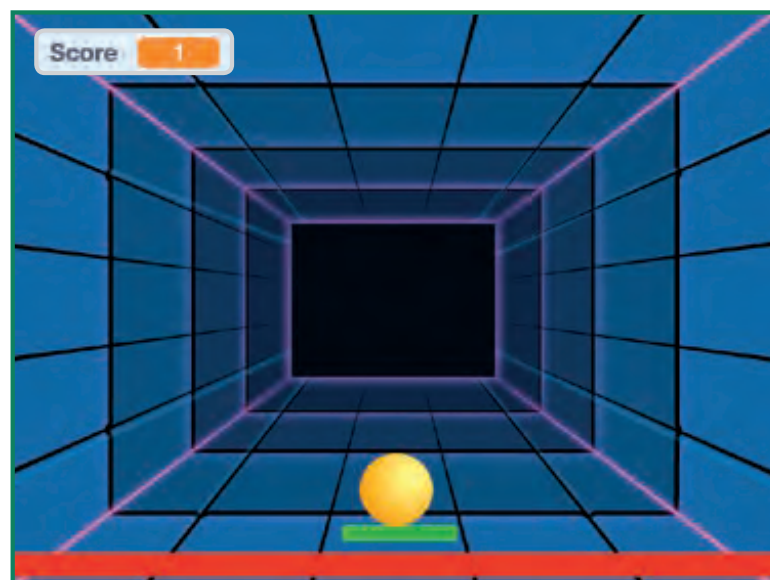
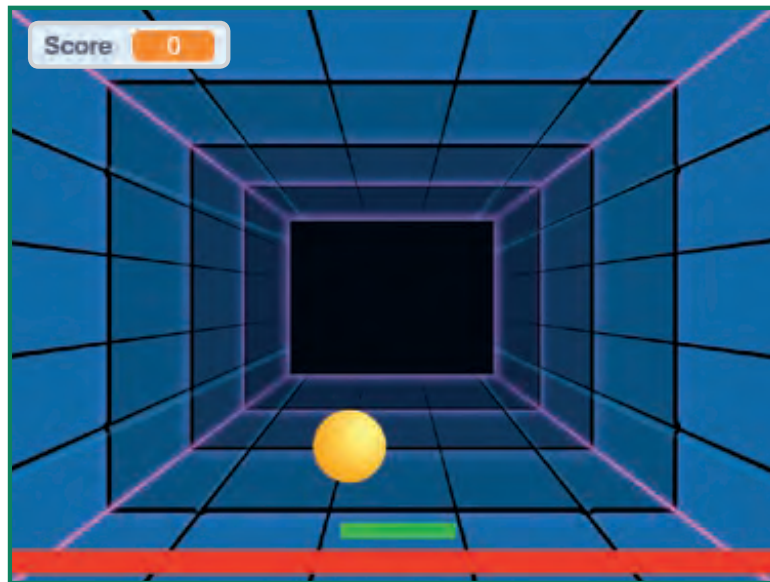
TRY IT

Click the green flag to start.



Score Points

Add a point each time you hit the ball with the paddle.



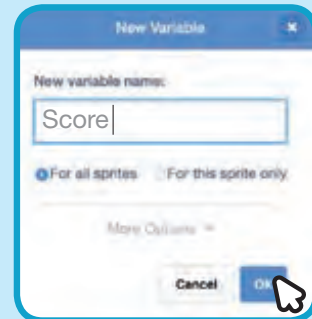
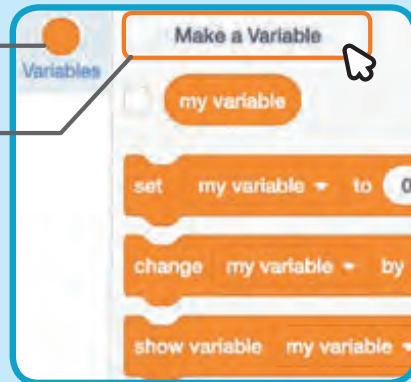
Score Points

scratch.mit.edu

GET READY

Choose **Variables**.

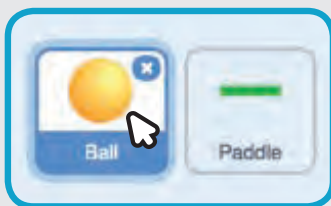
Click the **Make a Variable** button.



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

ADD THIS CODE

Click to select the **Ball** sprite.



Add this block and choose **Score** from the menu.



Use this block to reset the score. Choose **Score** from the menu.

Win the Game

When you score enough points,
display a winning message!



Win the Game

scratch.mit.edu

GET READY



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

Use the **Text** tool to write a message, like “You Won!”

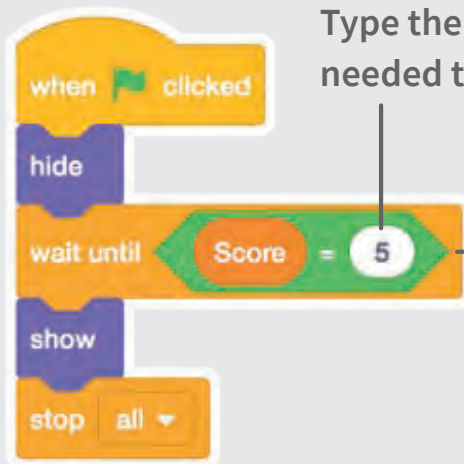


You can change the font color, size, and style.

ADD THIS CODE



Click the **Code** tab.



Type the number of points needed to win the game.



Insert the **Score** block into the **equals** block from the Operators category.

TRY IT

Click the green flag to start.



Play until you score enough points to win!