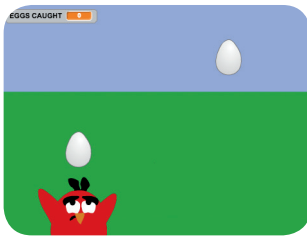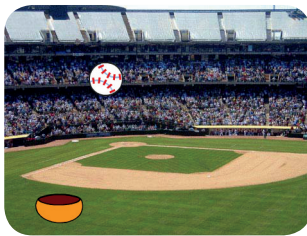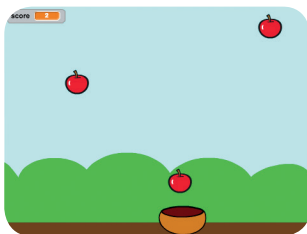# Catch Game Cards

Make a game where you catch things falling from the sky.

SCRATCH

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!**

SCRATCH

Go to the Top

Start from a random spot at the top of the Stage.
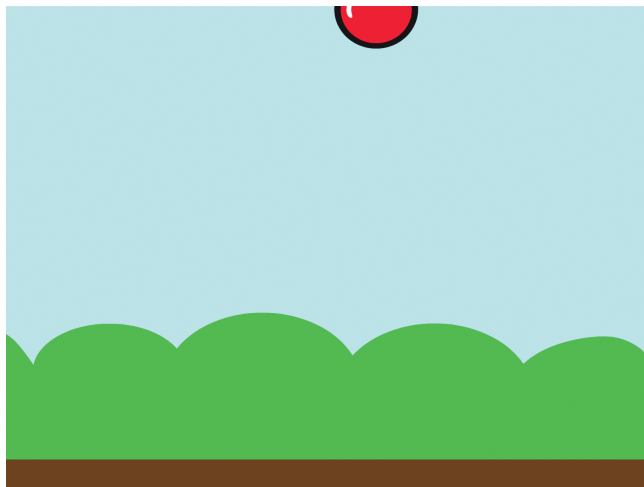
Go to the Top

scratch.mit.edu/catch

GET READY

New backdrop:

Choose a backdrop.

blue sky
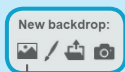
Choose a sprite, like Apple.

New sprite:

Apple

ADD THIS CODE

go to mouse-pointer ▼
 mouse-pointer
 random position
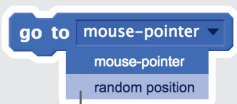
Choose **random position** from the menu.

Apple

when 🚩 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
```
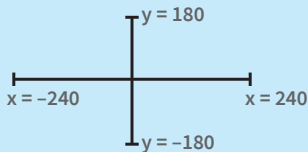
Fall Down

Make your sprite fall down.
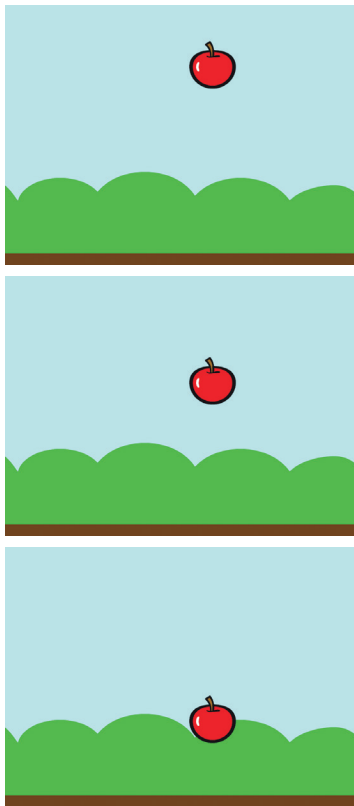
Fall Down

GET READY

Click to select the **Apple**.

Sprites

Stage
2 backdrops

Apple

ADD THIS CODE

when 🚩 clicked

forever

change y by -5 — Type a negative number to fall down.

if y position < -170 then — Check if near the bottom of the Stage.

go to random position

set y to 180 — Go back to the top of the Stage.
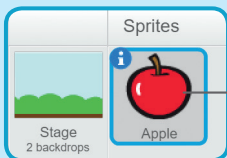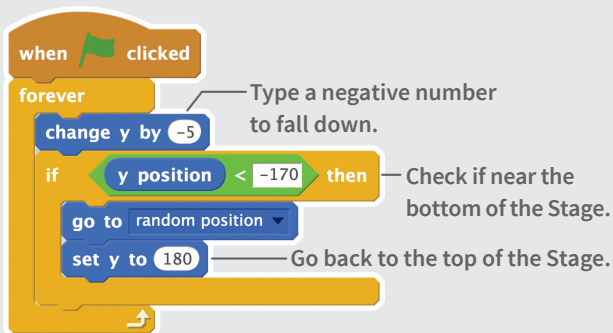
TRY IT

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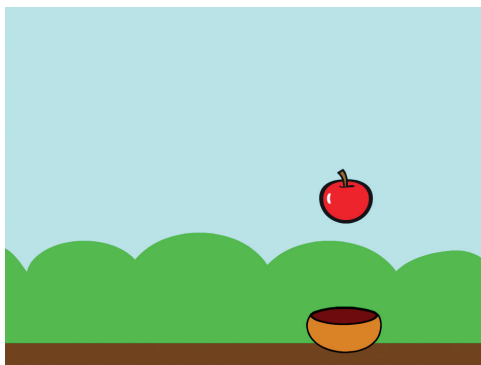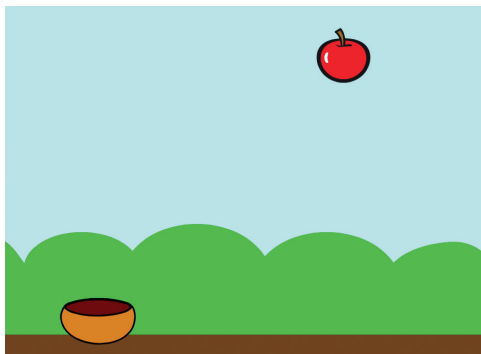
TIP

Use change y by ⬤ to move up or down.

Use set y to ⬤ to set the sprite's vertical position.

Move the Catcher

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

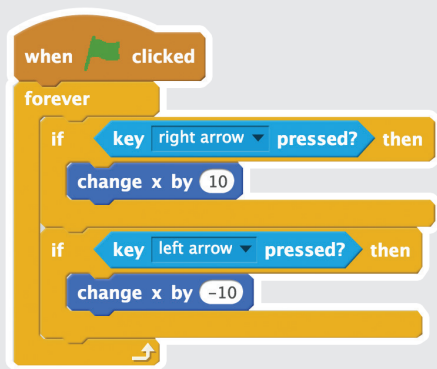SCRATCH

Move the Catcher

scratch.mit.edu/catch

GET READY

Choose a catcher,
like Bowl.

New sprite:

Bowl

Drag the Bowl to the bottom of the Stage.

ADD THIS CODE

```
when 🚩 clicked
forever
  if  key right arrow pressed? then
    change x by 10
  if  key left arrow pressed? then
    change x by -10
```

TRY IT

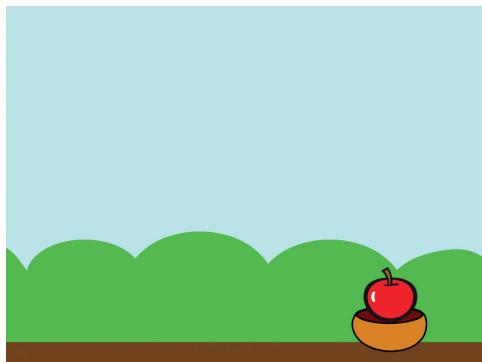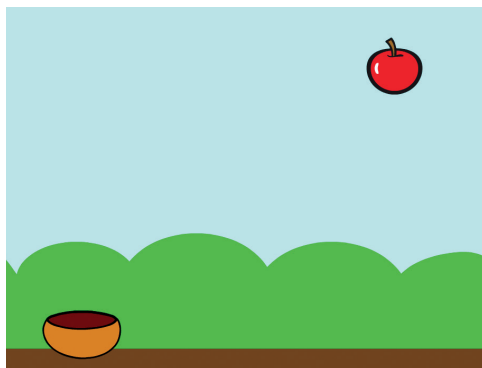Click the green
flag to start.

Press the arrow keys to
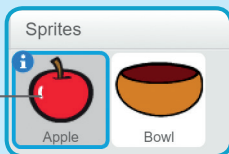move the catcher.

Catch It!

Catch the falling sprite.

SCRATCH

Catch It!

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GET READY

Click to select the **Apple**.

Sprites

Apple

Bowl

ADD THIS CODE

when 🏳 clicked

forever

if touching Bowl ? then

play sound pop

go to random position

set y to 180
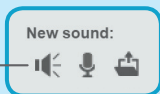
Choose **Bowl** from the menu.
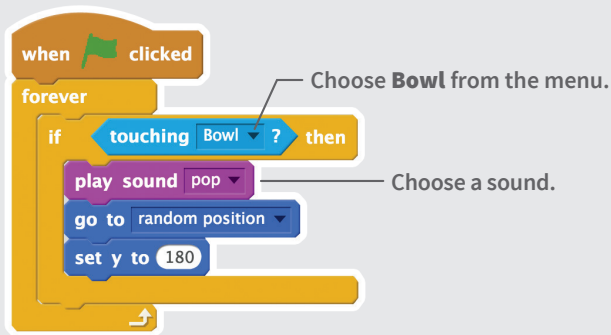
Choose a sound.

TIP

If you want to add a different sound, click the Sounds tab.
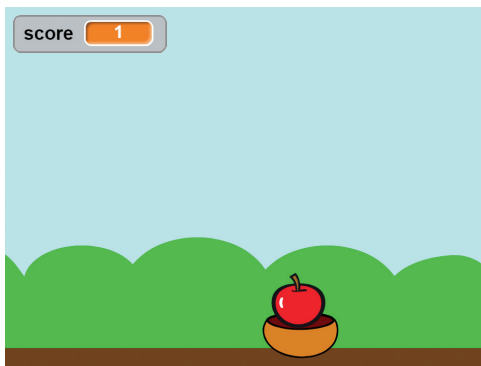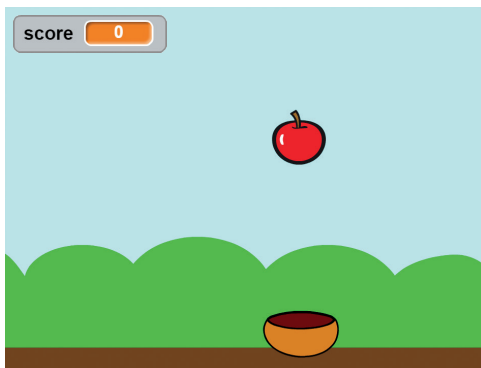
Then choose a sound
from the Sound library.

New sound:

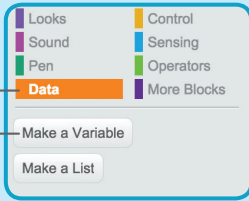# Keep Score

Add a point each time you catch the falling sprite.
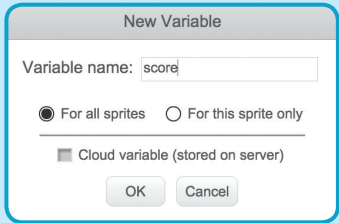
Keep Score
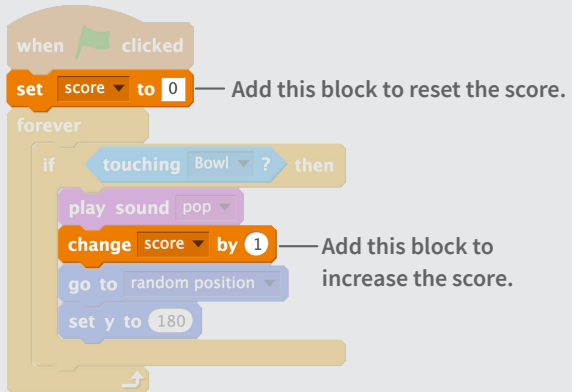
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GET READY

Choose Data.

Looks	Control
Sound	Sensing
Pen	Operators
Data	More Blocks

Make a Variable

Make a List

Click the Make a Variable button.

New Variable

Variable name: score

⊙ For all sprites   ○ For this sprite only

☐ Cloud variable (stored on server)

OK   Cancel

Name this variable score and then click OK.

ADD THESE BLOCKS

Add two new blocks to the script you made:

Apple

```
when [flag] clicked
set score ▾ to 0
forever
  if < touching Bowl ▾ ? > then
    play sound pop ▾
    change score ▾ by 1
    go to random position ▾
    set y to 180
```

Add this block to reset the score.
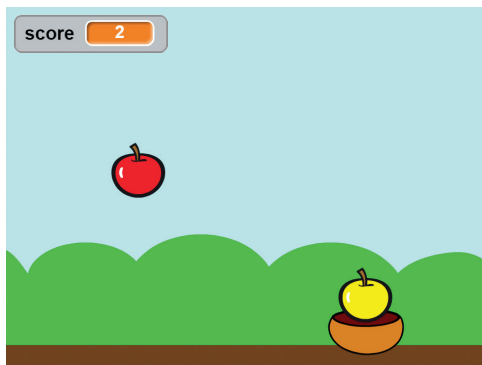
Add this block to increase the score.

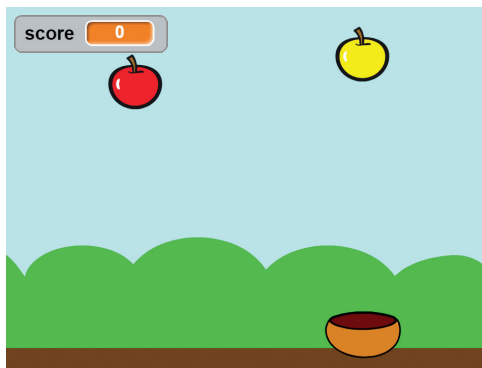## TRY IT

Catch apples to score points!
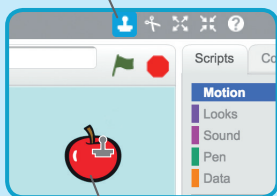
Bonus Points

Get extra points when
you catch a golden sprite.

Bonus Points

GET READY

Choose the **Duplicate** tool.

Click your sprite to duplicate it.

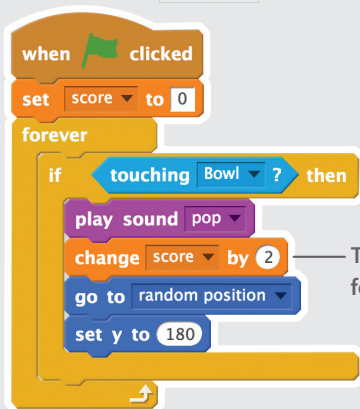Click the **Costumes** tab.

New costume:
apple

apple
63x64
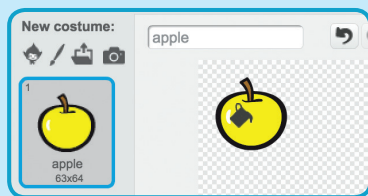
You can use the paint tools to make your bonus sprite look different.

ADD THIS CODE

Click the **Scripts** tab.

Apple2

```
when 🚩 clicked
set score to 0
forever
    if   touching Bowl ? then
        play sound pop
        change score by 2
        go to random position
        set y to 180
```
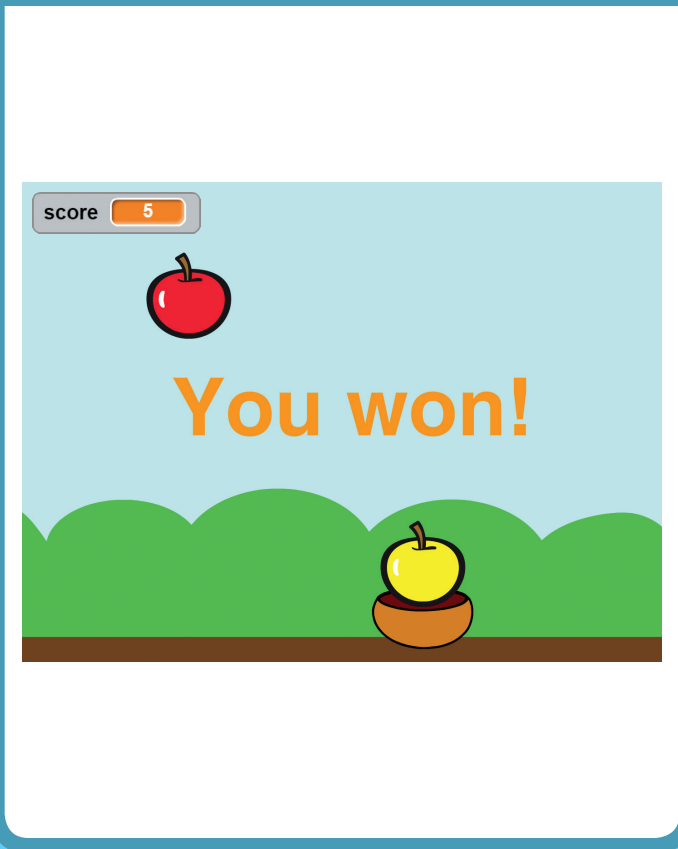
Type how many points for the bonus sprite.

TRY IT

Catch your bonus sprite to increase your score!

You Win!

When you score enough points,
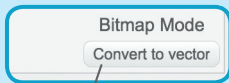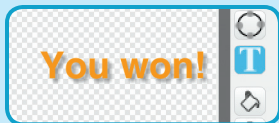display a winning message!

score 5

You won!

SCRATCH

You Win!

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GET READY

Click the paintbrush to draw a new sprite.

New sprite:

Click the **Convert to vector** button.
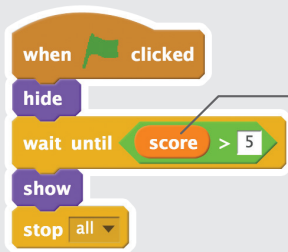
Bitmap Mode
Convert to vector

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

You won!

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

ADD THIS CODE

Click the Scripts tab.

when 🚩 clicked
hide
wait until score > 5
show
stop all

Insert the **score** block.

TRY IT

Click the green flag to start.

Play until you score enough points to win!