

# 4

1. Open Scratch
2. Delete the Cat. (Click the scissors and then click on the Cat.)
3. Create a Paddle Sprite and Label it as "Paddle"
  - a. Click "Paint new sprite" icon
  - b. Draw a rectangle with the rectangle tool
  - c. Click "OK"
  - d. Name the Sprite "Paddle"
4. Create a Ball Sprite
  - a. Click "Choose new sprite from file" icon
  - b. Double click on "Things" folder
  - c. Select one of the ball icons.
  - d. Click Ok
  - e. Name the Sprite "Ball"
5. Create the Scripts for the Ball Sprite:
  - a. Drag a "When Green Flag Clicked" into the scripts field



- b. Drag a blue "point in direction" and connect it the Green Flag Script
- c. Put a green "pick random 0 to 360" inside the "point in direction" script.

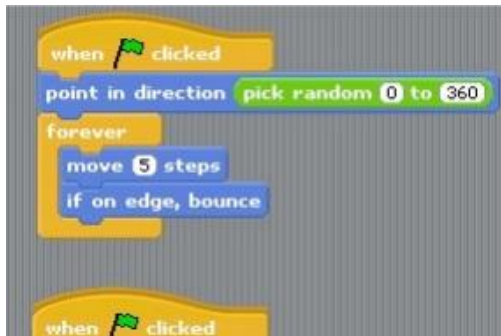


- d. Drag a yellow "forever" and connect it to the above scripts.
- e. Put blue "move 5 steps" inside the "forever"
- f. Put blue "if on edge, bounce" inside the "forever."

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g. Drag another “When Green Flag Clicked” into the scripts pane.



h. Drag a yellow “forever if” into the scripts pane.

i. Put a light blue “touching” in the “forever if” and select “paddle”

j. Put a blue “turn 15 degrees” in the “forever if.”



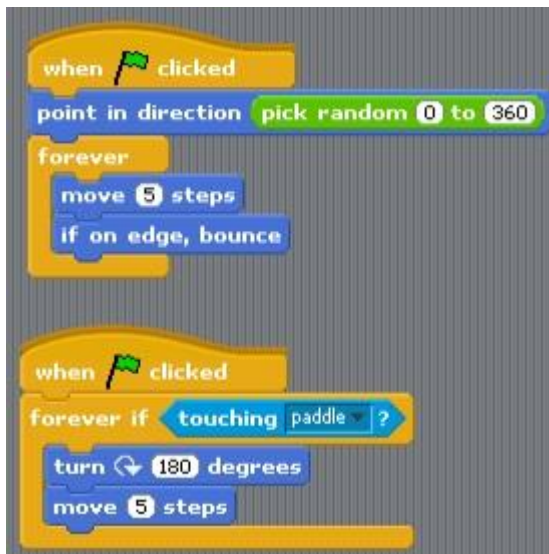
k. Change the “15” to “180” so it reads:

l. Put a blue “move 5 steps” in the “forever if.”



# 4

Your Script should look mostly like this:



6. Create the paddle Scripts to look like this: This allows the paddle to follow the Mouse



7. Click the green flag. Your game should work!

For a challenge, can you make your paddle move up and down and left and right.

Challenge #2: -> Turn this into a soccer game. Add two players?