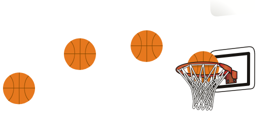
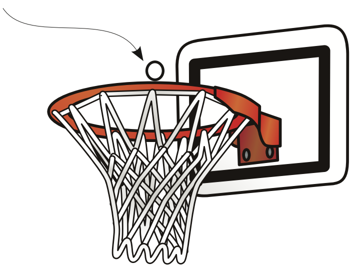
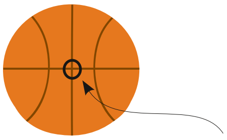
Pull & throw



Pull on a shape and make it to fly in the opposite direction.

create a sprite with a circle and name it "target".

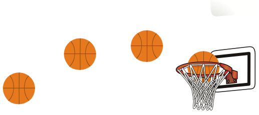




create a second circle name the sprite "start".

CC-BY-SA, Coderdojo Zürich, Ale Rimoldi.

Pull & throw



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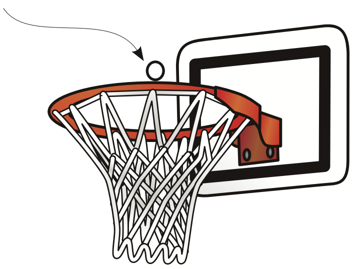

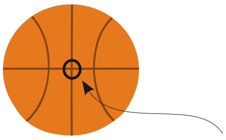

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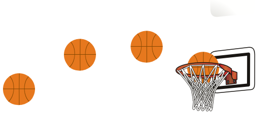

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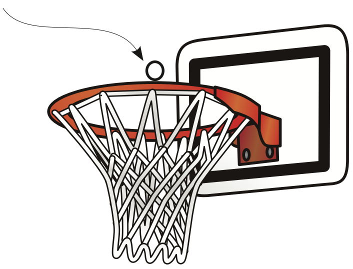

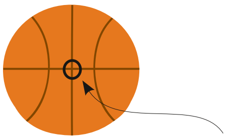

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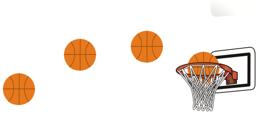

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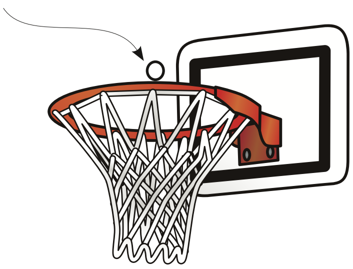

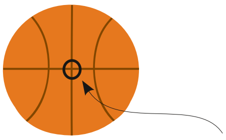

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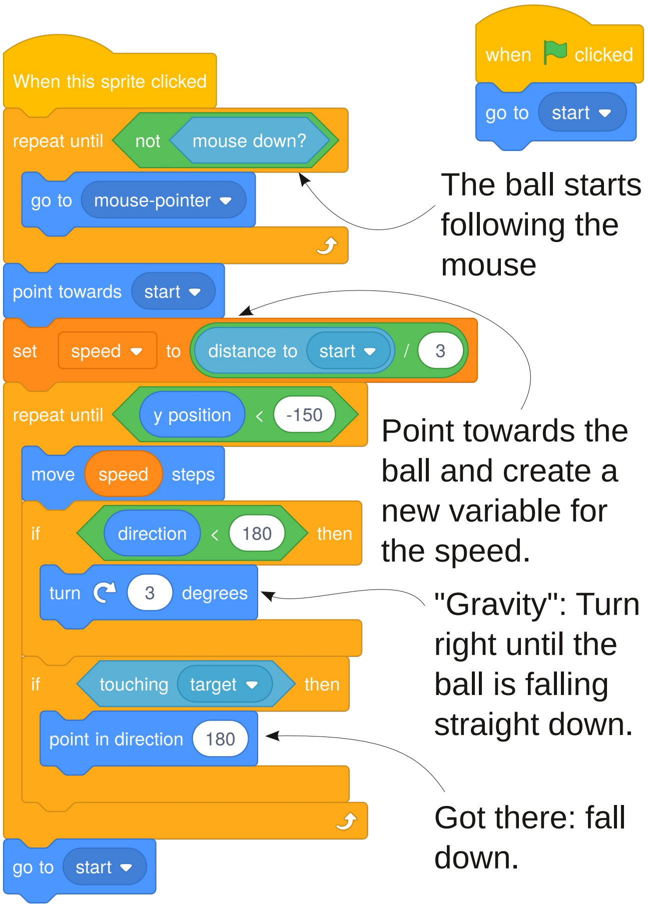
Try this code



```
when ⚑ clicked
go to start ▾
```

```
When this sprite clicked
repeat until not mouse down?
    go to mouse-pointer ▾
point towards start ▾
set speed ▾ to distance to start ▾ / 3
repeat until y position < -150
    move speed steps
    if direction < 180 then
        turn ↻ 3 degrees
    if touching target ▾ then
        point in direction 180
go to start ▾
```

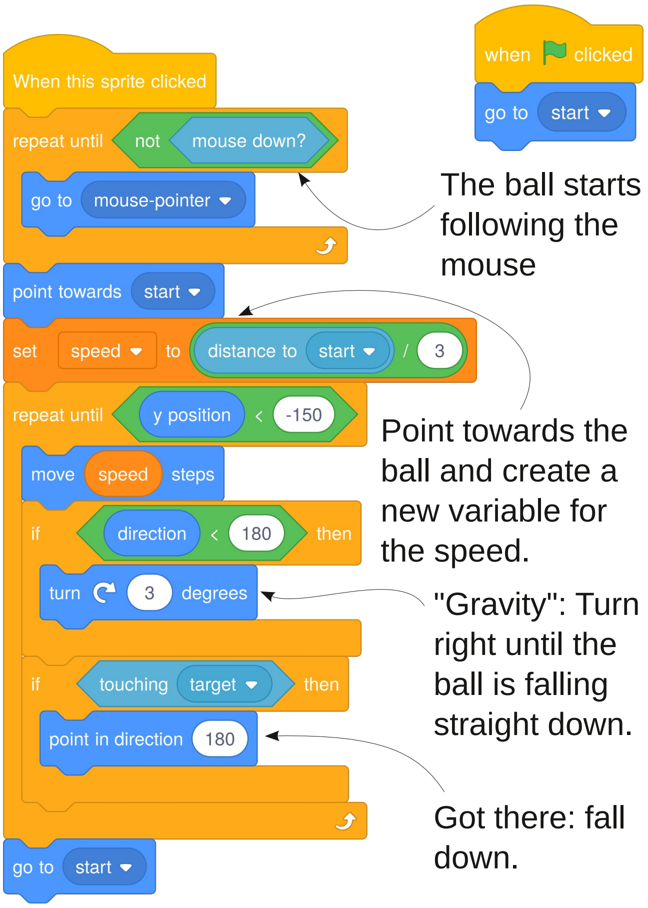
The ball starts following the mouse

Point towards the ball and create a new variable for the speed.

"Gravity": Turn right until the ball is falling straight down.

Got there: fall down.

Try this code



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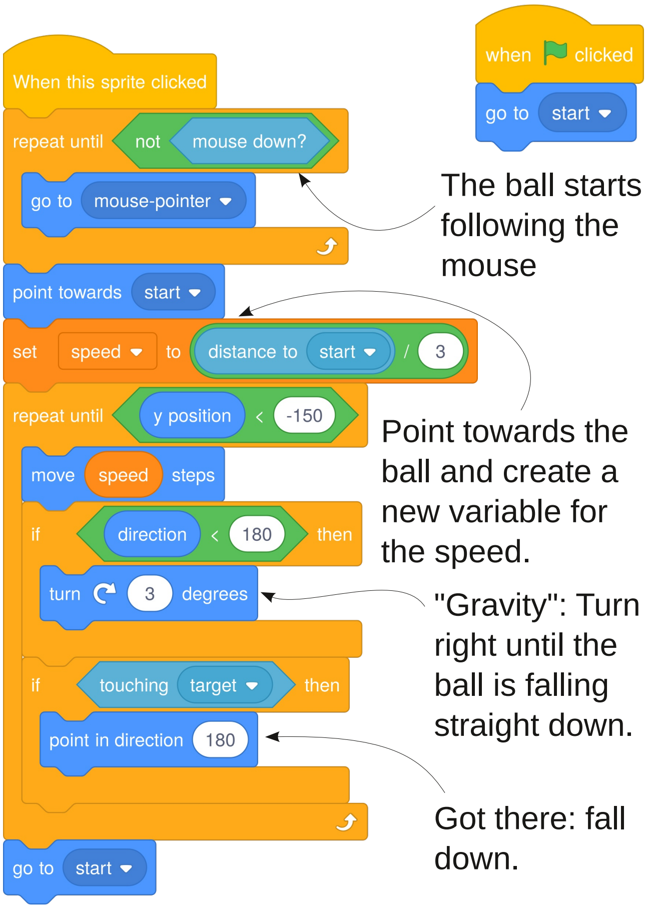

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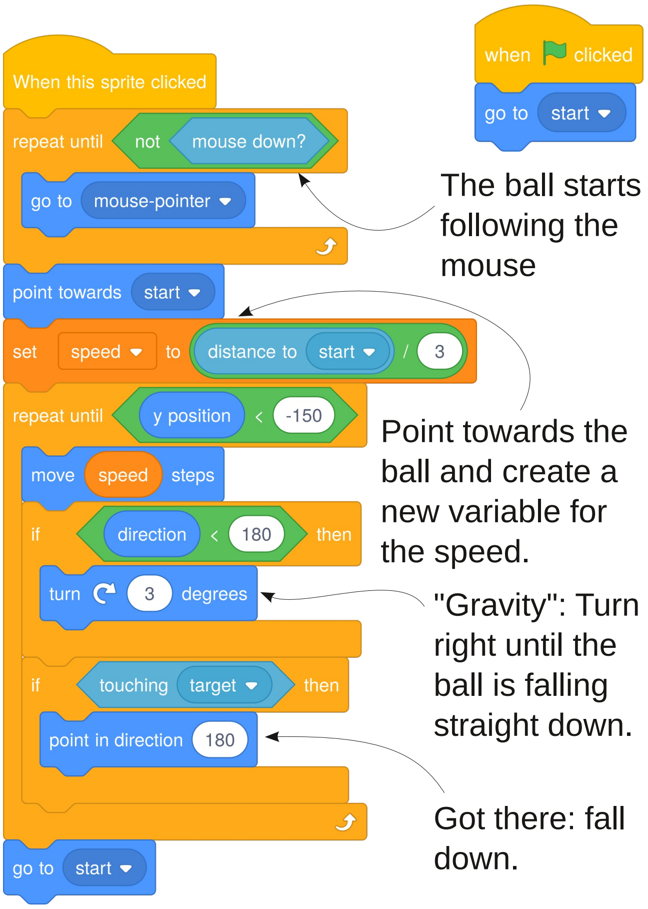

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