

## Make a Card



1. Fold the card in half

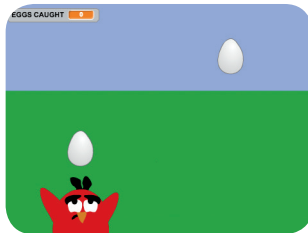
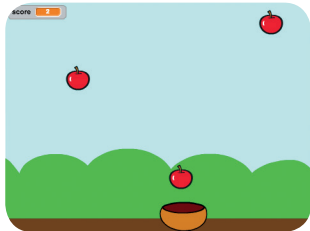


2. Glue the backs together



3. Cut along the dashed line

### Catch Game Cards



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

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

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.mit.edu/catch](https://scratch.mit.edu/catch)

Scratch

# Make a Card



1. Fold the card in half



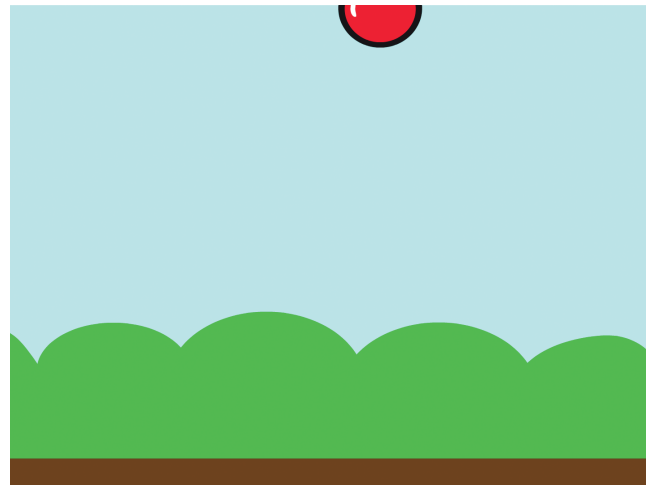
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3. Cut along the dashed line

## Go to the Top

Start from a random spot  
at the top of the Stage.



Catch Game

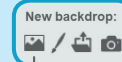
1

SCRATCH

## Go to the Top

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY



Choose a backdrop.



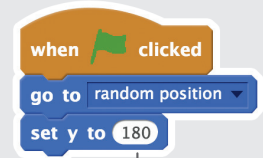
Choose a sprite, like Apple.



### ADD THIS CODE



Choose **random position**  
from the menu.



Type **180** to go to the  
top of the Stage.

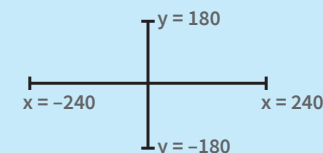
### TRY IT

Click the green flag to start.



### TIP

**y** is the position on the Stage from top to bottom.



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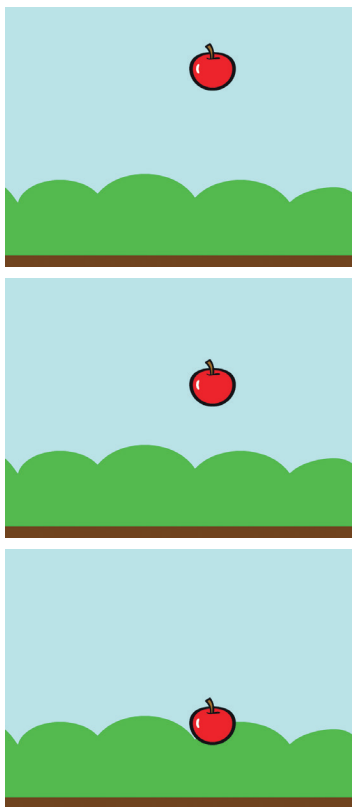
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## Fall Down

Make your sprite fall down.



Catch Game

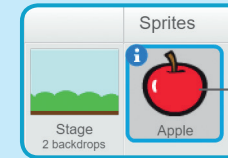
2

SCRATCH

## Fall Down

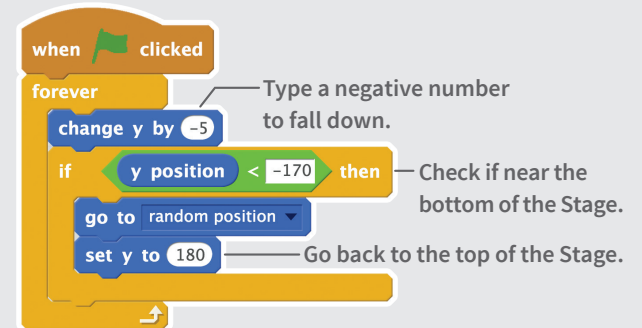
[scratch.mit.edu/catch](http://scratch.mit.edu/catch)

### GET READY



Click to select the **Apple**.

### ADD THIS CODE



### 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.

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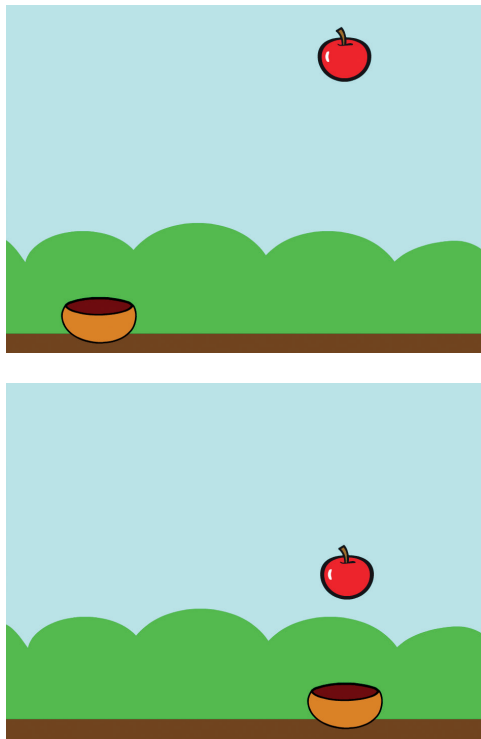
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## Move the Catcher

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



Catch Game

3

SCRATCH

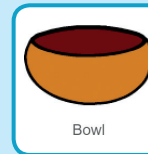
## Move the Catcher

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

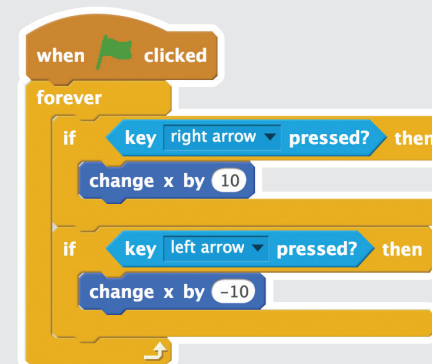
Choose a catcher, like Bowl.

New sprite:



Drag the Bowl to the bottom of the Stage.

### ADD THIS CODE



### TRY IT

Click the green flag to start.



Press the arrow keys to move the catcher.

# Make a Card



1. Fold the card in half



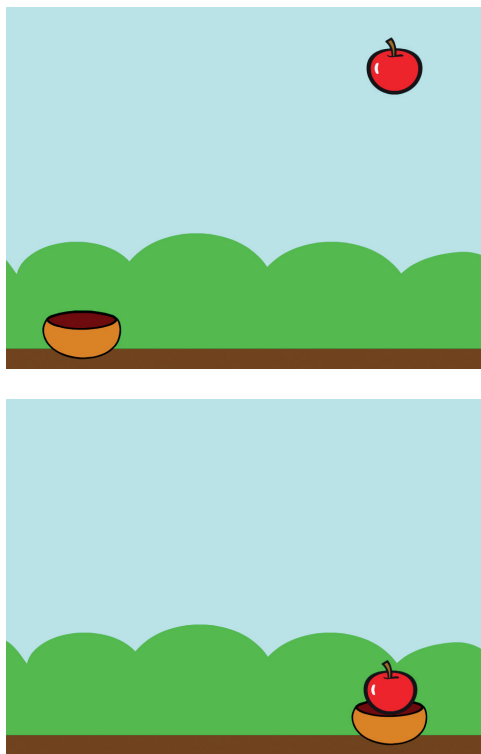
2. Glue the backs together



3. Cut along the dashed line

## Catch It!

Catch the falling sprite.



Catch Game

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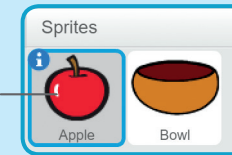
SCRATCH

## Catch It!

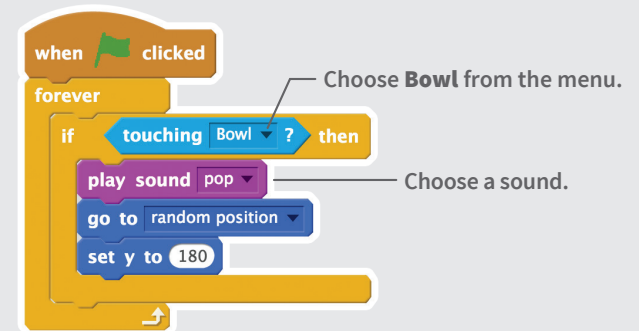
[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

Click to select the **Apple**.



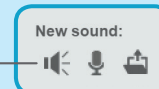
### ADD THIS CODE



### TIP

If you want to add a different sound, click the **Sounds** tab.

Then choose a sound from the Sound library.



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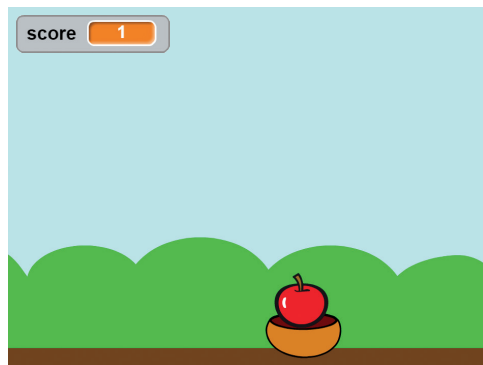
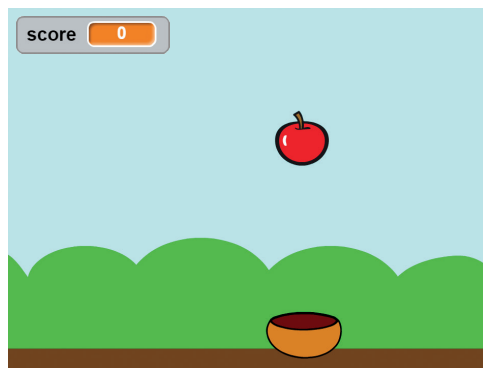
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## Keep Score

Add a point each time you catch the falling sprite.



Catch Game

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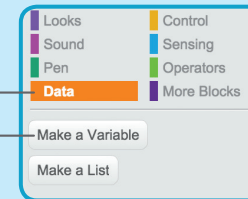
SCRATCH

## Keep Score

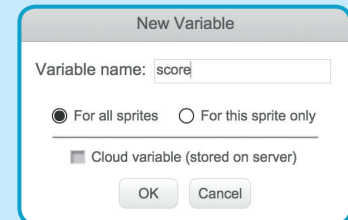
[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

Choose **Data**.



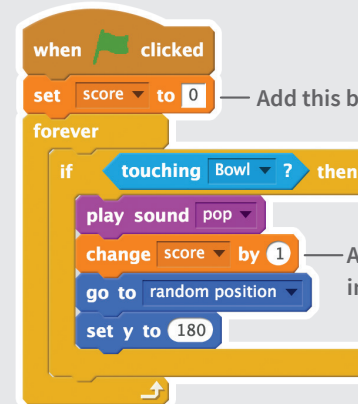
Click the **Make a Variable** button.



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

### ADD THIS CODE

Add two new blocks to your script:



— Add this block to reset the score.

— Add this block to increase the score.

### TRY IT

Catch apples to score points!

# Make a Card



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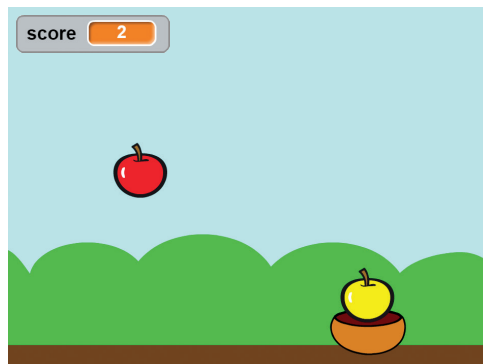
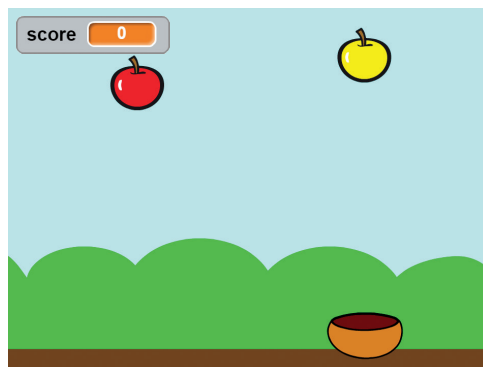
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## Bonus Points

Get extra points when you catch a golden sprite.



Catch Game

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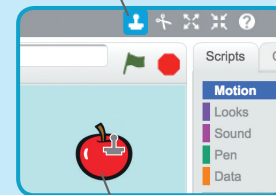
SCRATCH

## Bonus Points

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

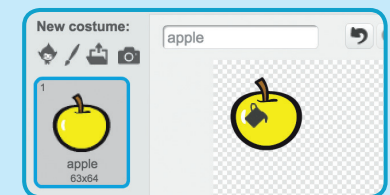
### GET READY

Choose the **Duplicate** tool.



Click your sprite to duplicate it.

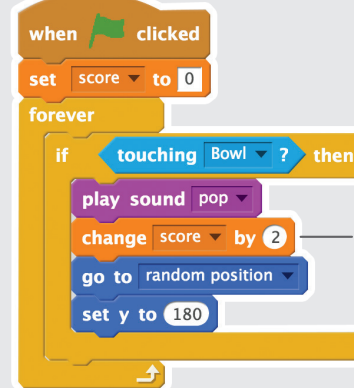
Click the **Costumes** tab.



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

### ADD THIS CODE

Click the **Scripts** tab.



Type how many points for the bonus sprite.

### TRY IT

Catch your bonus sprite to increase your score!

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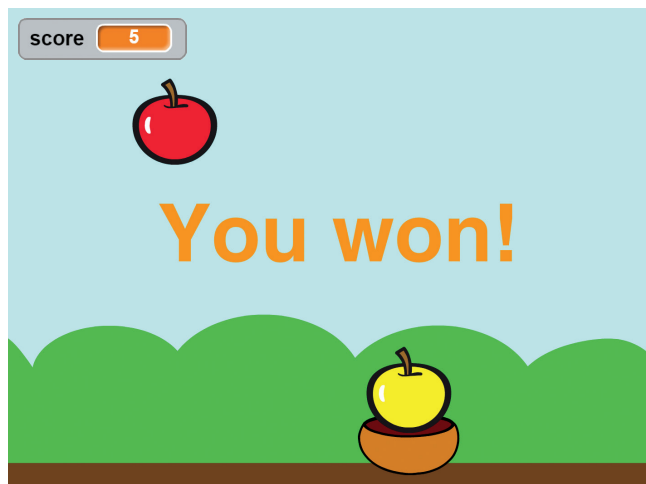
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## You Win!

When you score enough points,  
display a winning message!



Catch Game

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SCRATCH

## You Win!

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

Click the paintbrush  
to draw a new sprite.

New sprite:   

Bitmap Mode

Convert to vector

Click the **Convert  
to vector** button.

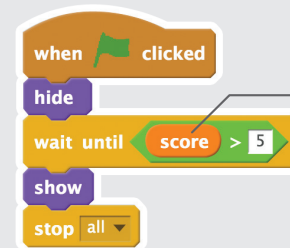
Use the **Text** tool to write  
a message, like "You won!"

**You won!**

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

### ADD THIS CODE

Click the **Scripts** tab.



Insert the **score** block.

### TRY IT

Click the green  
flag to start.



Play until you score  
enough points to win!