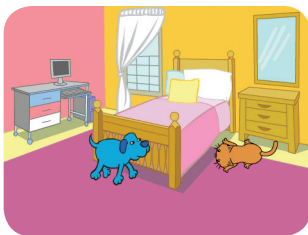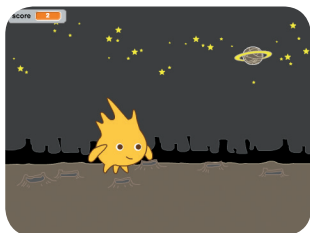# Hide and Seek Cards

Make a hide-and-seek game with characters that appear and disappear.
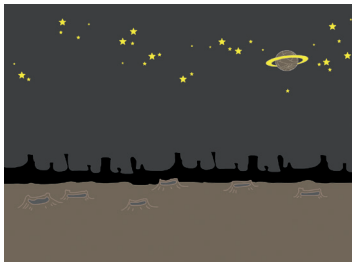
SCRATCH

Hide and Seek Cards

Use these cards in this order:

1. **Disappear**
2. **Click and Say**
3. **Surprise Timing**
4. **Go Random!**
5. **Click for Points**
6. **Hiding Place**

Disappear

Make a sprite disappear and appear again.

scratch

Disappear

scratch.mit.edu/hide

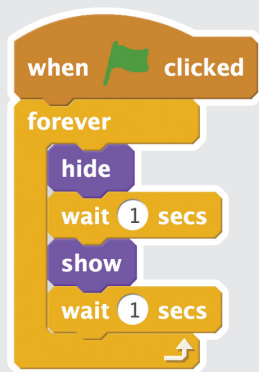## GET READY

New backdrop:

Choose a backdrop.

space

Choose a sprite to hide.

New sprite:

Gobo

ADD THIS CODE

Gobo

```
when [green flag] clicked
forever
    hide
    wait 1 secs
    show
    wait 1 secs
```

TRY IT

Click the green flag to start.

Click and Say

Make a sprite speak when you click it.

Click and Say

GET READY

Click to select your

Sprites

Stage
2 backdrops

Gobo

Click the [Sounds]

New sound:
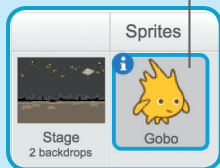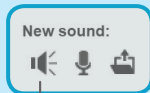
Then choose a sound
from the Sound library.

ADD THIS CODE

Click the [Scripts]

```
when this sprite clicked
play sound hey ▼
say You found me! for 1 secs
```

Type what you want your sprite to
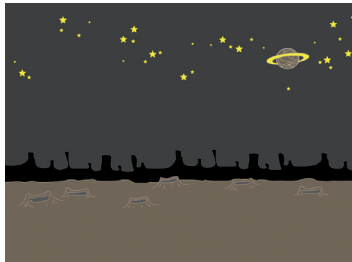
TRY IT

Click your sprite.

You found me!

Surprise Timing

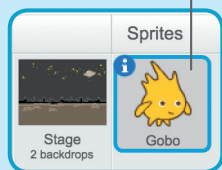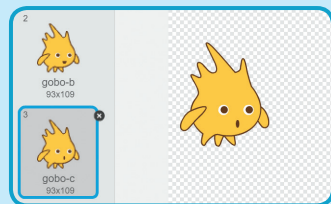Make a sprite wait for a random amount of time before appearing again.

scratch

Surprise Timing

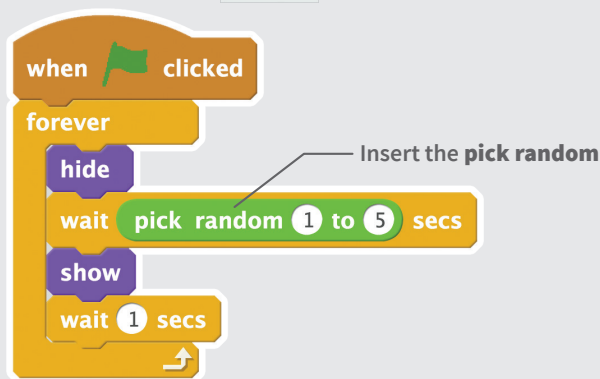scratch.mit.edu/hide

GET READY

Click to select your

Sprites

Stage
2 backdrops

Gobo

Click the **Costumes** tab and choose the costume you want.

gobo-b
93x109

gobo-c
93x109

ADD THIS CODE

Click the **Scripts**

when 🚩 clicked

forever

hide

Insert the **pick random**

wait pick random 1 to 5 secs
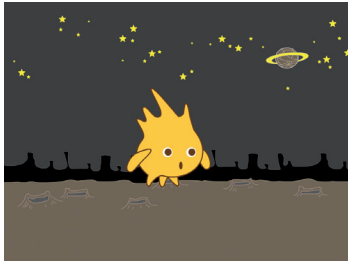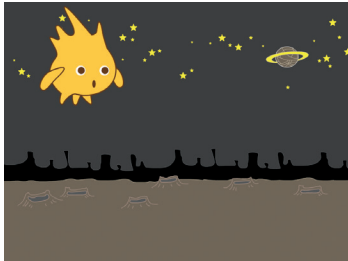
show

wait 1 secs

TIP

Play with the timing! Try typing in a different range of numbers.

wait pick random 0.5 to 1.5 secs

Go Random!

Make a sprite jump to
random spots on the Stage.

scratch

Go Random!

scratch.mit.edu/hide

GET READY

Click to select your

Sprites

Stage
2 backdrops

Gobo

ADD THIS CODE

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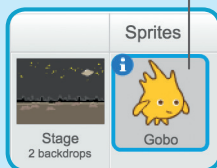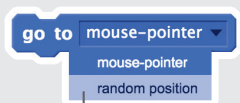
Choose **random position**
from the menu.

when 🚩 clicked
forever
    go to random position ▼
    hide
    wait pick random 1 to 5 secs
    show
    wait 1 secs
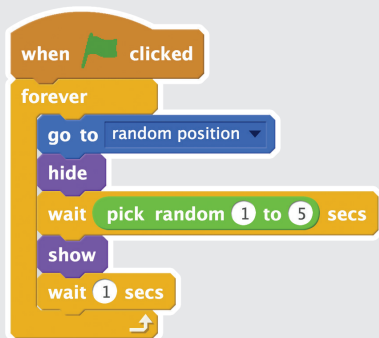
TRY IT

Click the green flag to start.

Click for Points

Add a point each time you click a sprite.

scratch

Click for Points

GET READY

Choose **Data**.

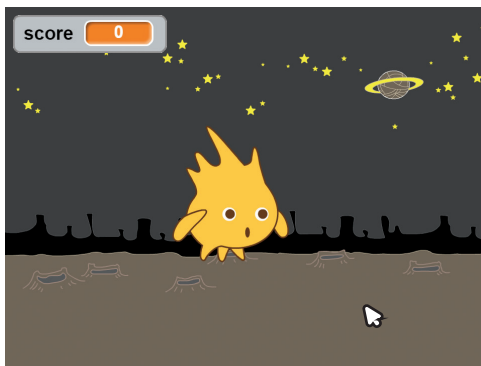| Looks	Control
Sound	Sensing
Pen	Operators
Data	More Blocks

Make a Variable

Make a List
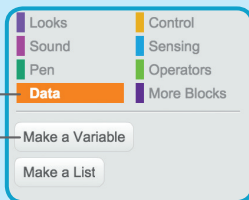
Click the **Make a Variable** but-

New Variable

Variable name: score

● For all sprites   ○ For this sprite only

☐ Cloud variable (stored on server)

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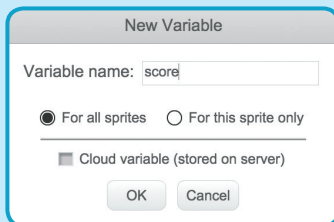
Name this variable **score** and then click **OK**.

ADD THIS CODE

Gobo

```
when this sprite clicked
play sound hey ▼
say You found me! for 1 secs
change score ▼ by 1
```

—— Add this block.

TIP

Add this script to make the score reset to 0 when you click the green flag.

```
when ⚑ clicked
set score ▼ to 0
```

Hiding Place

Make a sprite hide behind something.

scratch

Hiding Place

GET READY

Choose a sprite to be a hiding place, like Rocks.

New sprite:

Rocks

Then choose another sprite who will hide.

Giga

ADD THIS CODE

Rocks

```
when [flag] clicked
go to front
```

Giga

```
when [flag] clicked
forever
    go to Rocks ▼          — Choose the hiding place.
    move (pick random (-100) to (100)) steps
    hide
    wait (pick random (1) to (5)) secs
    show
    wait (1) secs
```

TIP

Click the **Grow** or **Shrink** tool and then click the sprite to change its size.

Grow   Shrink