

Make a Card



1. Fold the card in half

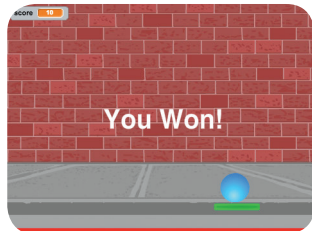
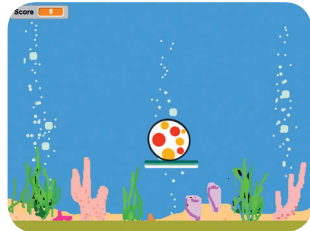
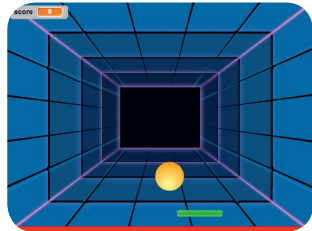


2. Glue the backs together



3. Cut along the dashed line

Pong Game Cards



Make a bouncing ball game with sounds, points, and other effects.

Pong Game Cards

Use these cards in this order:

- 1 Bounce Around
- 2 Move the Paddle
- 3 Bounce Off the Paddle
- 4 Game Over
- 5 Score Points
- 6 Win the Game

scratch.mit.edu/pong



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Make a Card



1. Fold the card in half



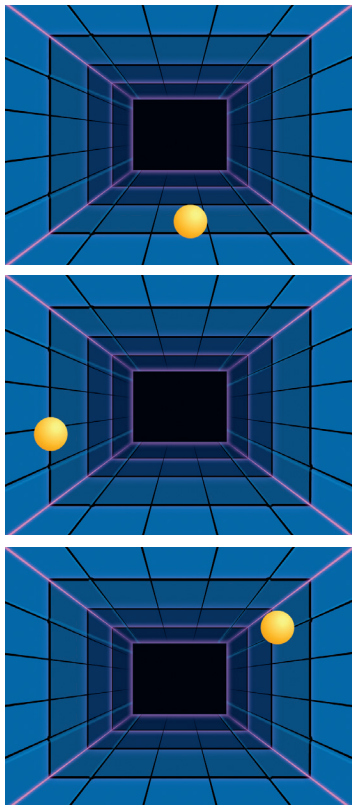
2. Glue the backs together



3. Cut along the dashed line

Bounce Around

Make a ball move around the Stage.



Pong Game

1

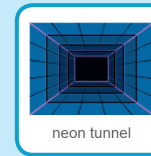
Scratch

Bounce Around

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GET READY

New backdrop:
Choose a backdrop.

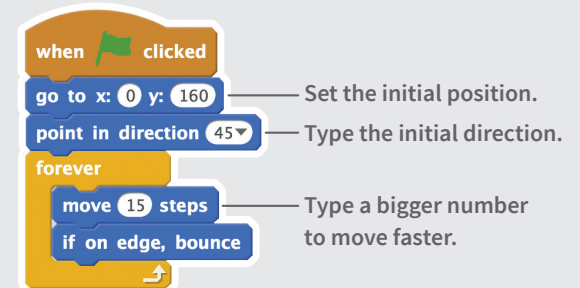


Choose a ball.

New sprite:



ADD THIS CODE



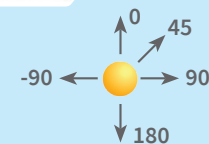
TRY IT

Click the green flag to start.



TIP

point in direction sets the direction of the ball.



Make a Card



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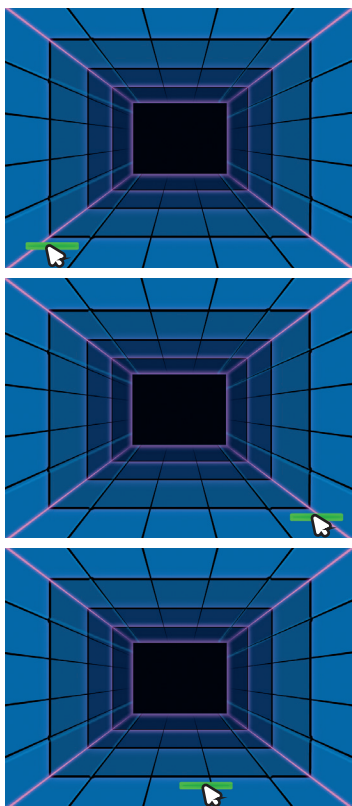
2. Glue the backs together



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Move the Paddle

Control a paddle by moving
your mouse pointer.



Pong Game

2

SCRATCH

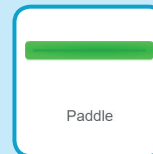
Move the Paddle

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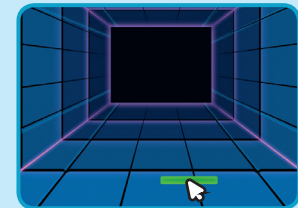
GET READY

Choose a paddle.

New sprite:



Drag the paddle to the
bottom of the Stage.



ADD THIS CODE



Insert the **mouse x** block
in the **set x to** block.

TRY IT

Click the green
flag to start.



Move your mouse pointer
to move the paddle.

TIP

mouse x changes as you move the mouse pointer across the Stage.

Make a Card



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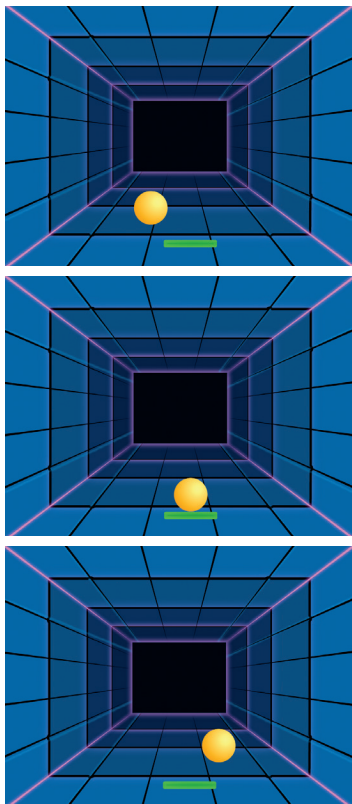
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Bounce Off the Paddle

Make the ball bounce off the paddle.



Pong Game

3

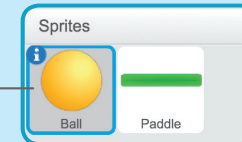
Scratch

Bounce Off the Paddle

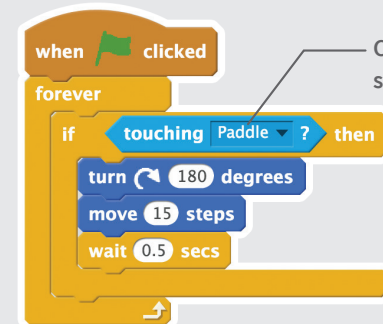
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GET READY

Click to select the **Ball** sprite.



ADD THIS CODE



Choose the **Paddle** sprite from the menu.

TRY IT

Click the green flag to start.



TIP

Insert a **pick random** block to make the ball bounce in different directions.

turn **pick random 170 to 190** degrees

Use numbers around 180.

Make a Card



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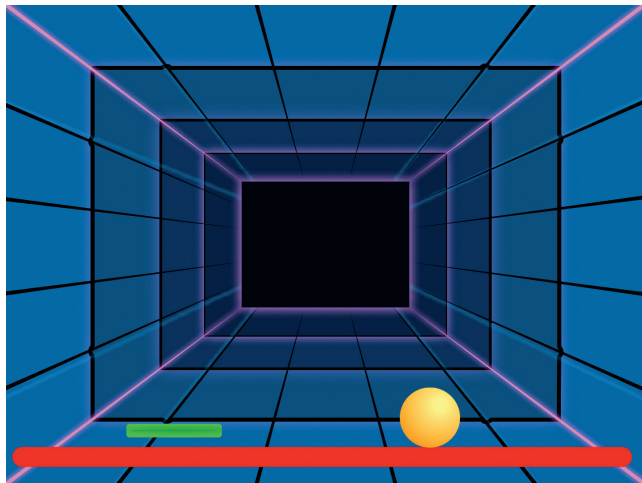
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3. Cut along the dashed line

Game Over

Stop the game if the ball hits the red line.



Pong Game

4

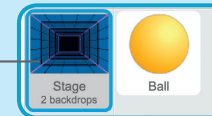
Scratch

Game Over

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GET READY

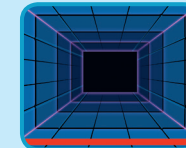
Click to select the Stage.



Then, click the Backdrops tab.



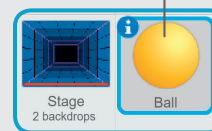
Choose the **Line** tool and pick the color red.



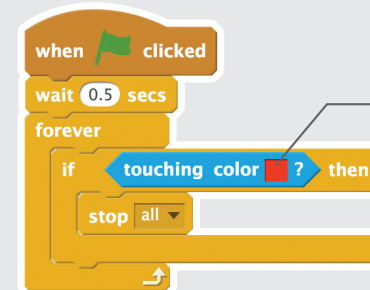
Draw a line at the bottom. (To make a straight line, hold down the Shift key while drawing.)

ADD THIS CODE

Click to select Ball.



Click the Scripts tab.



To pick the color, click this square and then click the red line on the Stage.

TRY IT

Click the green flag to start.



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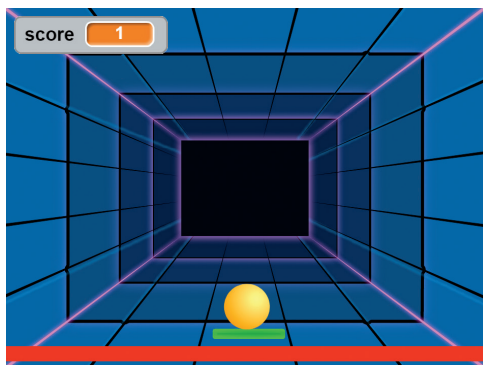
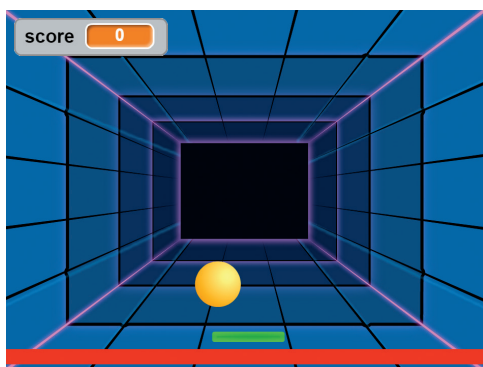
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Score Points

Add a point each time you hit the ball with the paddle.



Pong Game

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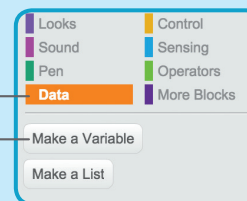
Scratch

Score Points

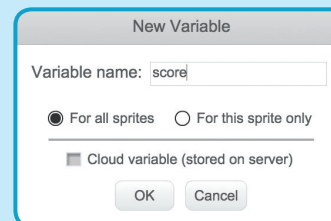
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GET READY

Choose **Data**.

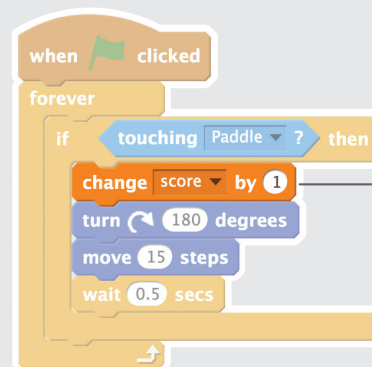


Click the **Make a Variable** button.



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

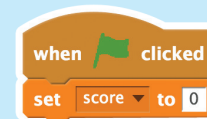
ADD THIS BLOCK



Add this block to increase the score.

TIP

Use a **set score to 0** block to reset the score when you click the green flag.



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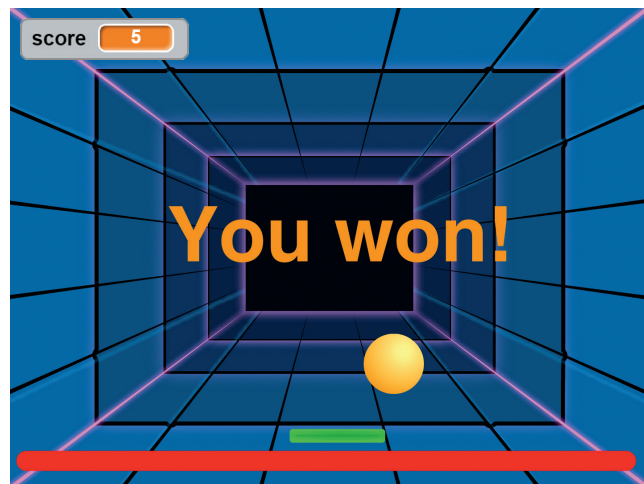
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Win the Game

When you score enough points,
display a winning message!



Pong Game

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SCRATCH

Win the Game

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GET READY

Click the paintbrush
to draw a new sprite.

New sprite:   

Bitmap Mode

Convert to vector

Click the **Convert
to vector** button.

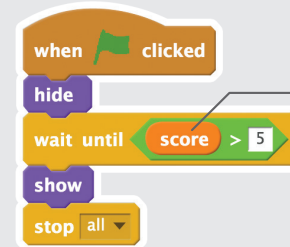
Use the **Text** tool to write
a message, like "You won!"

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!