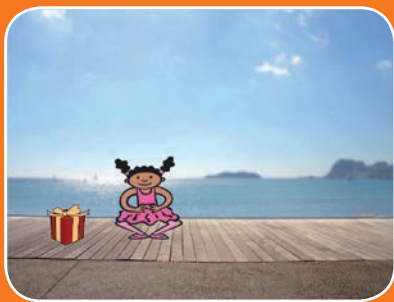
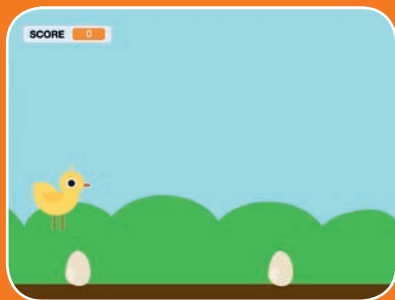


# Jumping Game Cards



**Make a character jump over  
moving obstacles.**

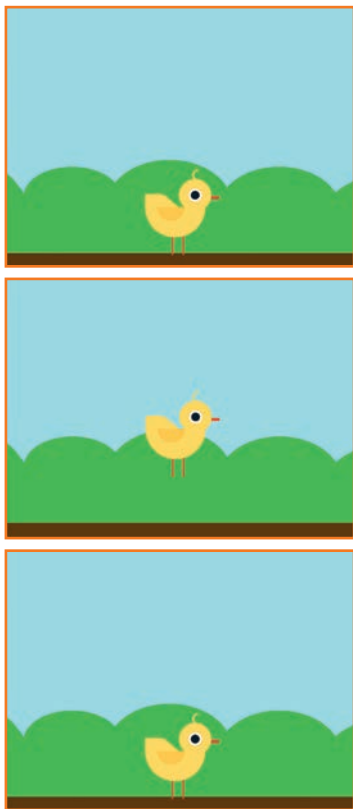
# Jumping Game Cards

Use these cards in this order:

- 1. Jump**
- 2. Go to Start**
- 3. Moving Obstacle**
- 4. Add a Sound**
- 5. Stop the Game**
- 6. Add More Obstacles**
- 7. Score**

# Jump

Make a character jump.



## GET READY



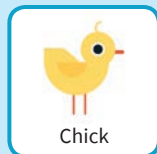
Choose a backdrop.



Blue Sky

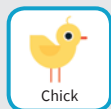


Choose a character,  
like Chick.



Chick

## ADD THIS CODE



Chick



Type a minus sign  
to go back down.

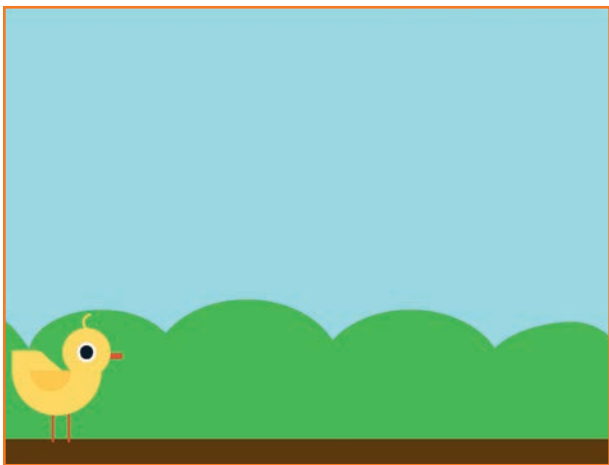
## TRY IT



Press the **space** key on your keyboard.

# Go to Start

Set the starting point for your sprite.



# Go to Start

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## GET READY



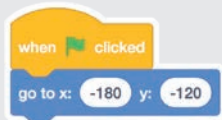
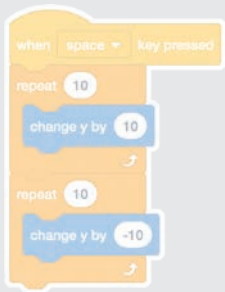
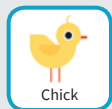
Drag your character to where you want it.



When you move your character, its **x** and **y** position will update in the blocks palette.

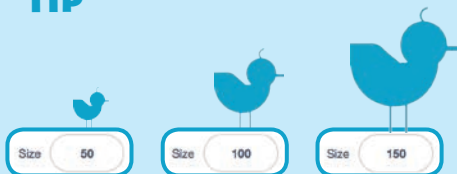
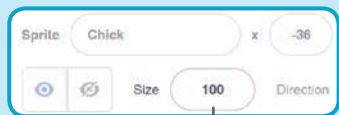
Now when you drag out a **go to** block, it will set to your character's new position.

## ADD THIS CODE



Set the starting position.  
(Your numbers may be different.)

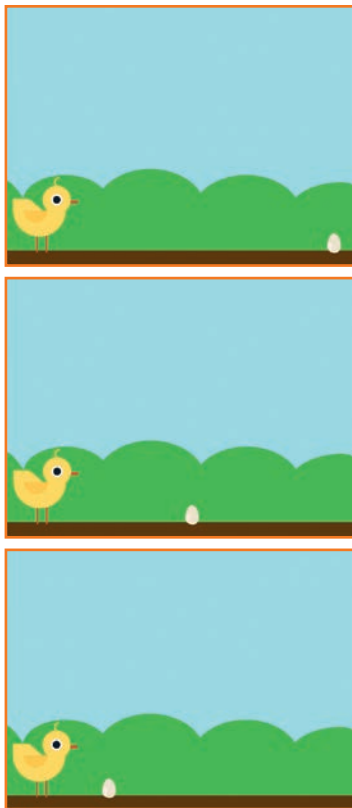
## TIP



Change the size of a sprite by typing a smaller or larger number.

# Moving Obstacle

Make an obstacle move  
across the Stage.



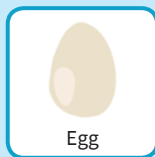
# Moving Obstacle

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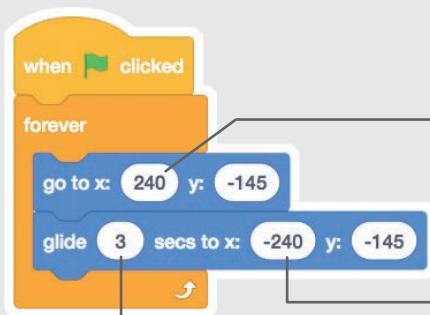
## GET READY



Choose a sprite to be an obstacle, such as Egg.



## ADD THIS CODE



Start at the right edge of the Stage.

Glide to the left edge of the Stage.

Type a smaller number to go faster.

## TRY IT

Click the green flag to start.

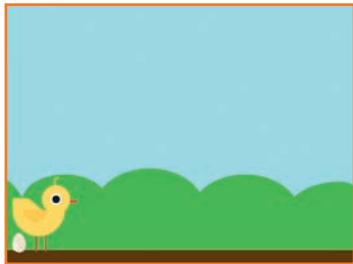
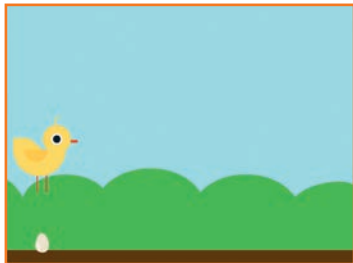
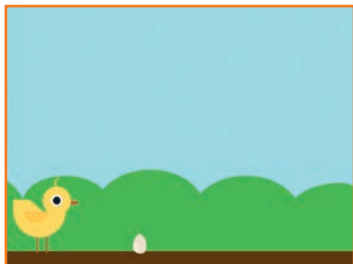


Press the **space** key on your keyboard.



# Add a Sound

Play a sound when your sprite jumps.

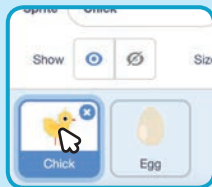


# Add a Sound

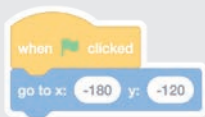
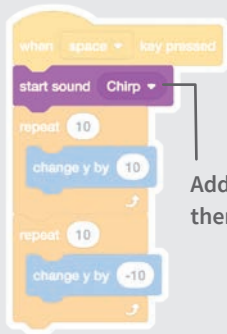
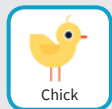
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## GET READY

Click to select the Chick sprite.



## ADD THIS CODE



Add the **start sound** block, then select a sound.

## TRY IT

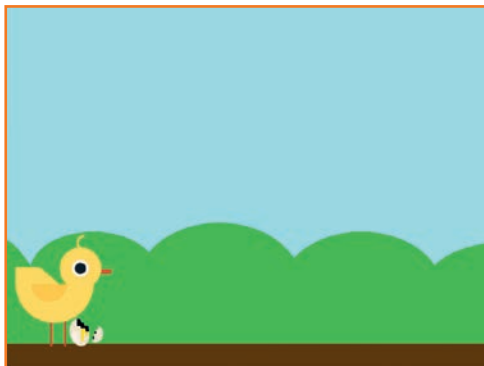
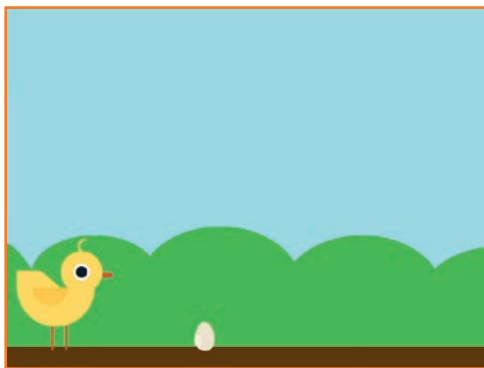
Click the green flag to start.



Press the **space** key on your keyboard.

# Stop the Game

Stop the game if your sprite touches the egg.

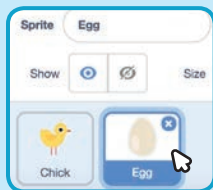


# Stop the Game

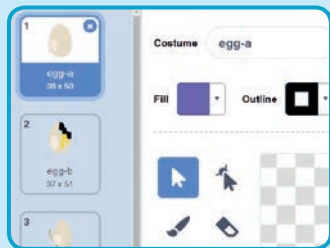
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## GET READY

Click to select the Egg sprite.



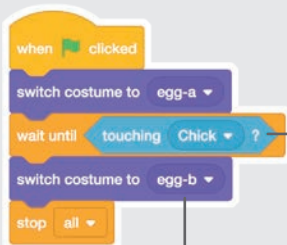
Click the **Costumes** tab to see the Egg sprite's costumes.



## ADD THIS CODE



Click the **Code** tab and add this code.



Choose a second costume for the Egg sprite to change to.

Insert the **touching** block and choose **Chick** from the menu.

touching mouse-pointer ?

mouse-pointer

edge

Chick

## TRY IT

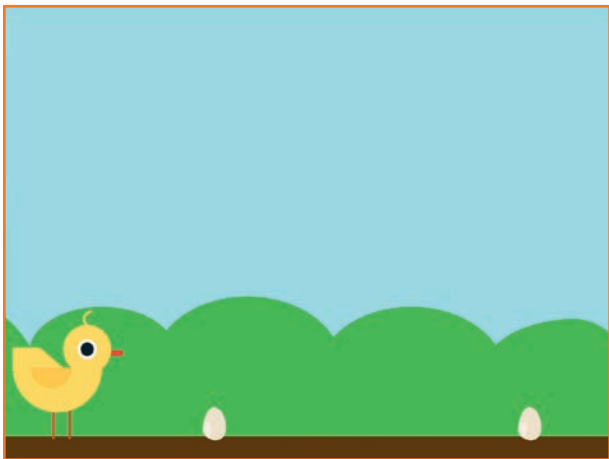
Click the green flag to start.



Press the **space** key on your keyboard.

# Add More Obstacles

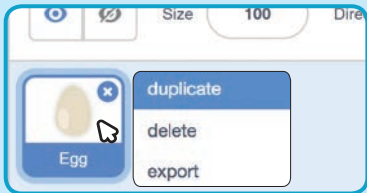
Make the game harder by adding more obstacles.



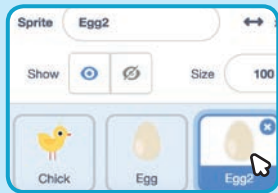
# Add More Obstacles

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## GET READY

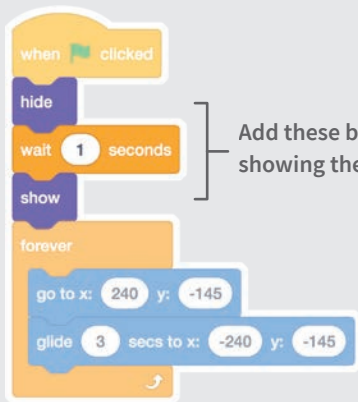
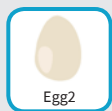


To duplicate the Egg sprite, right-click (Mac: control-click) on the thumbnail, and then choose **duplicate**.



Click to select Egg2.

## ADD THIS CODE



Add these blocks to wait before showing the second egg.

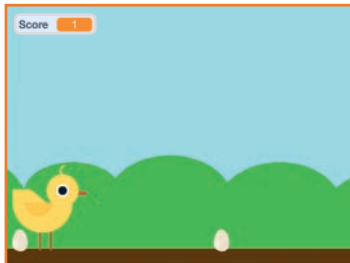
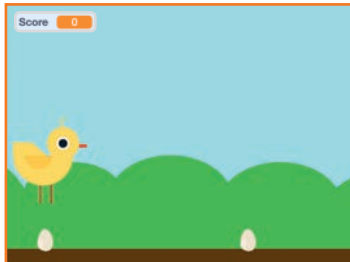
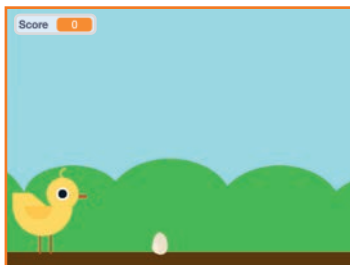
## TRY IT

Click the green flag to start.



# Score

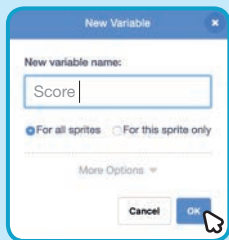
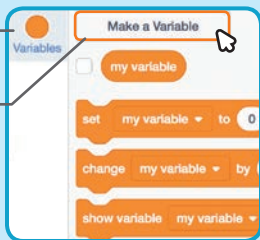
Add a point each time your sprite jumps over an egg.



## GET READY

Choose **Variables**.

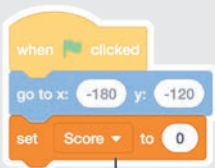
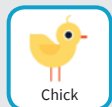
Click the **Make a Variable** button.



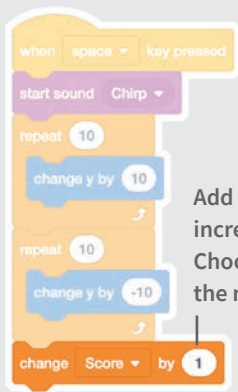
Name this variable **Score** and then click **OK**.

## ADD THIS CODE

Click the Chick sprite and add two blocks to your code:



Add this block and then choose **Score** from the menu.



Add this block to increase the score. Choose **Score** from the menu.

## TRY IT

Jump over the eggs to score points!