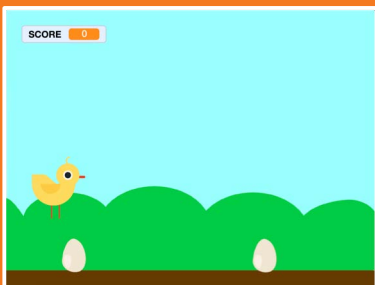


Jumping Game Cards



Make a character jump over moving obstacles.

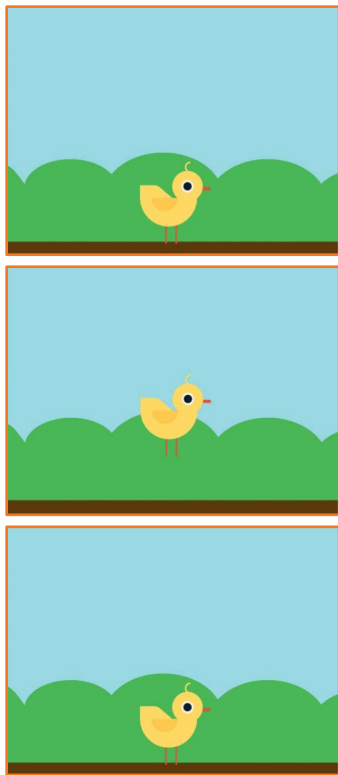
Jumping Game Cards

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.



Jump

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GET READY



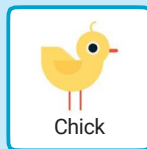
Choose a backdrop.



Blue Sky

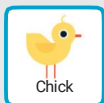


Choose a character, like Chick.



Chick

ADD THIS CODE



Type a minus sign to go back down.

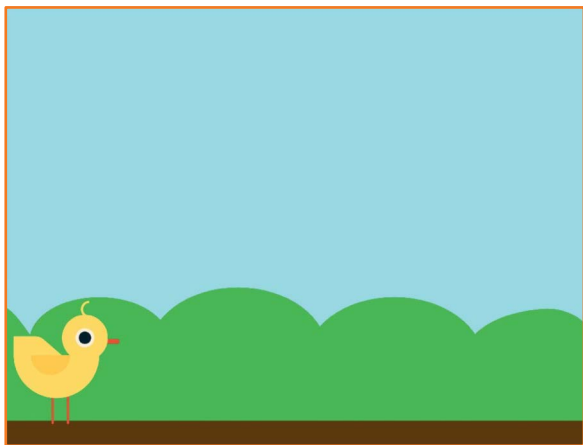
TRY IT



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



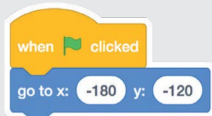
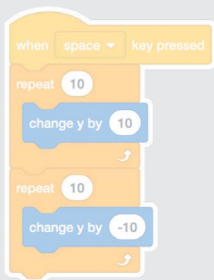
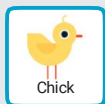
Drag your character to where you want it.



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

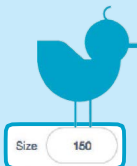
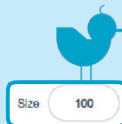
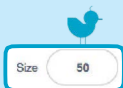
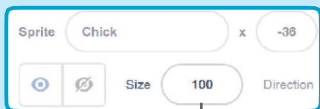
Now when you drag out a **go to** block, it will be set to your character's new position.

ADD THIS CODE



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

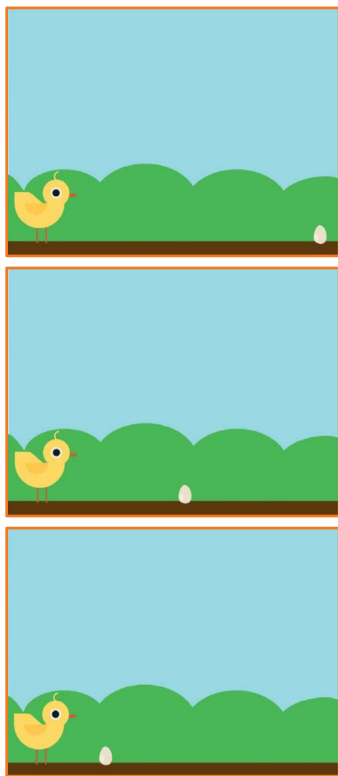
TIP



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

Moving Obstacle

Make an obstacle move across the Stage.



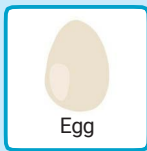
Moving Obstacle

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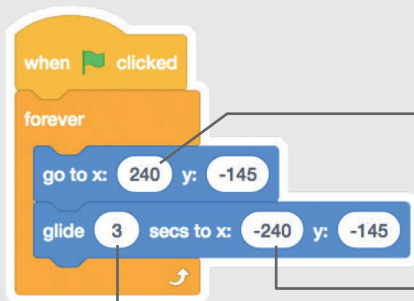
GET READY



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



ADD THIS CODE



Start at the right edge of the Stage.

Type a smaller number to go faster.

Glide to the left edge of the Stage.

TRY IT

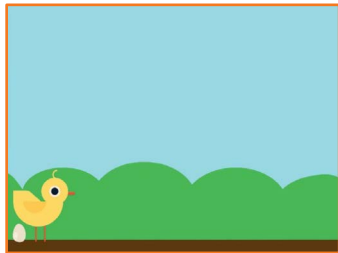
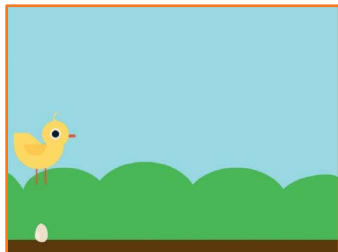
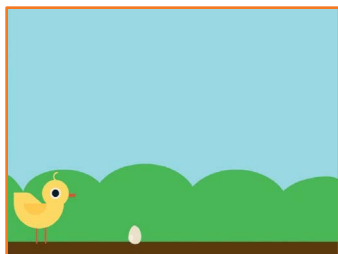
Click the green flag to start.



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

Add a Sound

Play a sound when your sprite jumps.

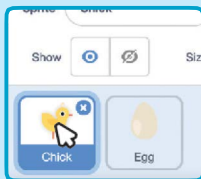


Add a Sound

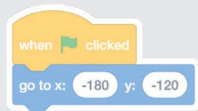
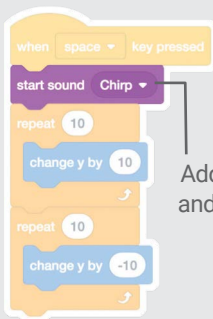
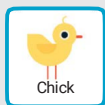
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GET READY

Click to select the Chick sprite.



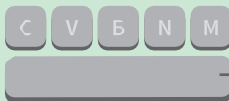
ADD THIS CODE



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

TRY IT

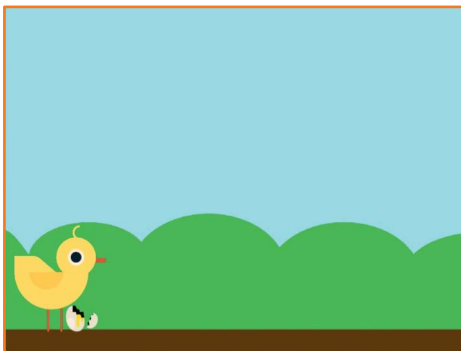
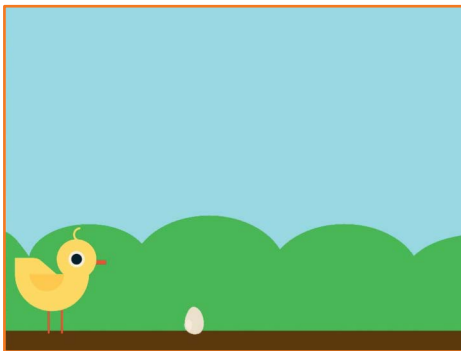
Click the green flag to start.



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

Stop the Game

Stop the game if your sprite touches the egg.

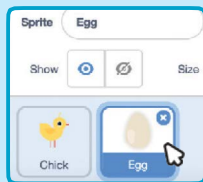


Stop the Game

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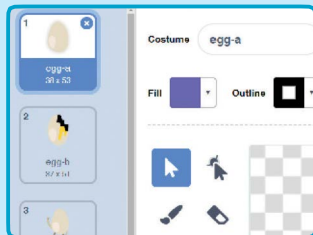
GET READY

Click to select the **Egg** sprite.



Costumes

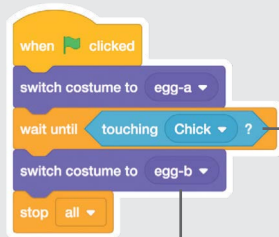
Click the **Costumes** tab to see the Egg sprite's costumes.



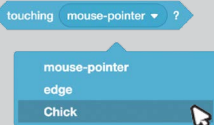
ADD THIS CODE

Code

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



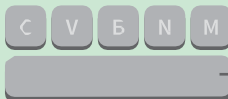
Insert the **touching** block and choose **Chick** from the menu.



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

TRY IT

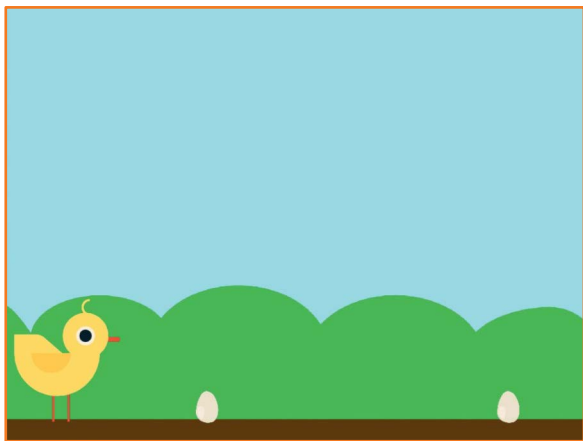
Click the green flag to start.



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

Add More Obstacles

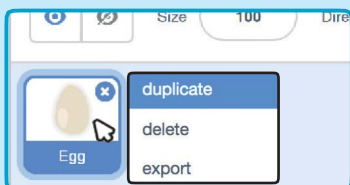
Make the game harder by adding more obstacles.



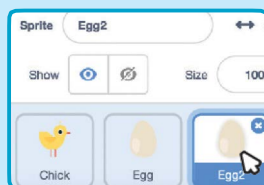
Add More Obstacles

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GET READY

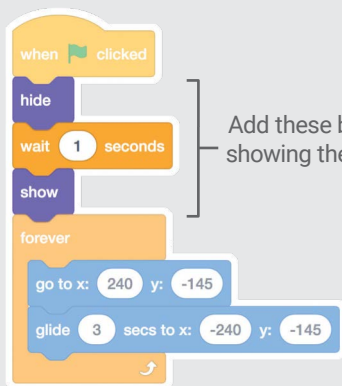
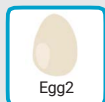


To duplicate the **Egg** sprite, right-click (Mac: control-click) on the thumbnail, and then choose **duplicate**.



Click to select **Egg2**.

ADD THIS CODE



Add these blocks to wait before showing the second egg.

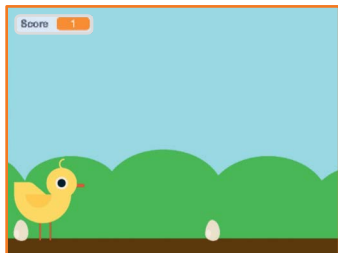
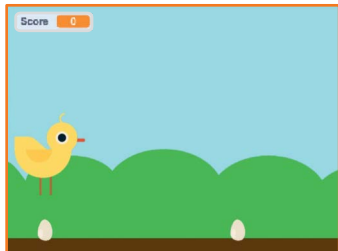
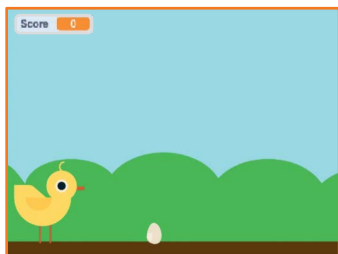
TRY IT

Click the green flag to start.



Score

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



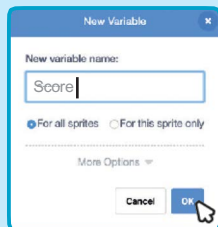
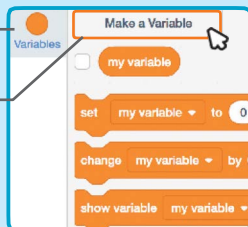
Score

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GET READY

Choose **Variables**.

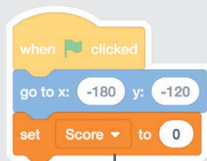
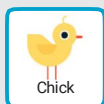
Click the **Make a Variable** button.



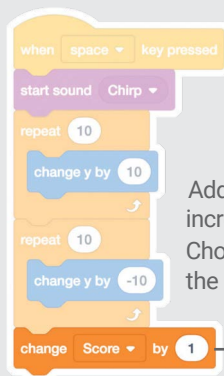
Name this variable **Score** and then click **OK**.

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!