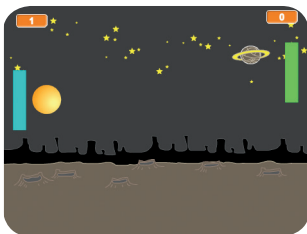
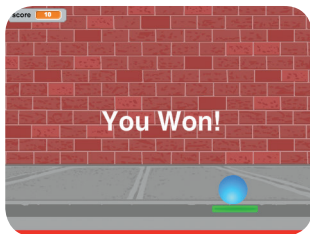
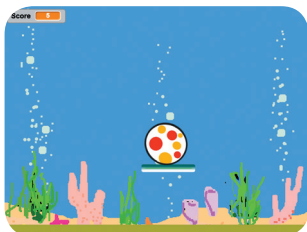
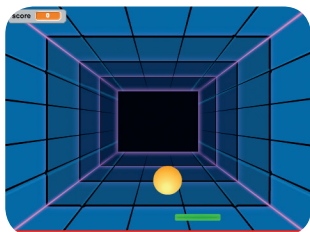


Pong Game Cards



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

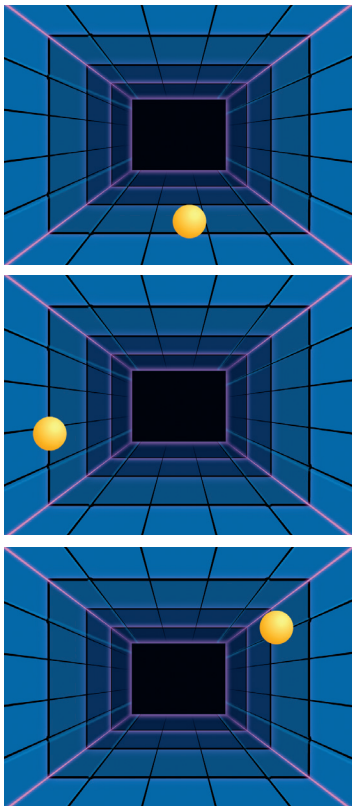
Pong Game Cards

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**

Bounce Around

Make a ball move around the Stage.



Bounce Around

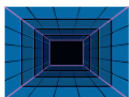
scratch.mit.edu/pong

GET READY

New backdrop:



Choose a backdrop.



neon tunnel

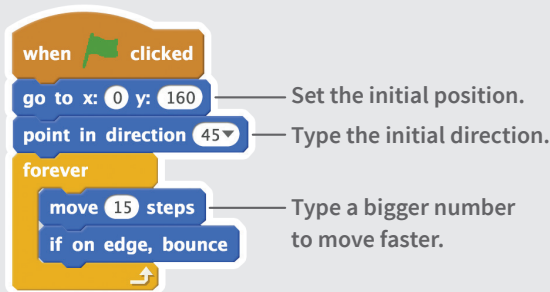
Choose a ball.

New sprite:



Ball

ADD THIS CODE



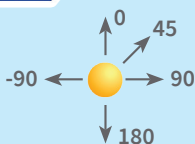
TRY IT

Click the green flag to start.



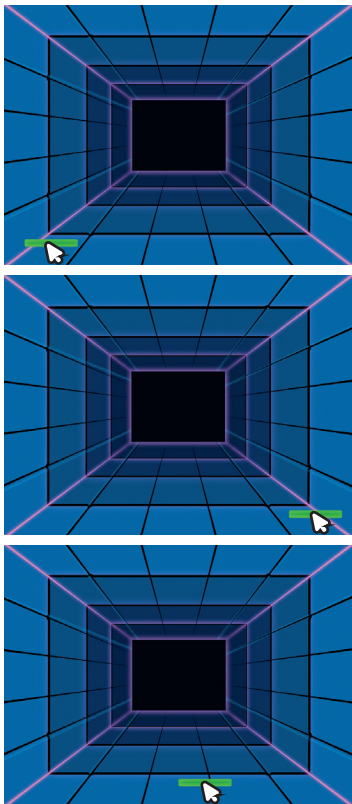
TIP

point in direction sets the direction of the ball.



Move the Paddle

Control a paddle by moving
your mouse pointer.



Move the Paddle

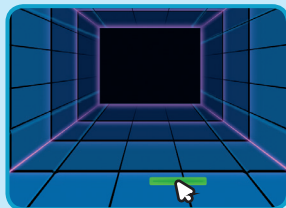
scratch.mit.edu/pong

GET READY

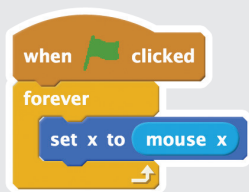
Choose a paddle.



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.



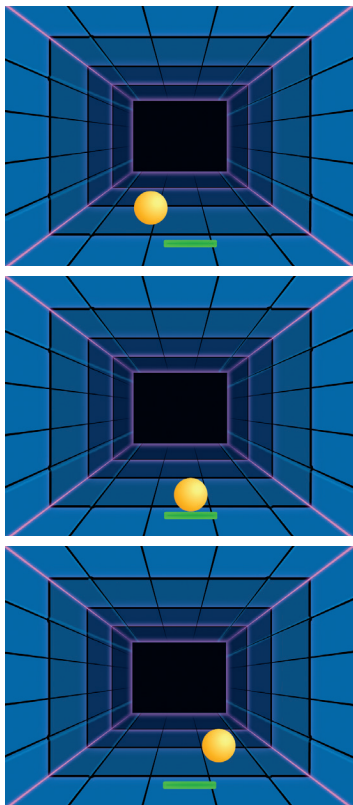
Move your mouse pointer to move the paddle.

TIP

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

Bounce Off the Paddle

Make the ball bounce off the paddle.

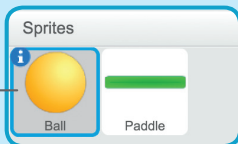


Bounce Off the Paddle

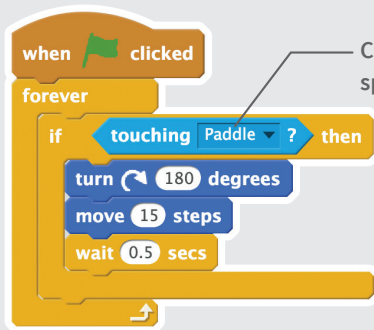
scratch.mit.edu/pong

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

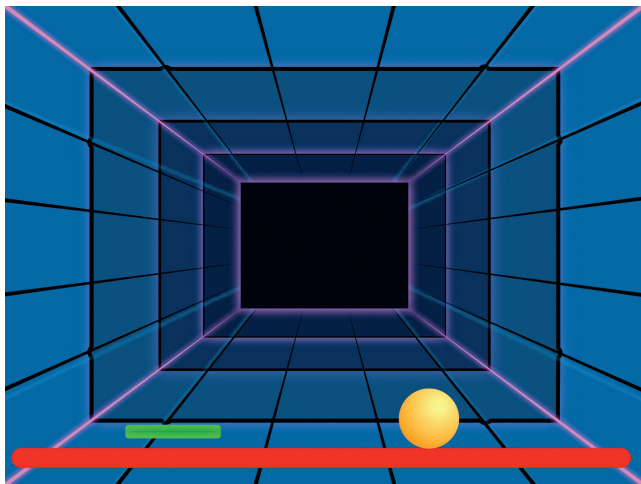
Insert a **pick random** block to make the ball bounce in different directions.



Use numbers around 180.

Game Over

Stop the game if the ball hits the red line.

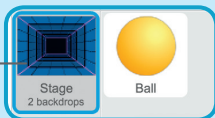


Game Over

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GET READY

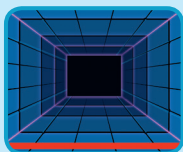
Click to select the Stage.



Then, click the Backdrops tab.



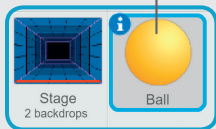
Choose the **Line** tool and pick the color red.



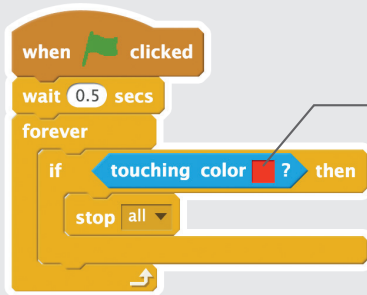
Draw a line at the bottom. (To make a straight line, hold down the Shift key while drawing.)

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.

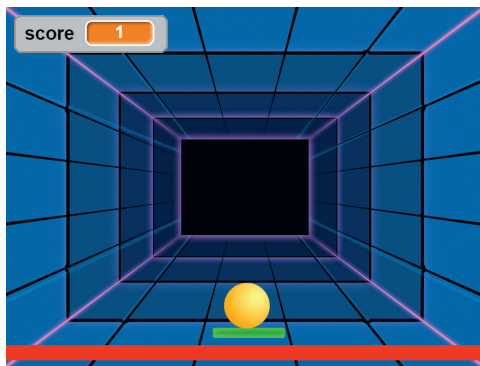
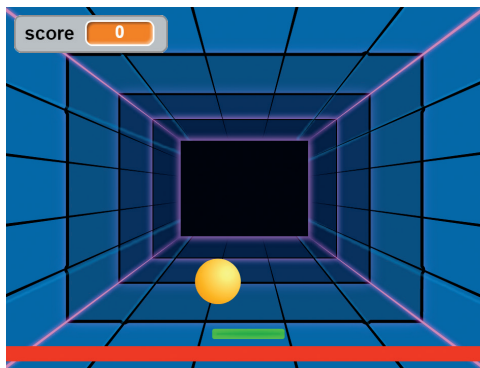
TRY IT

Click the green flag to start.



Score Points

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

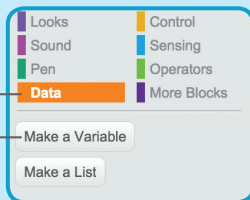


Score Points

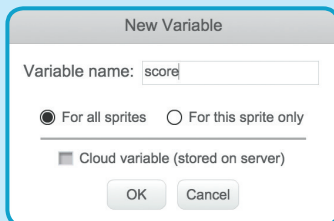
scratch.mit.edu/pong

GET READY

Choose **Data**.

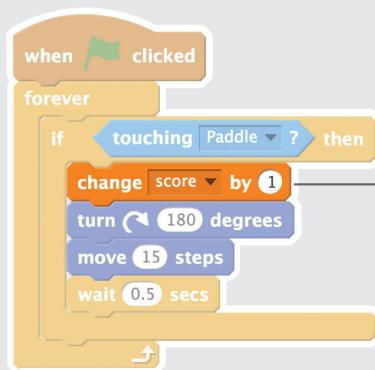


Click the **Make a Variable** button.



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

ADD THIS BLOCK



Add this block to increase the score.

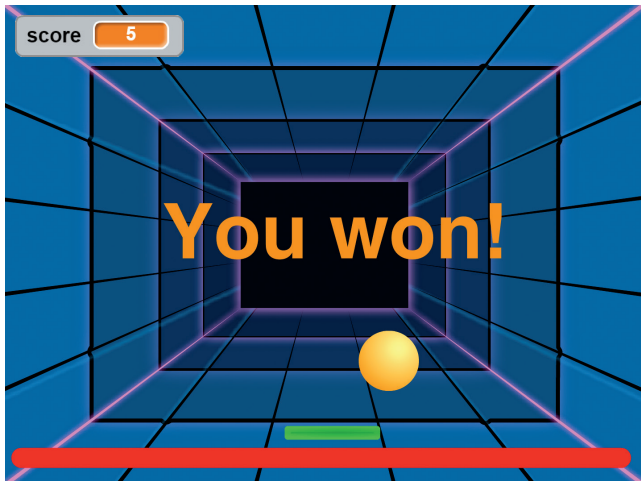
TIP

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



Win the Game

When you score enough points,
display a winning message!



Win the Game

scratch.mit.edu/pong

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!”

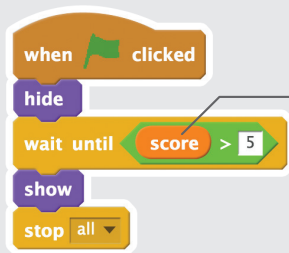
You won!



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

ADD THIS CODE

Click the **Scripts** tab.



Insert the **score** block.

Click the green flag to start.



Play until you score enough points to win!

TRY IT