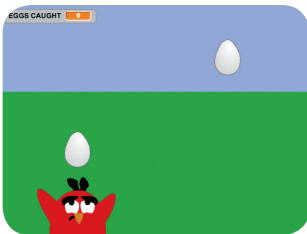
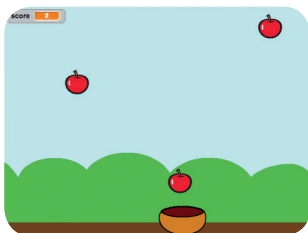


Catch Game Cards



Make a game where you catch things falling from the sky.

Catch Game Cards

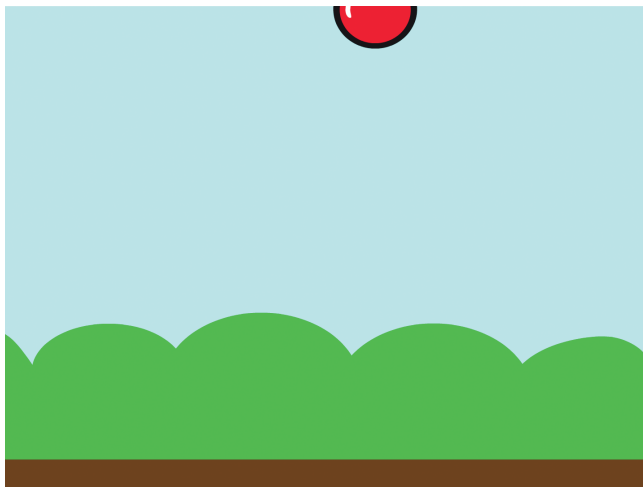
Use these cards in this order:

- 1 Go to the Top
- 2 Fall Down
- 3 Move the Catcher
- 4 Catch It!
- 5 Keep Score
- 6 Bonus Points
- 7 You Win!

Go to the Top



Start from a random spot
at the top of the Stage.

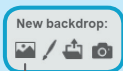


Go to the Top

scratch.mit.edu/catch



GET READY



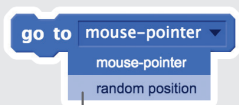
Choose a backdrop.



Choose a sprite, like Apple.



ADD THIS CODE



Choose **random position** from the menu.



Type **180** to go to the top of the Stage.

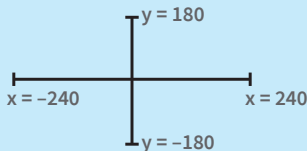
TRY IT

Click the green flag to start.



TIP

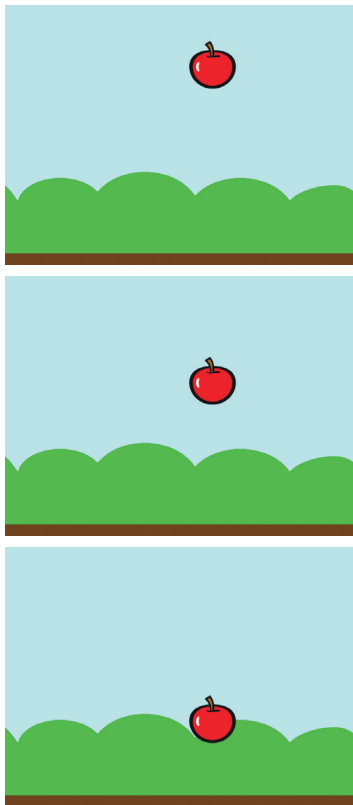
y is the position on the Stage from top to bottom.



Fall Down



Make your sprite fall down.

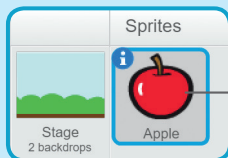


Fall Down

scratch.mit.edu/catch

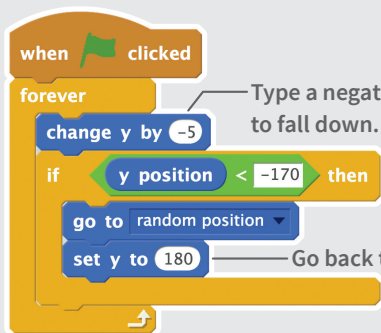


GET READY



Click to select the **Apple**.

ADD THIS CODE



Type a negative number to fall down.

Check if near the bottom of the Stage.

Go back to the top of the Stage.

TRY IT

Click the green flag to start.



Click the stop sign to stop.

TIP

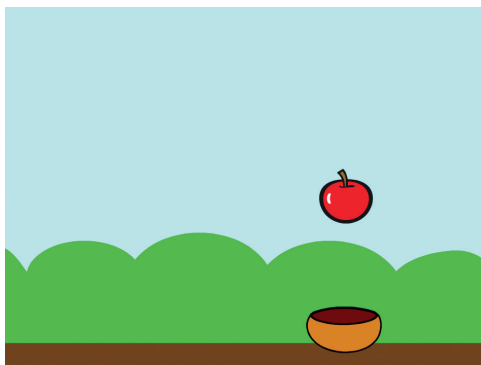
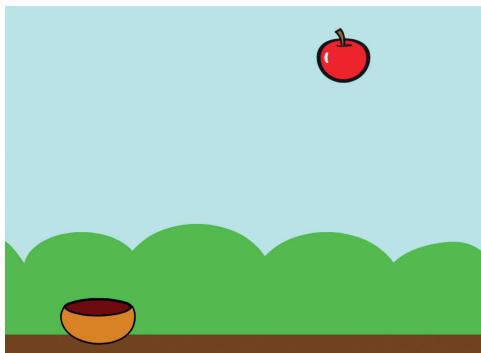
Use **change y by** to move up or down.

Use **set y to** to set the sprite's vertical position.

Move the Catcher



Press the arrow keys so that
the catcher moves left and right.



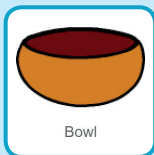
Move the Catcher

scratch.mit.edu/catch



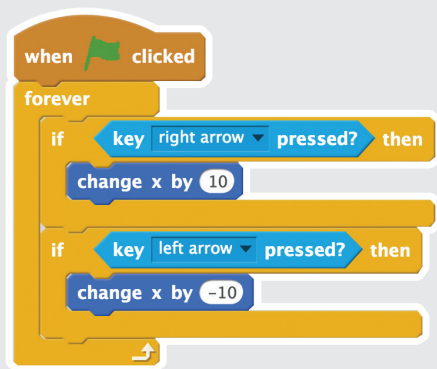
GET READY

Choose a catcher,
like Bowl.



Drag the Bowl to the bottom of the Stage.

ADD THIS CODE



TRY IT

Click the green
flag to start.

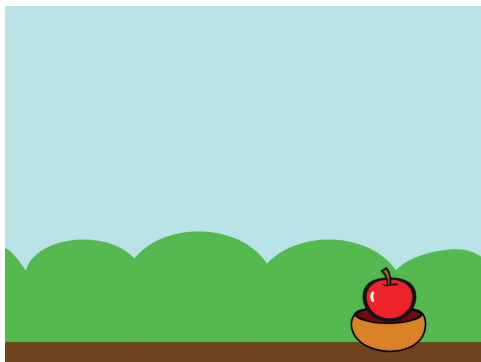
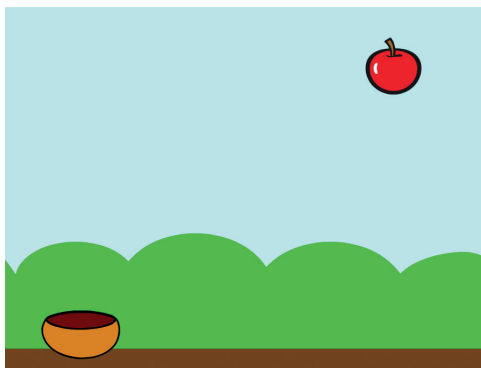


Press the arrow keys to
move the catcher.

Catch It!



Catch the falling sprite.



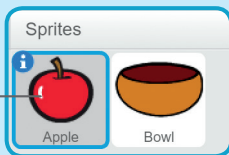
Catch It!

scratch.mit.edu/catch

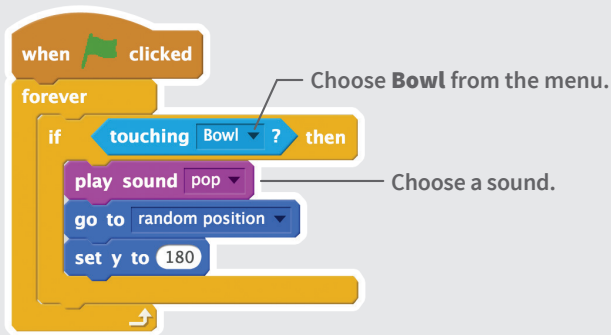


GET READY

Click to select the **Apple**.



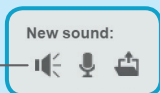
ADD THIS CODE



TIP

If you want to add a different sound, click the **Sounds** tab.

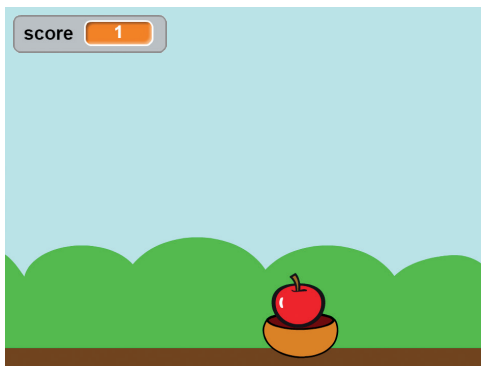
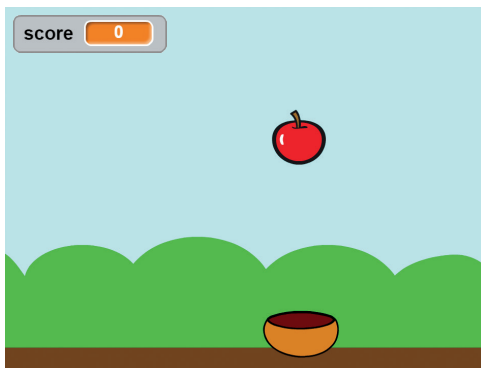
Then choose a sound from the Sound library.



Keep Score



Add a point each time you catch the falling sprite.



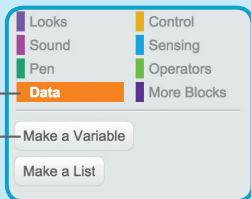
Keep Score

scratch.mit.edu/catch

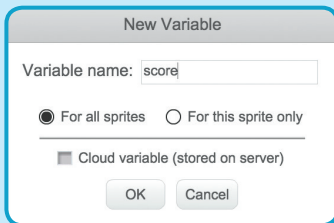


GET READY

Choose **Data**.



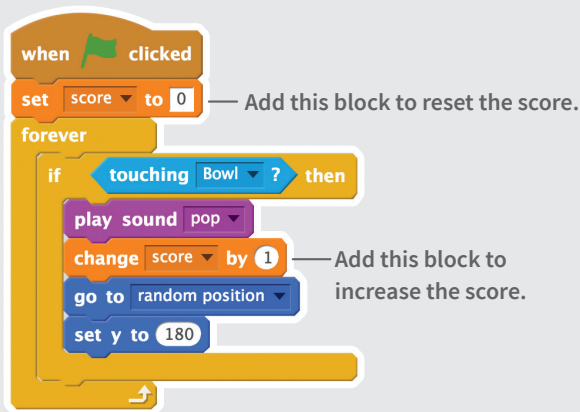
Click the **Make a Variable** button.



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

ADD THIS CODE

Add two new blocks to your script:



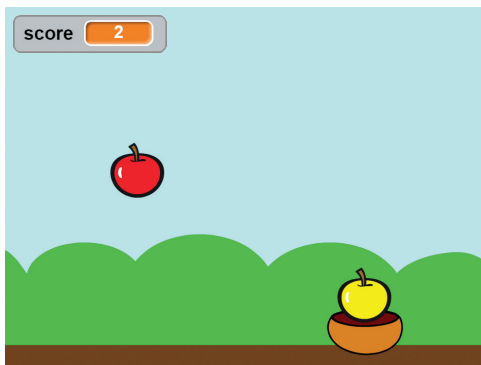
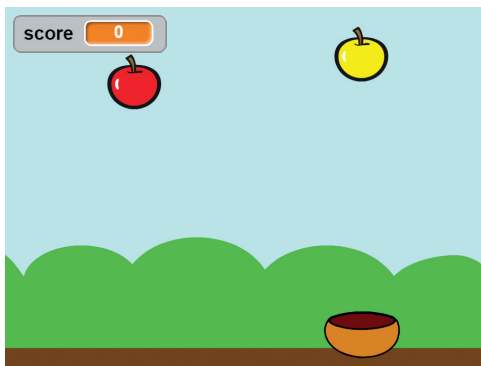
TRY IT

Catch apples to score points!

Bonus Points



Get extra points when
you catch a golden sprite.



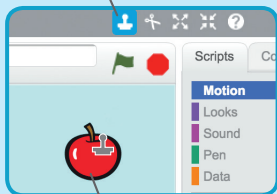
Bonus Points

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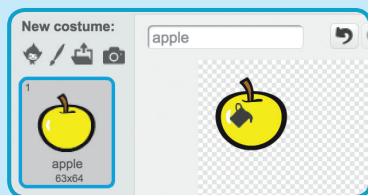
GET READY

Choose the **Duplicate** tool.



Click your sprite to duplicate it.

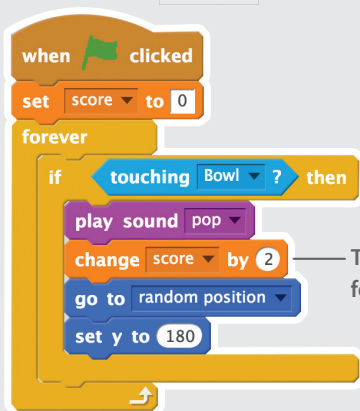
Click the **Costumes** tab.



You can use the paint tools to make your bonus sprite look different.

ADD THIS CODE

Click the **Scripts** tab.



Type how many points for the bonus sprite.

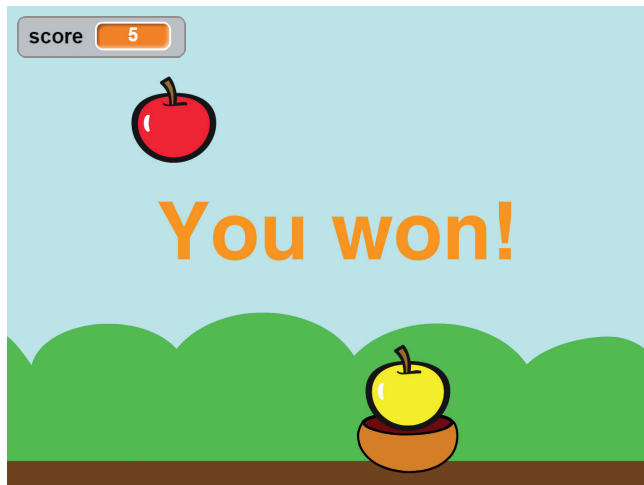
TRY IT

Catch your bonus sprite to increase your score!

You Win!



When you score enough points,
display a winning message!



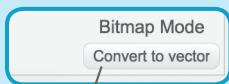
You Win!

scratch.mit.edu/catch



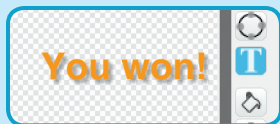
GET READY

Click the paintbrush to draw a new sprite.



Click the **Convert to vector** button.

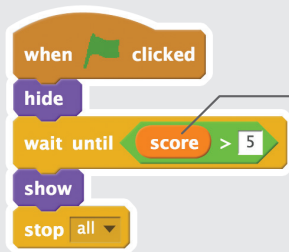
Use the **Text** tool to write a message, like "You won!"



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!