

Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Hide and Seek Cards



Make a hide-and-seek game with characters that appear and disappear.

Hide and Seek Cards

Use these cards in this order:

- 1 Disappear
- 2 Click and Say
- 3 Surprise Timing
- 4 Go Random!
- 5 Click for Points
- 6 Hiding Place

scratch.mit.edu/hide

Scratch

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Scratch

Make a Card



1. Fold the card in half



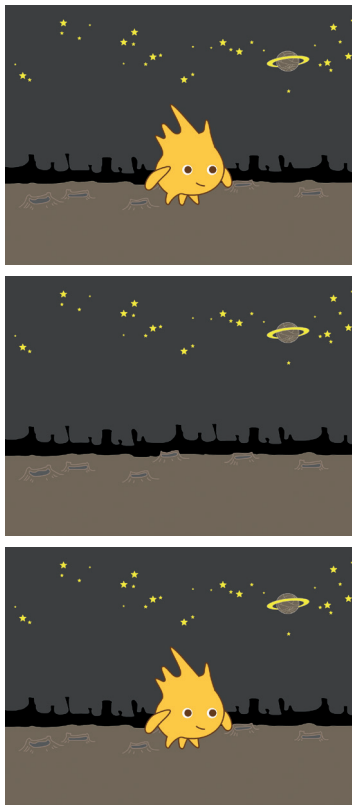
2. Glue the backs together



3. Cut along the dashed line

Disappear

Make a sprite disappear and appear again.



Hide and Seek

1

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Disappear

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GET READY

New backdrop:
Choose a backdrop.



Choose a sprite to hide.

New sprite:



ADD THIS CODE



TRY IT

Click the green flag to start.



Make a Card



1. Fold the card in half



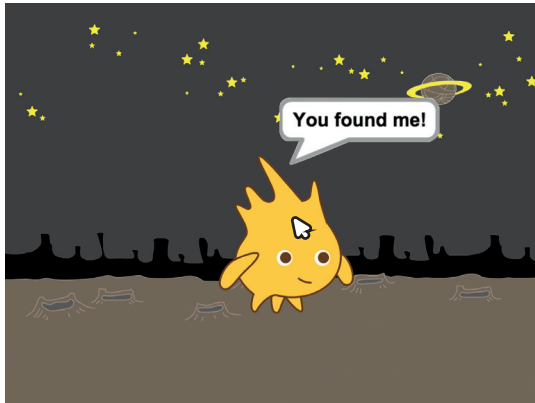
2. Glue the backs together



3. Cut along the dashed line

Click and Say

Make a sprite speak when you click it.



Hide and Seek

2

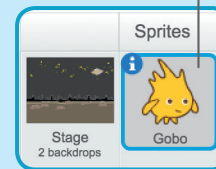
SCRATCH

Click and Say

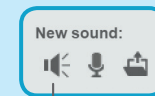
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GET READY

Click to select your sprite.



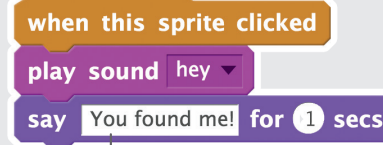
Click the **Sounds** tab.



Then choose a sound from the Sound library.

ADD THIS CODE

Click the **Scripts** tab.



Type what you want your sprite to say.

TRY IT

Click your sprite.



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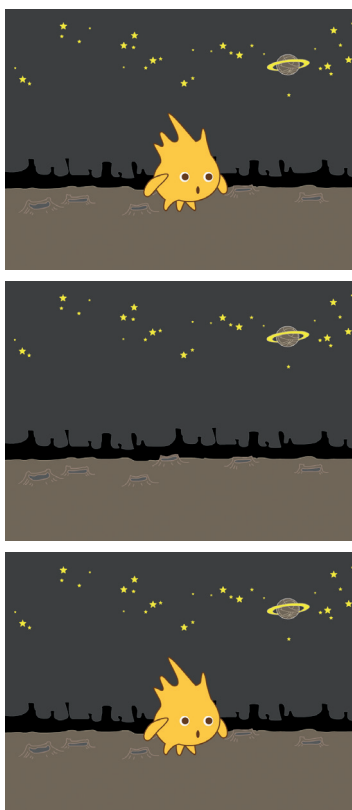
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Surprise Timing

Make a sprite wait for a random amount of time before appearing again.



Hide and Seek

3

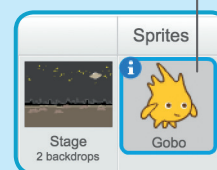
SCRATCH

Surprise Timing

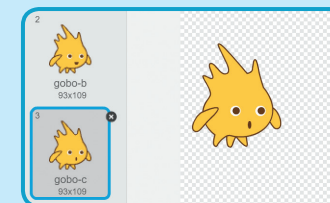
scratch.mit.edu/hide

GET READY

Click to select your sprite.

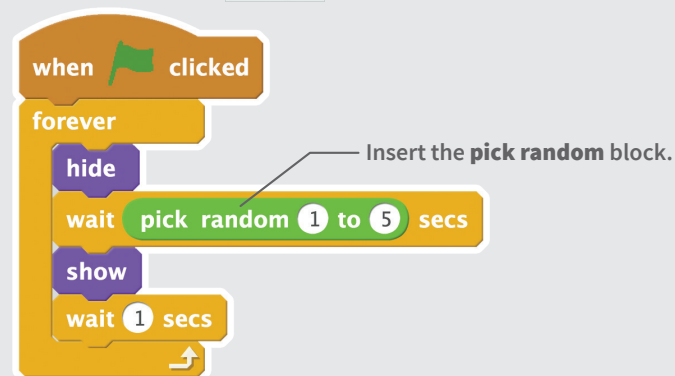


Click the **Costumes** tab and choose the costume you want.



ADD THIS CODE

Click the **Scripts** tab.



TIP

Play with the timing! Try typing in a different range of numbers.

wait pick random 0.5 to 1.5 secs

Make a Card



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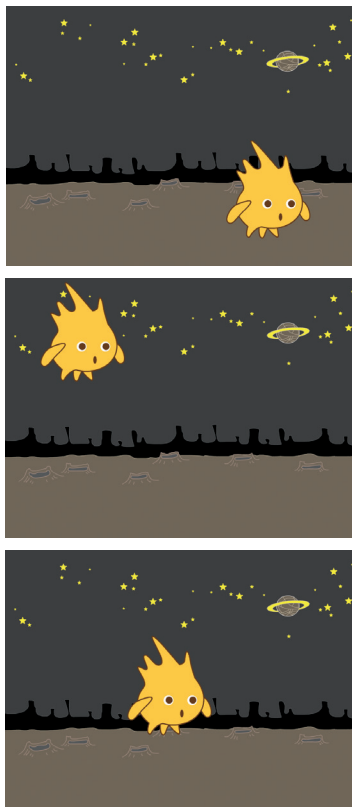
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Go Random!

Make a sprite jump to random spots on the Stage.



Hide and Seek

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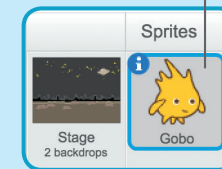
Scratch

Go Random!

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GET READY

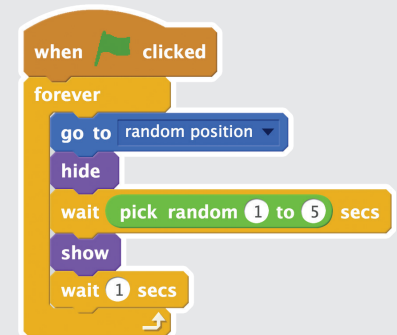
Click to select your sprite.



ADD THIS CODE



Choose **random position** from the menu.



TRY IT

Click the green flag to start.



Make a Card



1. Fold the card in half



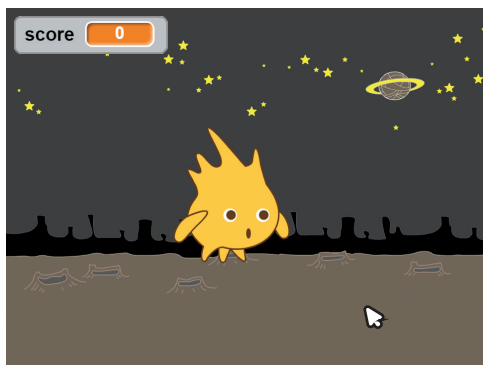
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Click for Points

Add a point each time you click a sprite.



Hide and Seek

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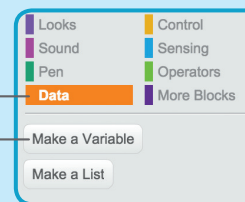
Scratch

Click for Points

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GET READY

Choose Data.



Click the **Make a Variable** button.

New Variable

Variable name:

☒ For all sprites ☐ For this sprite only

☐ Cloud variable (stored on server)

OK

Cancel

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

ADD THIS CODE



when this sprite clicked

play sound **hey**

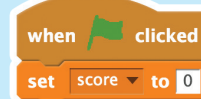
say **You found me!** for **1** secs

change **score** by **1**

— Add this block.

TIP

Add this script to make the score reset to 0 when you click the green flag.



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Hiding Place

Make a sprite hide behind something.



Hide and Seek

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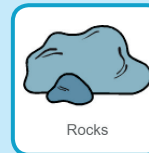
Hiding Place

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GET READY

Choose a sprite to be a hiding place, like Rocks.

New sprite:    



Rocks

Then choose another sprite who will hide.

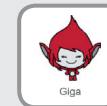


Giga

ADD THIS CODE



Rocks



Giga



TIP

Click the **Grow** or **Shrink** tool and then click the sprite to change its size.

Grow Shrink

