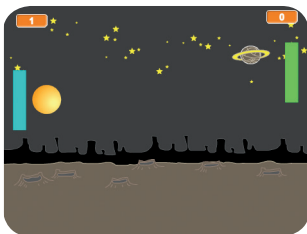
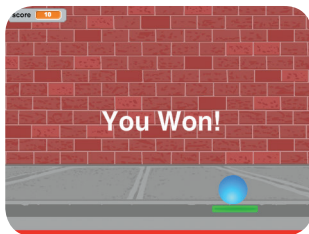
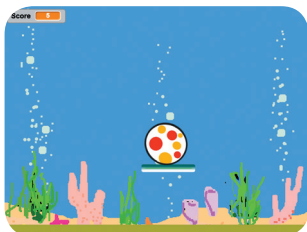
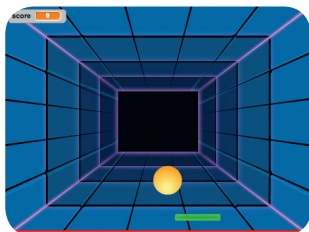


Pong Game Cards



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

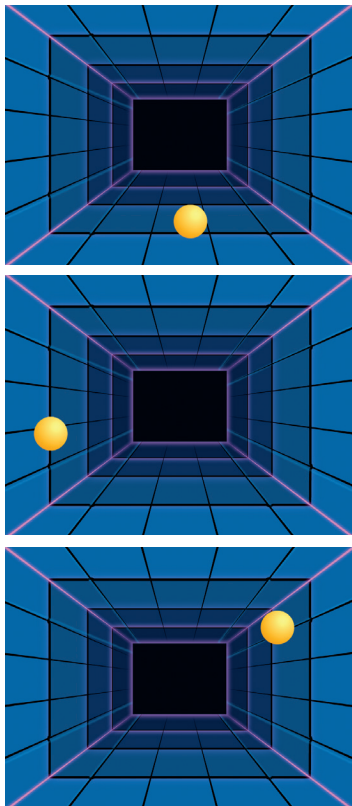
Pong Game Cards

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

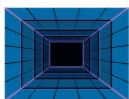
scratch.mit.edu/pong

GET READY

New backdrop:



Choose a backdrop.



neon tunnel

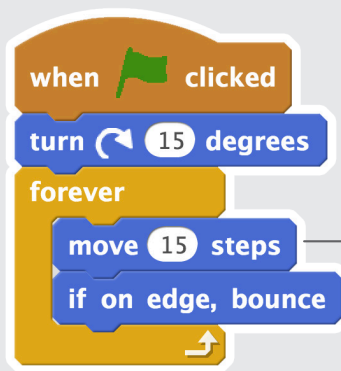
Choose a ball.

New sprite:



Ball

ADD THIS CODE



Type a bigger number to move faster.

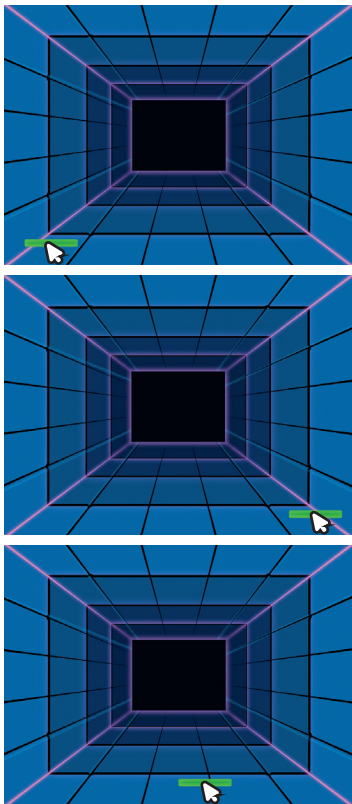
TRY IT

Click the green flag to start.



Move the Paddle

Control a paddle by moving
your mouse pointer.



Move the Paddle

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GET READY

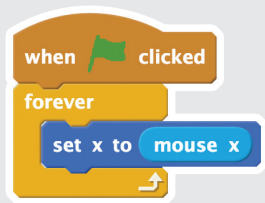
Choose a sprite for hitting the ball, such as Paddle



Then, drag your 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.

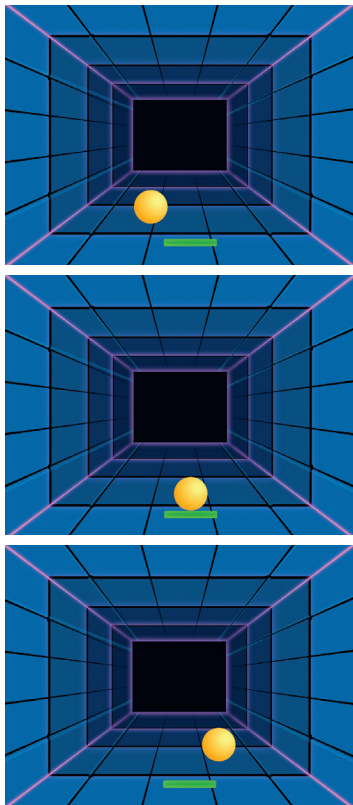
TIP

You can see the **x** position change as you move the mouse across the Stage.



Bounce Off the Paddle

Make the ball bounce off the paddle.

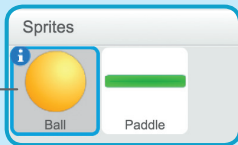


Bounce Off the Paddle

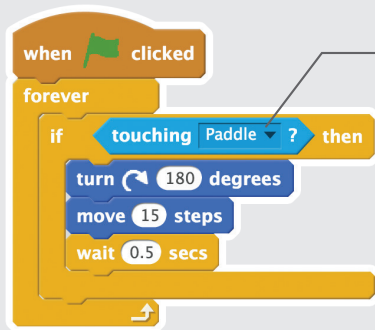
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GET READY

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

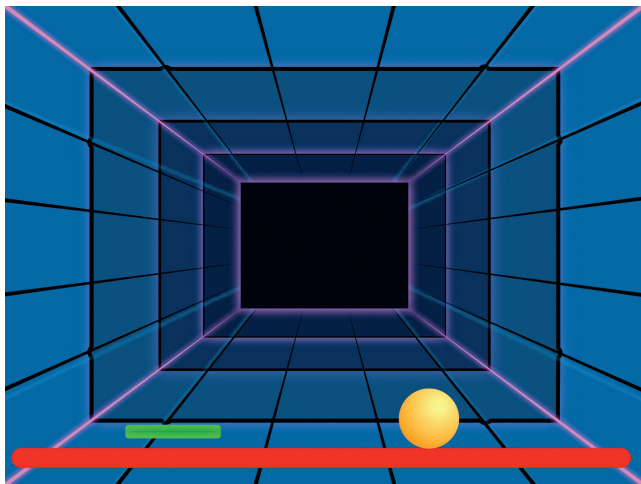
Want the ball to turn randomly? Insert a **pick random** block into the turn block:



Type in numbers around 180.

Game Over

Stop the game if the ball hits the red line.



Game Over

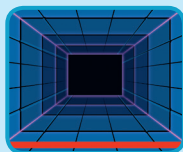
scratch.mit.edu/pong

GET READY

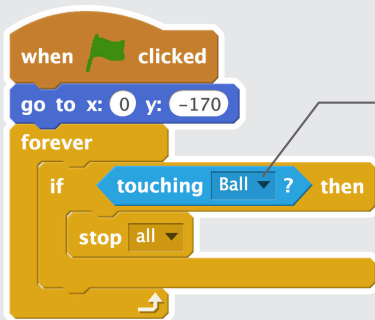
Choose a sprite called Line.



Drag the Line to the bottom of the Stage.



ADD THIS CODE



Choose the **Ball** sprite from the menu.

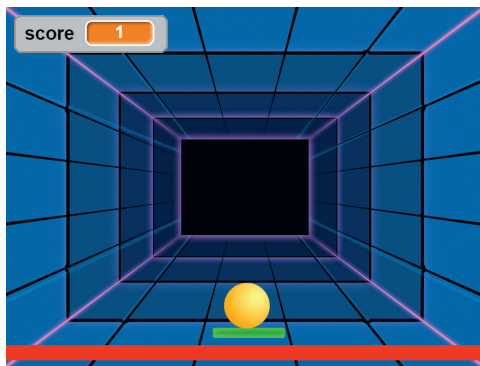
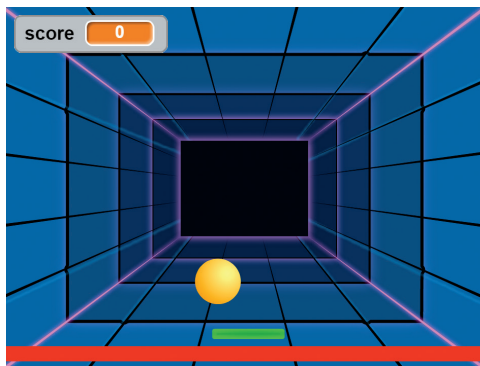
TRY IT

Click the green flag to start.



Score Points

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

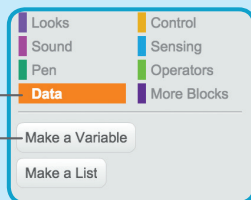


Score Points

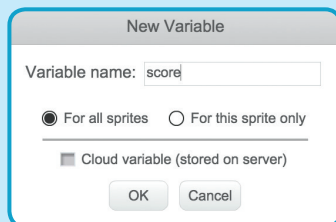
scratch.mit.edu/pong

GET READY

Choose **Data**.



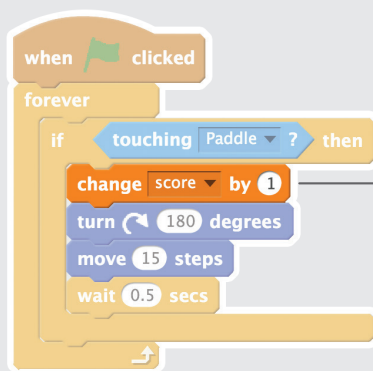
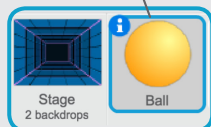
Click the **Make a Variable** button.



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

ADD THIS BLOCK

Click to select the **Ball** sprite.



Add this block to increase the score.

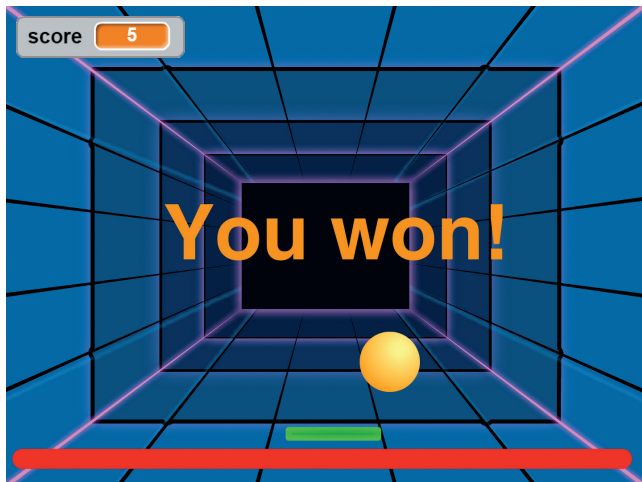
TIP

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:

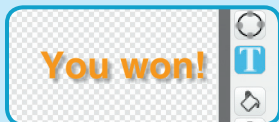


Bitmap Mode

Convert to vector

Click the **Convert to vector** button.

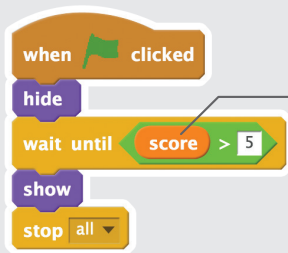
Use the **Text** tool to write a message, like “You won!”



You 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.



TRY IT

Play until you score enough points to win!