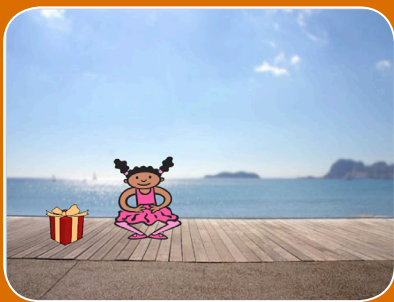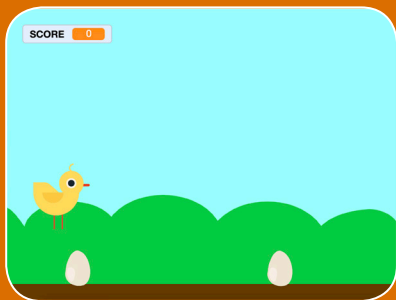# Jumping Game Cards

Make a character jump over moving obstacles.
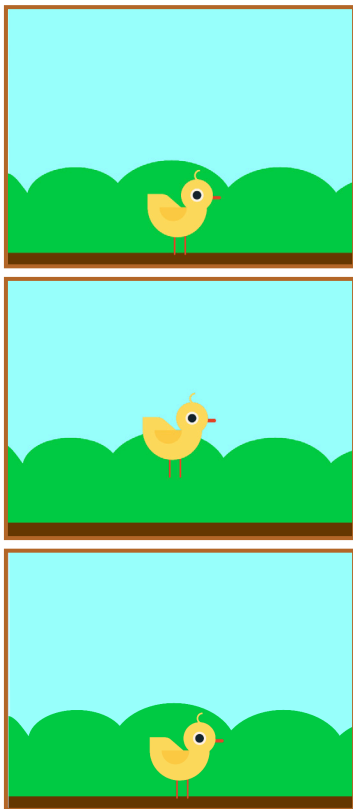
scratch

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.
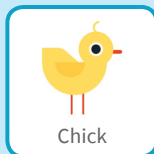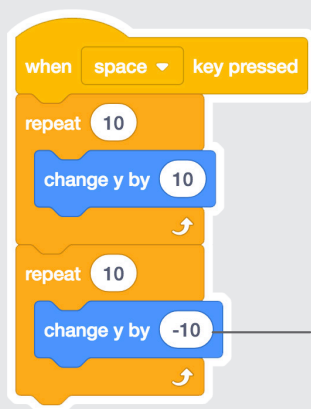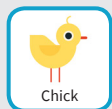
SCRATCH

Jump

GET READY

Choose a character,
like Chick.

Chick

ADD THIS CODE

Chick

```
when space ▼ key pressed
repeat 10
    change y by 10
repeat 10
    change y by -10
```
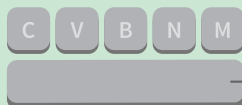
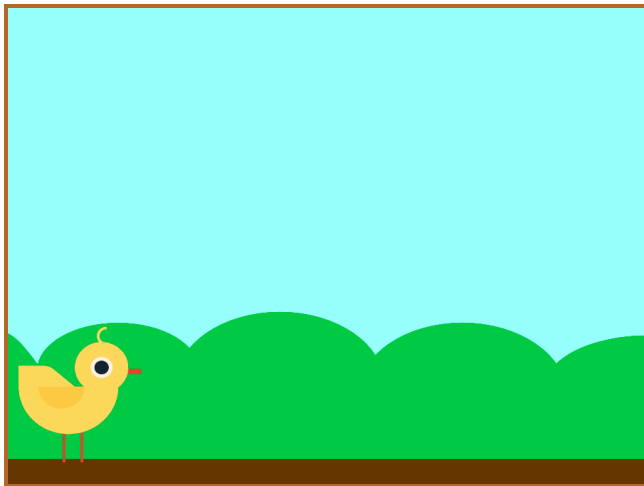Type a minus sign
to go back down.

TRY IT

C V B N M

Press the **space** key on your keyboard.
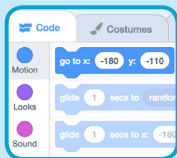
Go to Start

Set the starting point for your sprite.

SCRATCH

Go to Start

GET READY
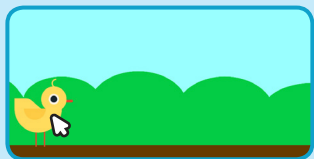
Drag your character to where you want it.

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

Its **x** and **y** position will update in the blocks palette.

ADD THIS CODE

Chick

```
when space ▾ key pressed
repeat 10
  change y by 10
repeat 10
  change y by -10
```

```
when 🚩 clicked
go to x: -180 y: -120
```
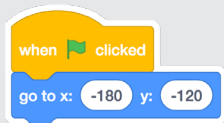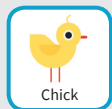
Set the starting position. (Your numbers may be different.)

TIP

| Sprite | Dragon | | ↔ x | -36 |

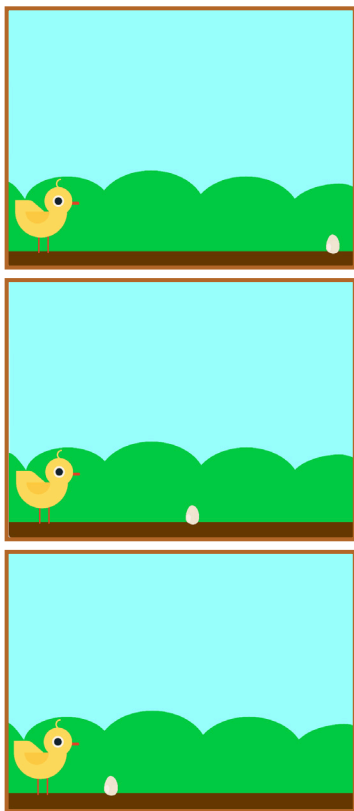| Show | 👁 | ⦰ | Size | 100 | D |

Size 50   Size 100   Size 150
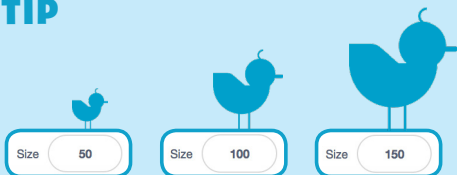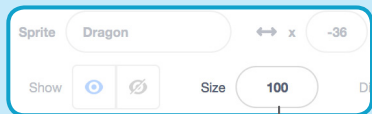
Change the size of a sprite by typing a smaller or larger number.

Moving Obstacle

Make an obstacle move across the Stage.

Moving Obstacle

GET READY

Choose a character.

Egg

ADD THIS CODE

```
when 🏴 clicked
forever
    go to x: 240 y: -145
    glide 3 secs to x: -240 y: -145
```

Start at the right edge of the stage.

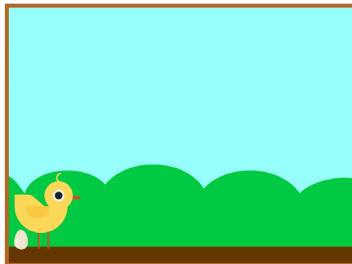Glide to the left edge of the stage.

Type a smaller number to go faster.
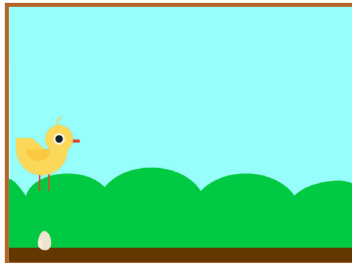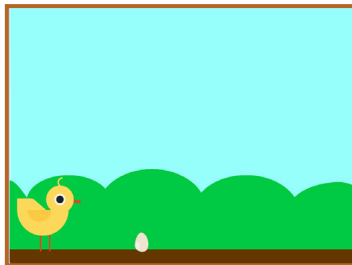
TRY IT

Click the green flag to start.

C V B N M

Press the **space** key on your keyboard.
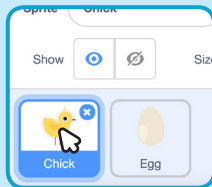
Add a Sound

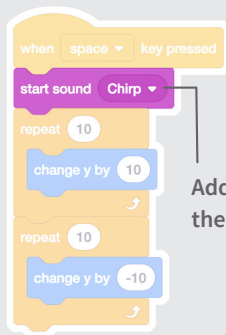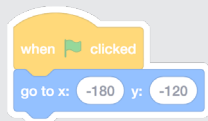**Play a sound when your sprite jumps.**

🔊

Add a Sound

GET READY

Click to select the Chick sprite.

Sprite   Chick

Show   👁   ∅   Size

Chick   Egg

ADD THIS BLOCK

Chick

when space ▾ key pressed
start sound Chirp ▾
repeat 10
change y by 10

repeat 10
change y by -10

when 🚩 clicked
go to x: -180 y: -120

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

TRY IT

Click the green flag to start.

🚩 🔴

C V B N M

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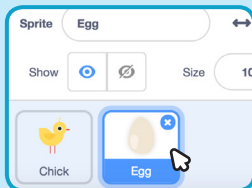
Stop the Game
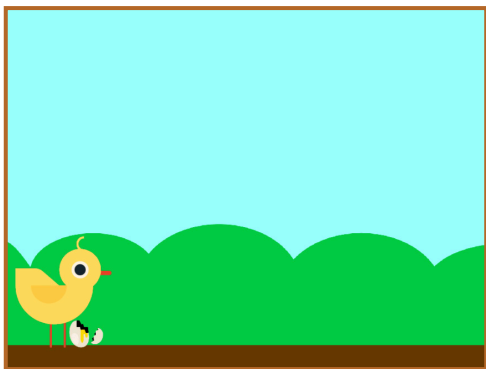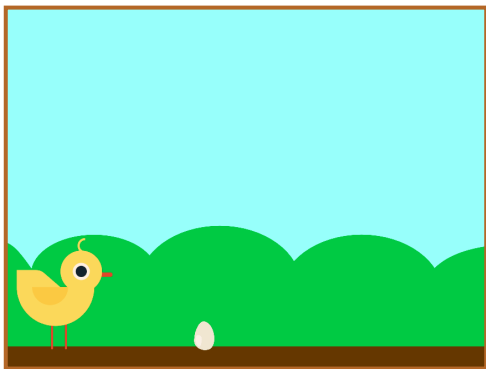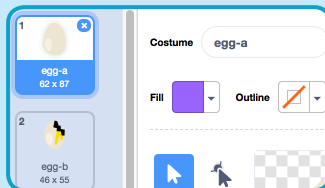
Stop the Game

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GET READY

Click to select the **Egg**.

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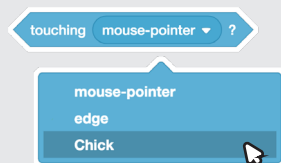

ADD THIS CODE

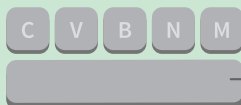**Code** Click the Code tab and add this code.

Egg

```
when 🏳 clicked
switch costume to egg-a ▾
wait until  touching Chick ▾ ?
switch costume to egg-b ▾
stop all ▾
```

Choose a second costume for the egg to change to.

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

```
touching mouse-pointer ▾ ?
```
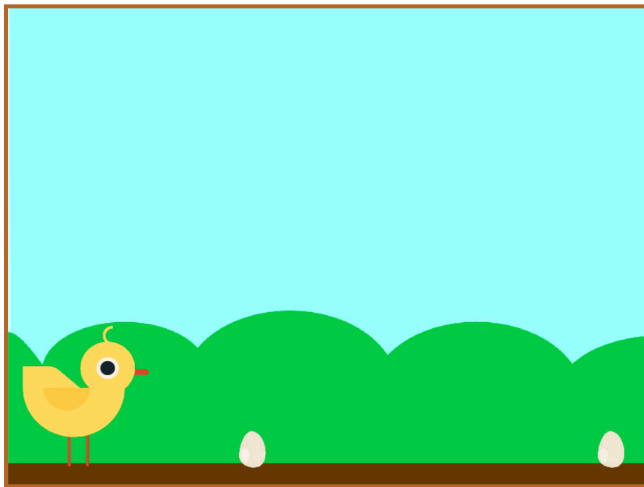
mouse-pointer
edge
Chick

TRY IT

Click the green flag to start.

C V B N M

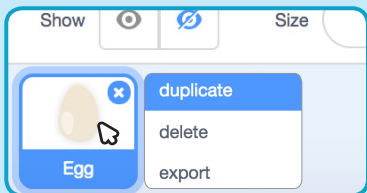Press the **space** key on your keyboard.

Add More Obstacles
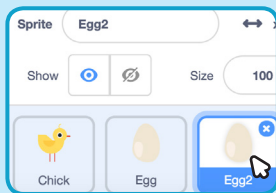
Make the game harder by adding more obstacles.
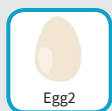
Add More Obstacles

GET READY

To duplicate the Egg, right-click (Mac: ctrl+click) on the thumbnail, then choose **duplicate**.

Click to select **Egg2**.

ADD THIS CODE

Egg2

```
when 🏳 clicked
hide
wait 1 seconds
show
forever
  go to x: 240 y: -145
  glide 3 secs to x: -240 y: -145
```

Add these blocks to wait before showing the second egg.

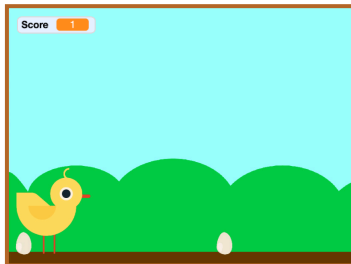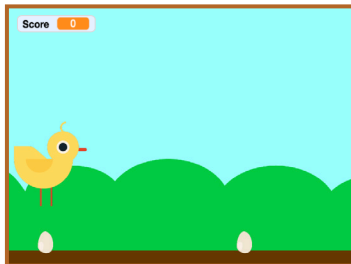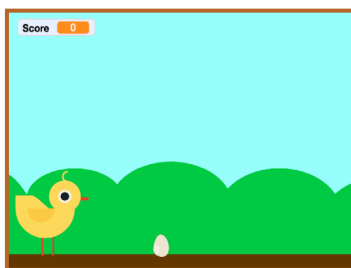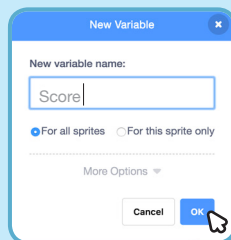## TRY IT

Click the green flag to start. →

Score

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

SCRATCH

Score

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GET READY

Choose **Variables**

Click the **Make a Variable** button.

Make a Variable

my variable

set my variable to 0

change my variable by

show variable my variable

New Variable

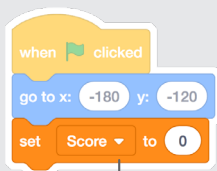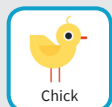New variable name:

Score

● For all sprites ○ For this sprite only

More Options ▾

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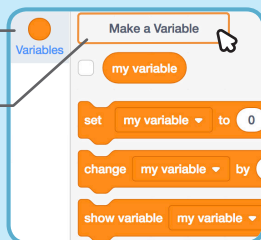
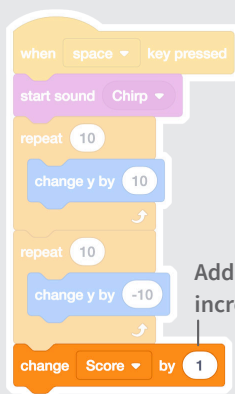Name this variable **Score** and then click **OK**.

ADD THIS CODE

Click the **Chick** sprite and add two blocks to your code:

Chick

when 🚩 clicked

go to x: -180 y: -120

set Score to 0

Add this block and then choose Score from the menu.

when space key pressed

start sound Chirp

repeat 10

change y by 10

repeat 10

change y by -10

change Score by 1

Add this block to increase the score.

TRY IT

Jump over the eggs to score points!