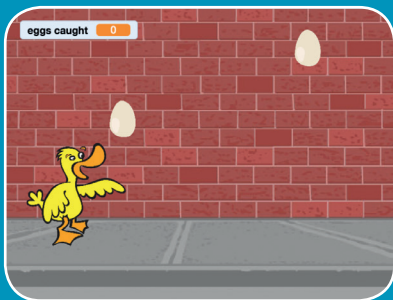
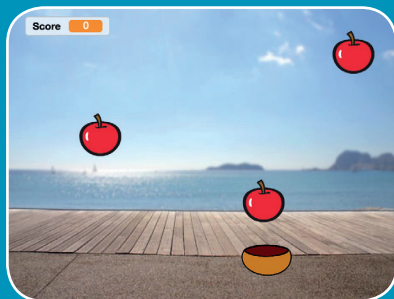


Catch Game Cards



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



Catch Game Cards

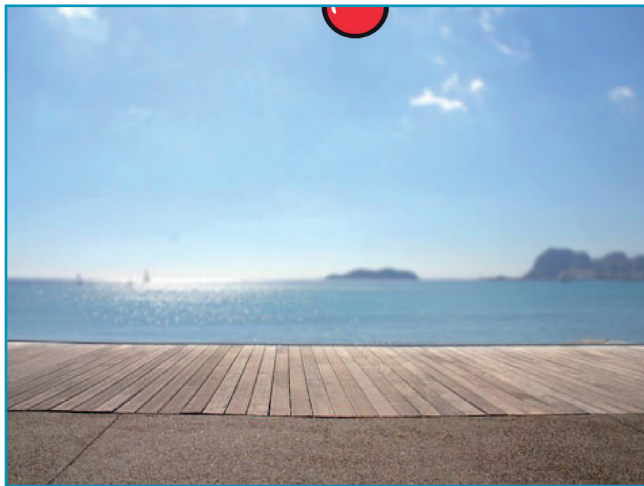
Use these cards in this order:

- 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

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GET READY



Choose a backdrop,
like Boardwalk.



Boardwalk



Choose a sprite,
like Apple.



Apple

ADD THIS CODE



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

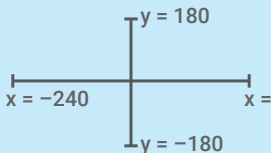
TRY IT

Click the green flag to start.



TIP

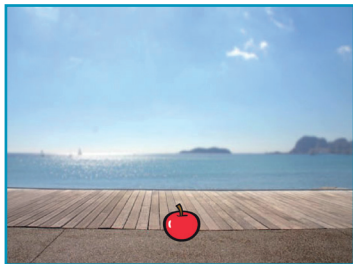
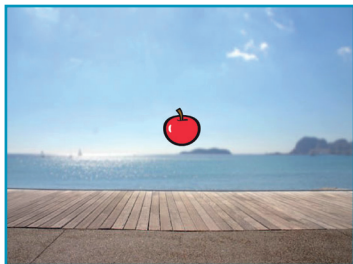
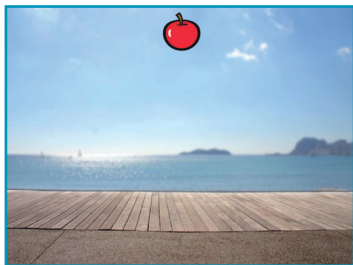
y is the position on the Stage from top to bottom.



Fall Down



Make your sprite fall down.

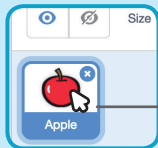


Fall Down

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GET READY



Click to select the Apple sprite.

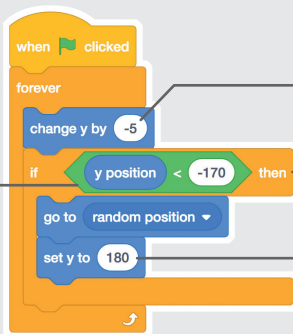
ADD THIS CODE

Keep the previous code as is, and add this second stack of blocks:



y position

Insert the **y position** block into this block from the Operators category.



Type a minus sign 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

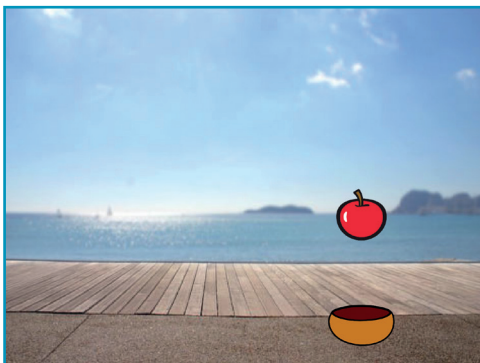
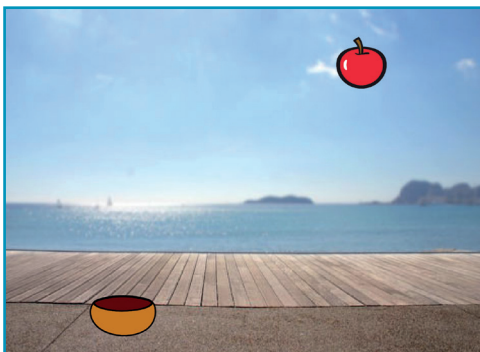
change y by



to move up or down.

Move the Catcher

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



Move the Catcher

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GET READY



Choose a catcher,
like Bowl.

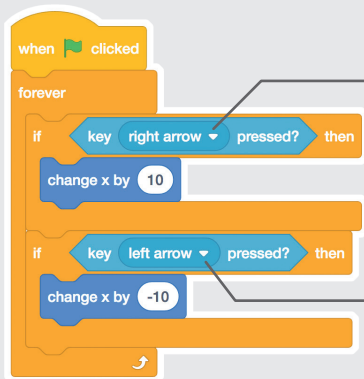


Bowl



Drag the bowl
to the bottom
of the Stage.

ADD THIS CODE



Choose the **right arrow**
from the menu.

Choose the **left arrow**
from the menu.

TRY IT

Click the green flag
to start.

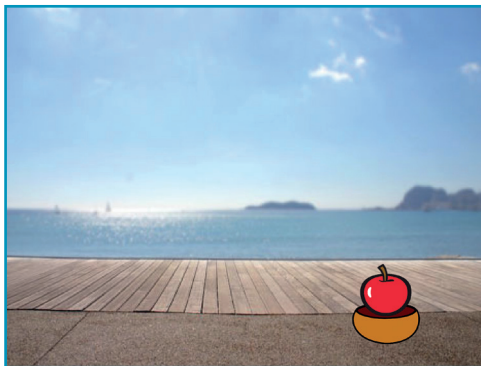
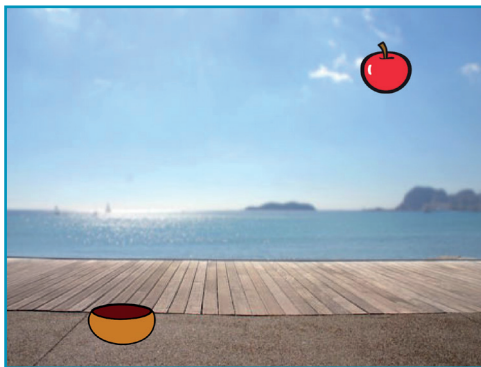


Press the arrow keys to
move the catcher.

Catch It!



Catch the falling sprite.



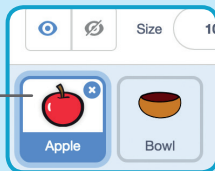
Catch It!

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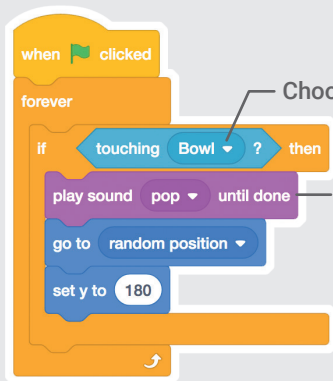


GET READY

Click to select
the Apple



ADD THIS CODE



Choose **Bowl** from the menu.

Choose a sound.

TIP

 **Sounds**

Click the **Sounds** tab if you want to add a different sound.



Then choose a sound from the Sounds Library.

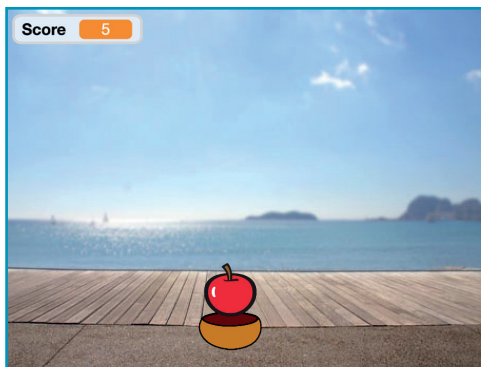
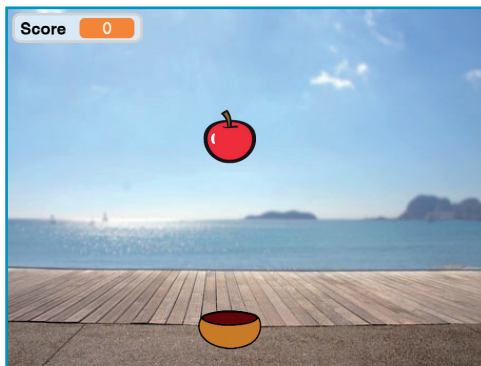
 **Code**

Click the **Code** tab when you want to add more blocks.

Keep Score



Add a point each time you catch the falling sprite.



Keep Score

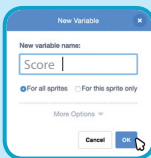
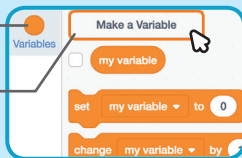
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GET READY

Choose **Variables**.

Click the **Make a Variable** button.



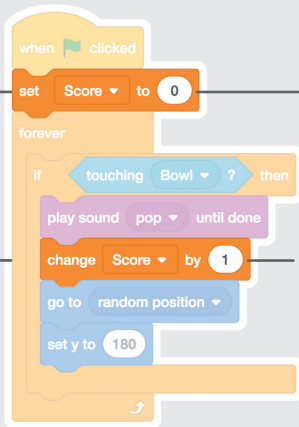
Name this variable **Score** and then click **OK**.

ADD THIS CODE

Add two new blocks to your code:



Choose **Score** from the drop-down menu.



Add this block to reset the score.

Add this block to increase the score.

TRY IT

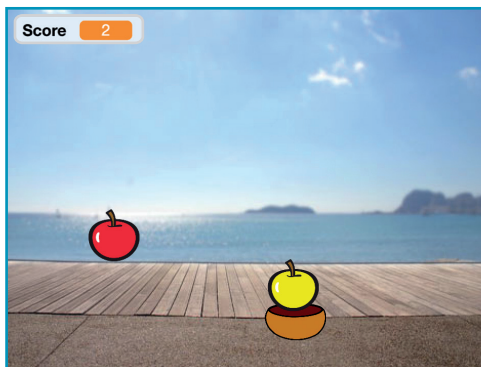
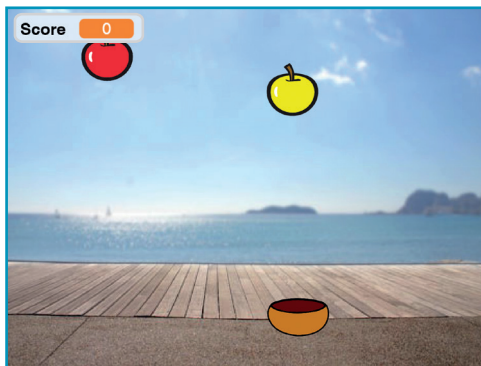


Click the green flag to start.
Then, catch apples to score points!

Bonus Points



Get extra points when
you catch a golden sprite.



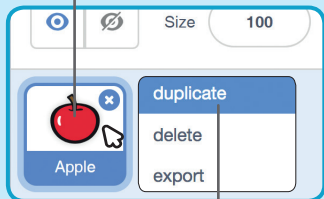
Bonus Points

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GET READY

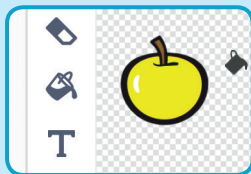
To duplicate your sprite, right-click (Mac: control-click).



Choose **duplicate**.

 **Costumes**

Click the **Costumes** tab.

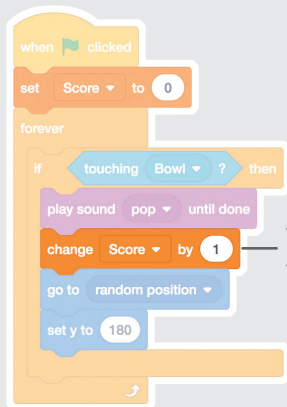


You can use the paint tools to make your bonus sprite look different.

ADD THIS CODE

 **Code**

Click the **Code** tab.



Type how many points you get for catching a bonus sprite.

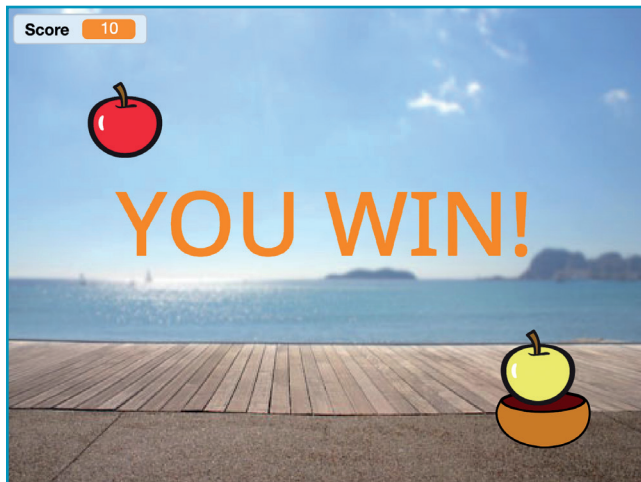
TRY IT

Catch the bonus sprite to increase your score!

You Win!



When you score enough points,
display a winning message!

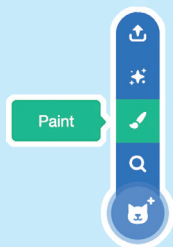


You Win!

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GET READY



Click the **Paint** icon to make a new sprite.

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



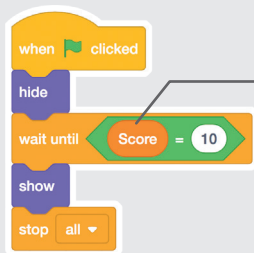
You can change the font color, size, and style.

ADD THIS CODE



Code

Click the **Code** tab.



Insert the **Score** block from the Variables category.

TRY IT

Click the green flag to start.



Play until you score enough points to win!