

Jumping Game Cards



**Make a character jump over
moving obstacles.**

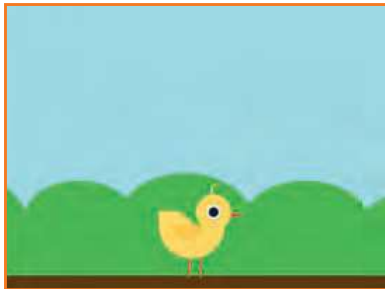
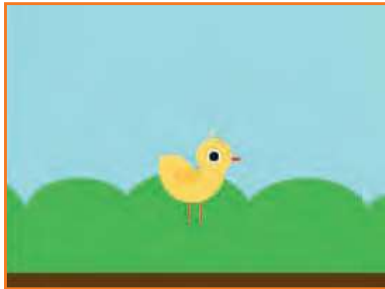
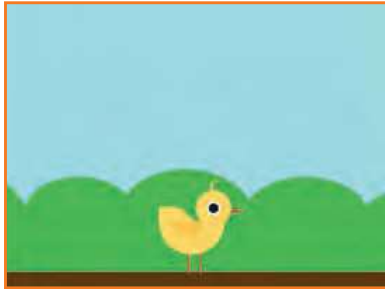
Jumping Game Cards

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.



Jump

scratch.mit.edu

GET READY



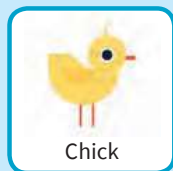
Choose a backdrop.



Blue Sky

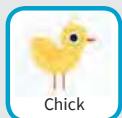


Choose a character,
like Chick.



Chick

ADD THIS CODE



Chick



Type a minus sign
to go back down.

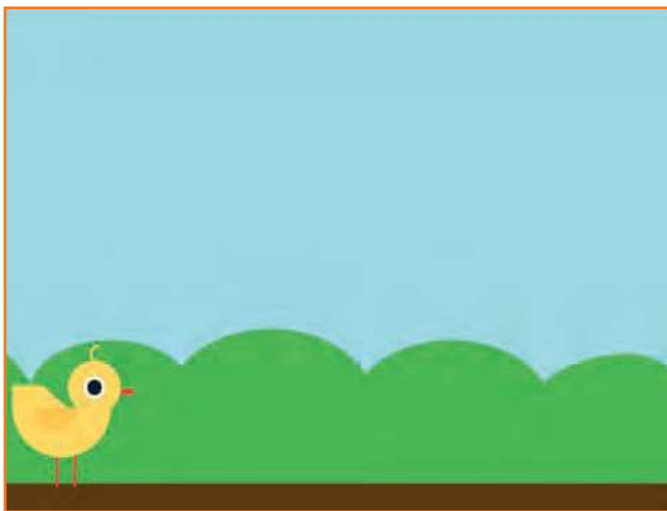
TRY IT



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

Go to Start

Set the starting point for your sprite.



Go to Start

scratch.mit.edu

GET READY



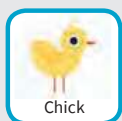
Drag your character to where you want it.



When you move your character, its **x** and **y** position will update in the blocks palette.

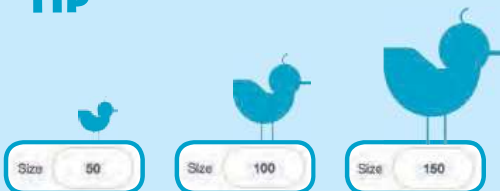
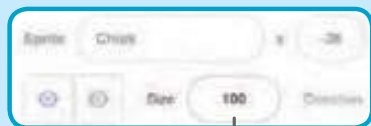
Now when you drag out a **go to** block, it will set to your character's new position.

ADD THIS CODE



Set the starting position.
(Your numbers may be different.)

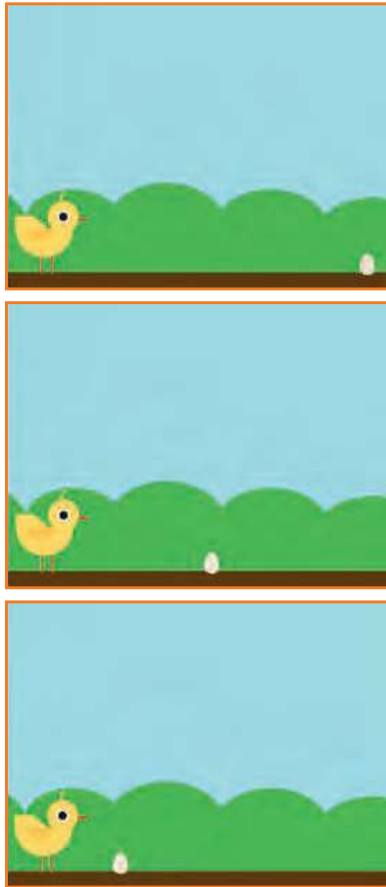
TIP



Change the size of a sprite by typing a smaller or larger number.

Moving Obstacle

Make an obstacle move
across the Stage.



Moving Obstacle

scratch.mit.edu

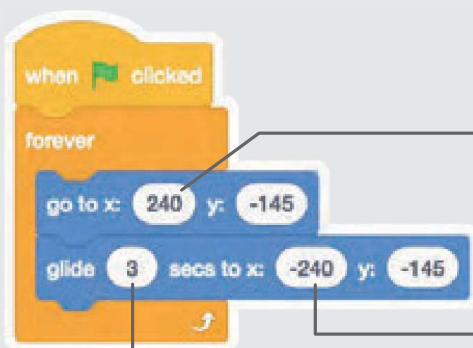
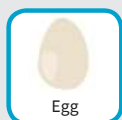
GET READY



Choose a sprite to be an obstacle, such as Egg.



ADD THIS CODE



Type a smaller number to go faster.

Start at the right edge of the Stage.

Glide to the left edge of the Stage.

TRY IT

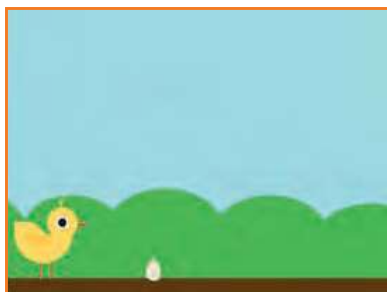
Click the green flag to start.



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

Add a Sound

Play a sound when your sprite jumps.

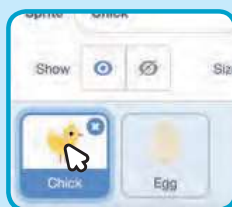


Add a Sound

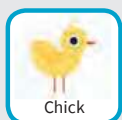
scratch.mit.edu

GET READY

Click to select the Chick sprite.



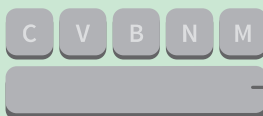
ADD THIS CODE



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

TRY IT

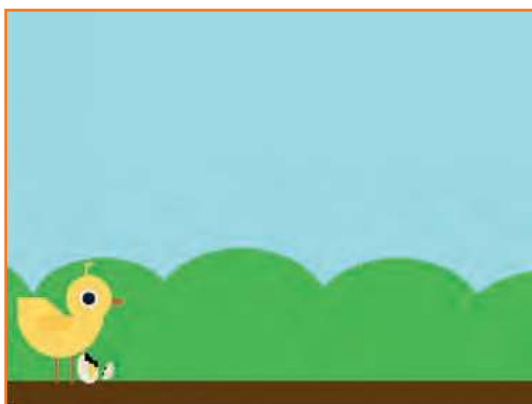
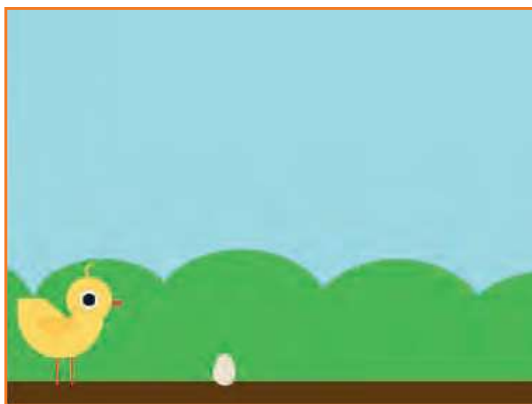
Click the green flag to start.



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

Stop the Game

Stop the game if your sprite touches the egg.

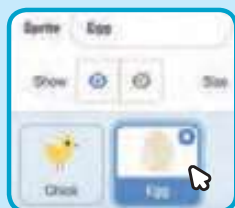


Stop the Game

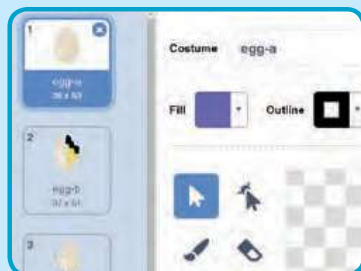
scratch.mit.edu

GET READY

Click to select the Egg sprite.



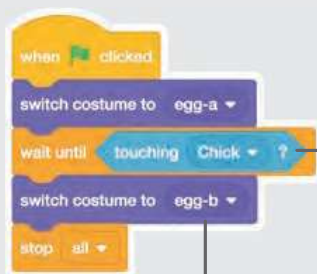
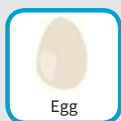
Click the **Costumes** tab to see the Egg sprite's costumes.



ADD THIS CODE



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



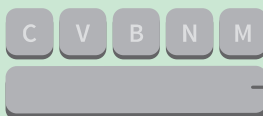
Choose a second costume for the Egg sprite to change to.

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



TRY IT

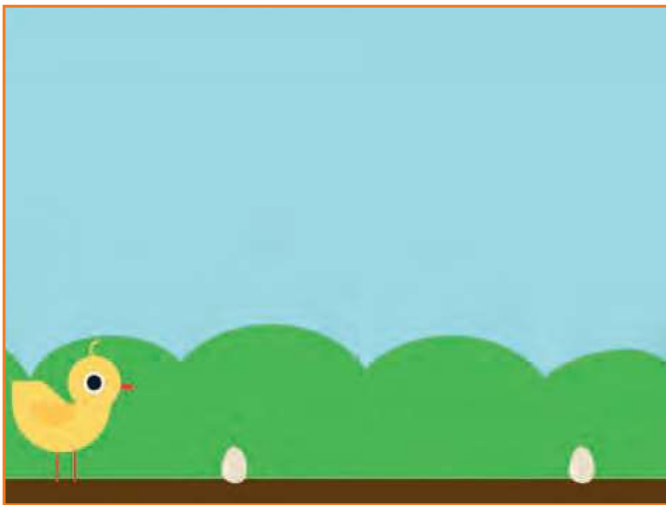
Click the green flag to start.



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

Add More Obstacles

Make the game harder by adding more obstacles.



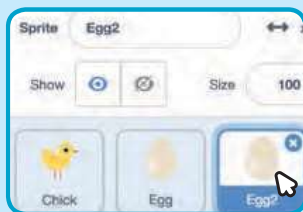
Add More Obstacles

scratch.mit.edu

GET READY

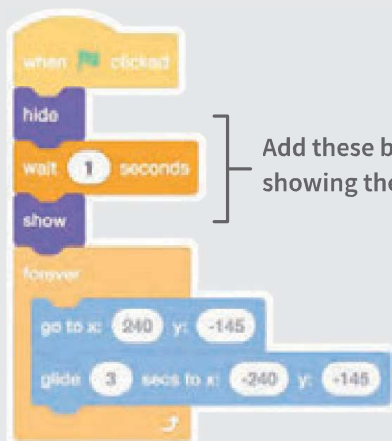
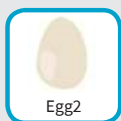


To duplicate the Egg sprite, right-click (Mac: control-click) on the thumbnail, and then choose **duplicate**.



Click to select Egg2.

ADD THIS CODE



Add these blocks to wait before showing the second egg.

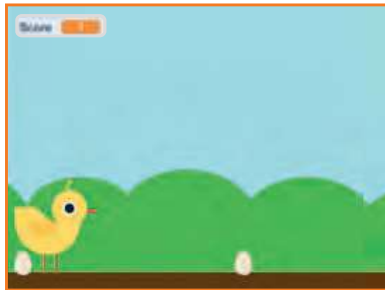
TRY IT

Click the green flag to start.



Score

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



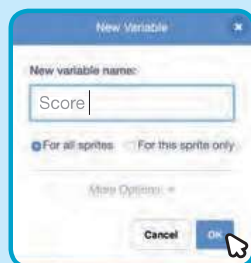
Score

scratch.mit.edu

GET READY

Choose **Variables**.

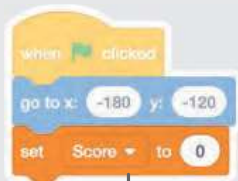
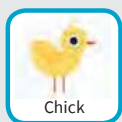
Click the **Make a Variable** button.



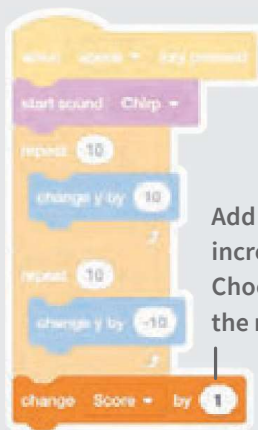
Name this variable **Score** and then click **OK**.

ADD THIS CODE

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



Add this block and then choose **Score** from the menu.



Add this block to increase the score. Choose **Score** from the menu.

TRY IT

Jump over the eggs to score points!