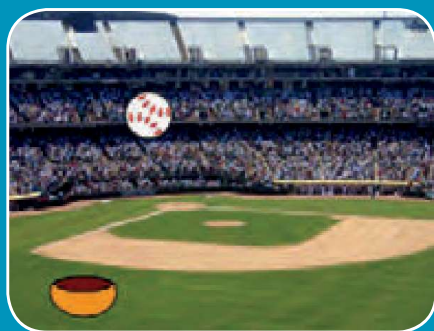# Catch Game Cards

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

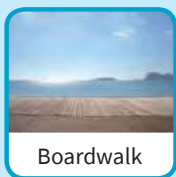scratch.mit.edu

GET READY

Choose a backdrop, like Boardwalk.

Boardwalk

Choose a sprite, like Apple.

Apple

ADD THIS CODE

Apple

```
when [flag] clicked
go to  random position ▼
set y to  180
```

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.

y = 180

x = −240   x = 240

y = −180
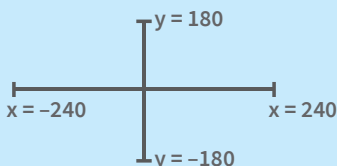
Fall Down

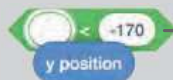**Make your sprite fall down.**

Fall Down

scratch.mit.edu

GET READY

Click to select
the Apple sprite.

ADD THIS CODE

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

Apple

Type a minus
sign to fall down.

Check if near the
bottom of the Stage.

Go back to the top
of the Stage.

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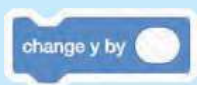into this block from the
Operators category.

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.

scratch

Move the Catcher
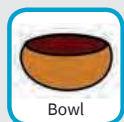
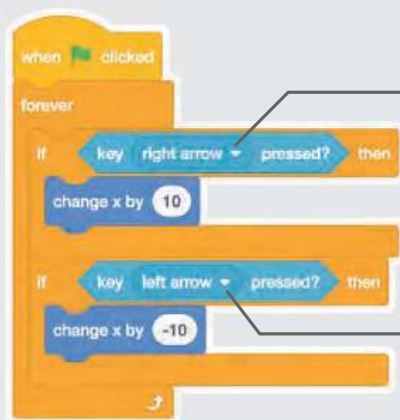scratch.mit.edu

GET READY

Choose a catcher, like Bowl.

Bowl

Drag the bowl to the bottom of the Stage.

ADD THIS CODE

Bowl

```
when 🏳 clicked
forever
  if < key [right arrow ▾] pressed? > then
    change x by (10)
  if < key [left arrow ▾] pressed? > then
    change x by (-10)
```

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!
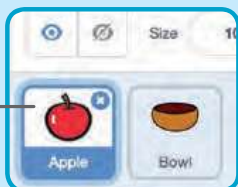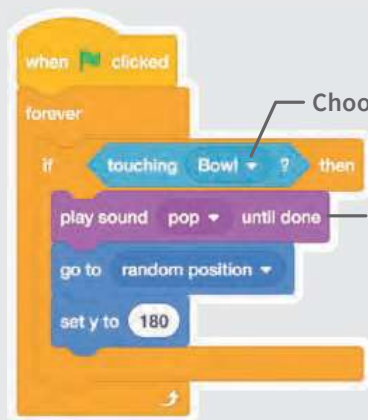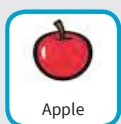
Catch the falling sprite.

🔊

SCRATCH

Catch It!

scratch.mit.edu

GET READY

Click to select the Apple sprite.

ADD THIS CODE

Apple

```
when clicked
forever
    if  touching Bowl ? then
        play sound pop until done
        go to random position
        set y to 180
```

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.
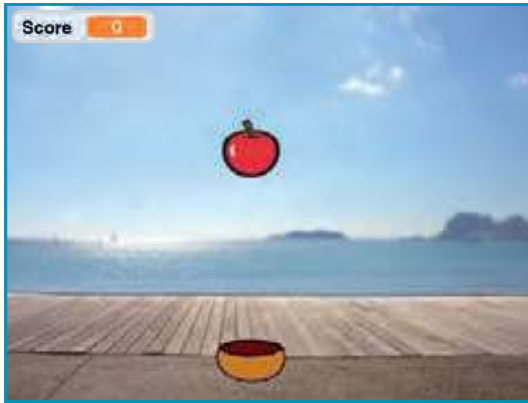
Code

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

Keep Score

Add a point each time you
catch the falling sprite.

SCRATCH

Keep Score
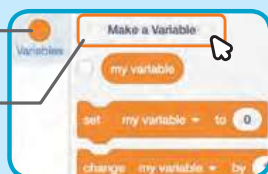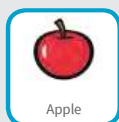
scratch.mit.edu

GET READY

Choose **Variables**.

Click the **Make a Variable** button.

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

Score

ADD THIS CODE

Add two new blocks to your code:

Apple

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

GET READY

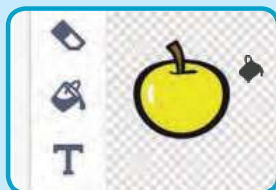**To duplicate your sprite, right-click (Mac: control-click).**

Choose duplicate.
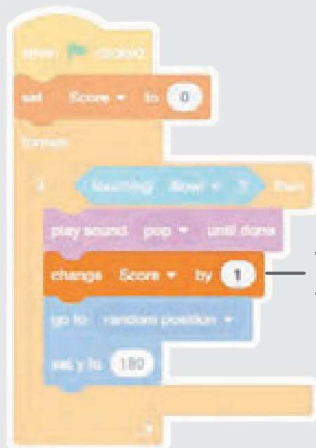
 Click the Costumes tab.

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

ADD THIS CODE

 Click the Code tab.

Apple2

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!
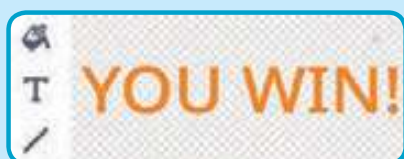
SCRATCH

You Win!

GET READY

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

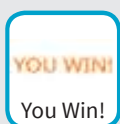**Use the Text tool to write a
message, like "You Win!"**

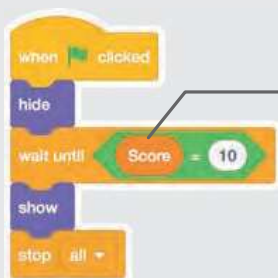**You can change the font color,
size, and style.**

ADD THIS CODE

Click the Code tab.

You Win!

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

TRY IT

Click the green flag to start.

**Play until you score
enough points to win!**