Jumping Game Cards
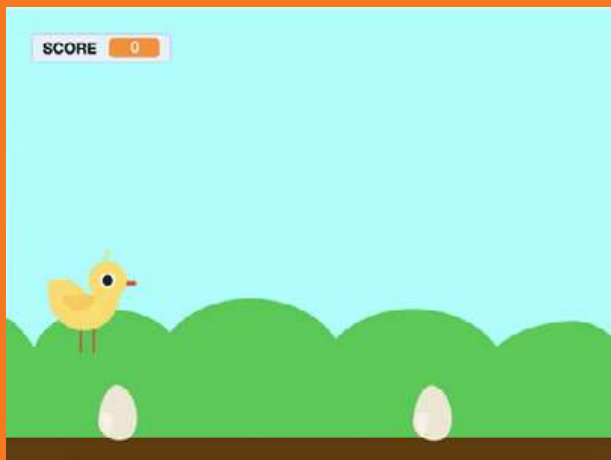
Make a character jump over moving obstacles.
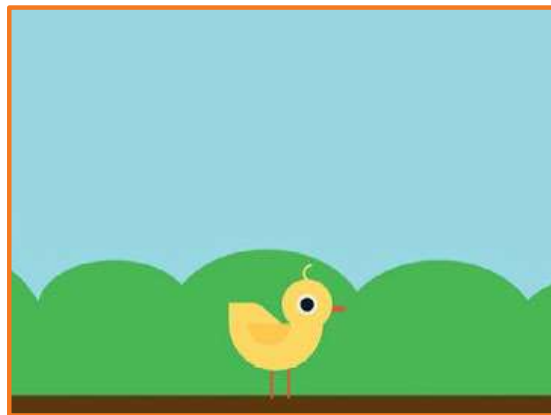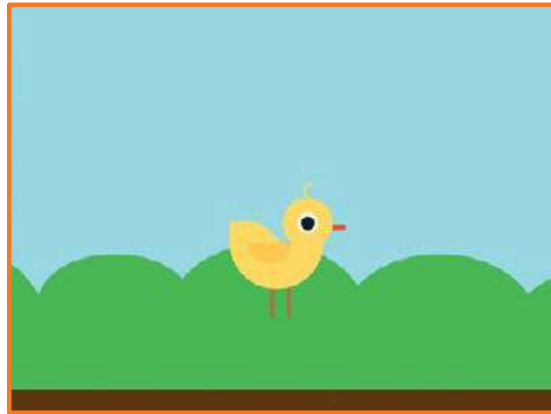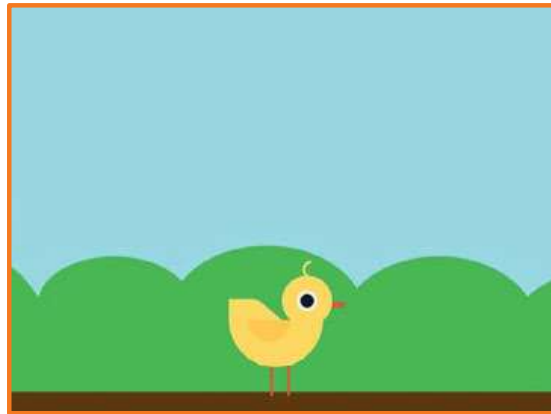
Set of 7 cards

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.
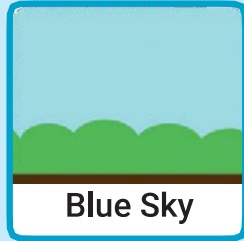
Jump

GET READY

Choose a backdrop.

Blue Sky

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
```
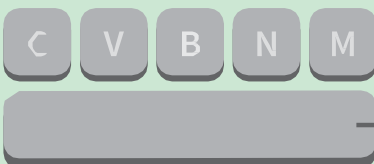
Type a minus sign to go back down.

TRY IT

C V B N M
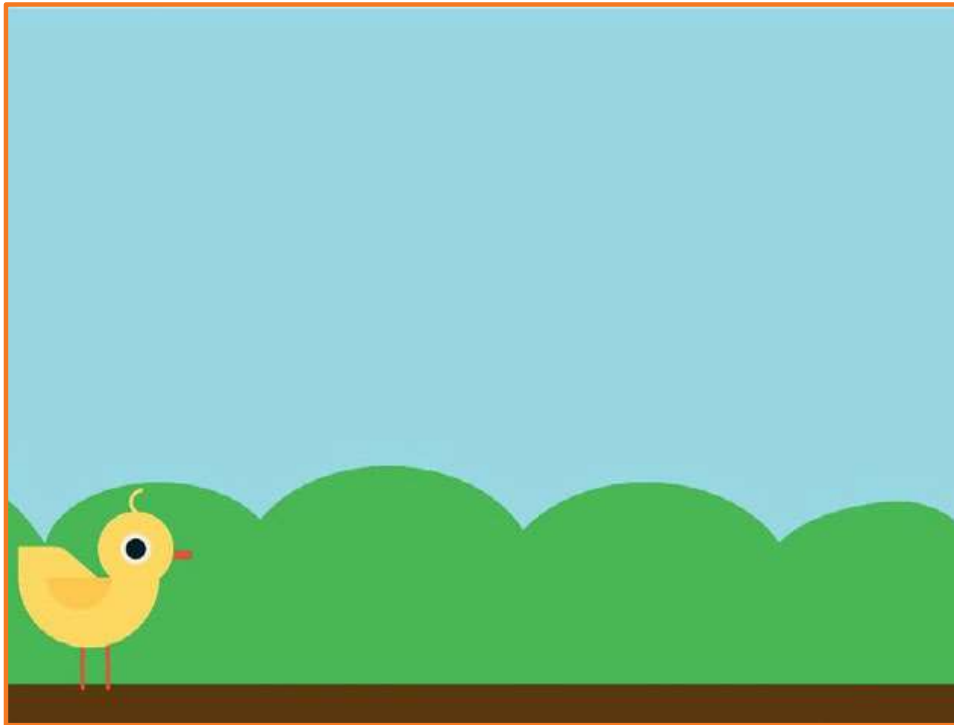
Press the **space** key on your keyboard.

Go to Start
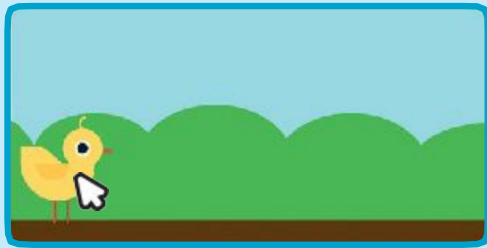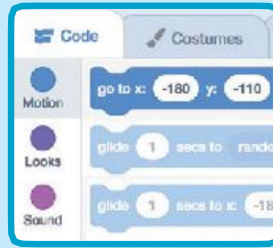
Set the starting point for your sprite.
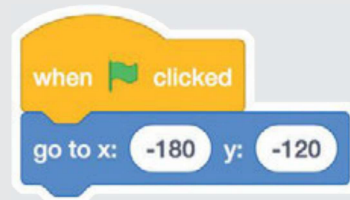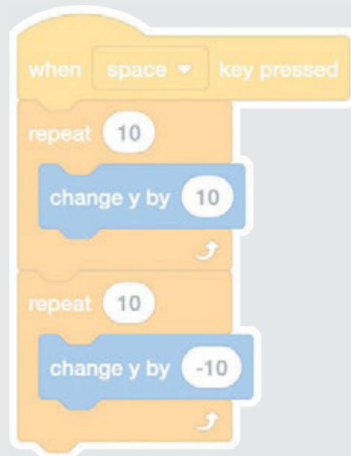
Go to Start

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.

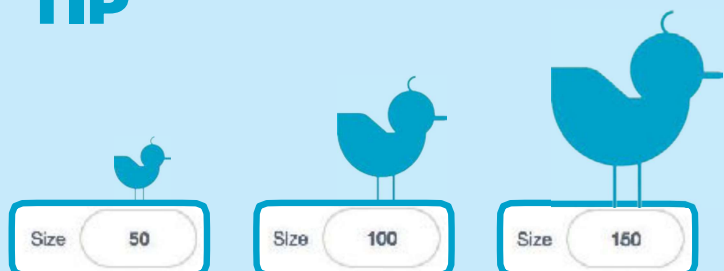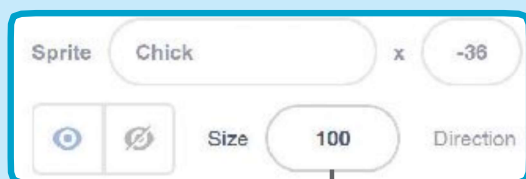Now when you drag out a **go to** block, it will set to your character's new position.

ADD THIS CODE

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

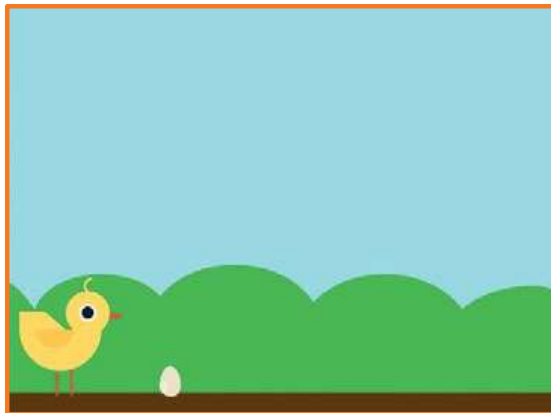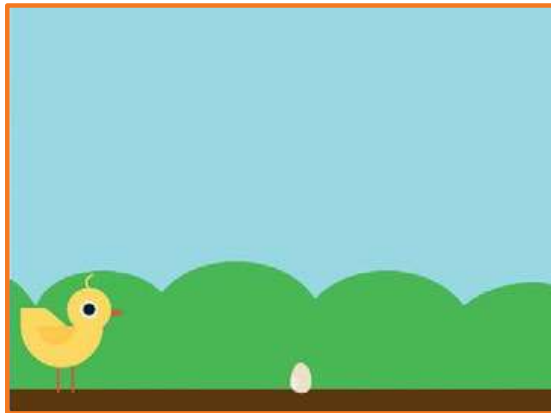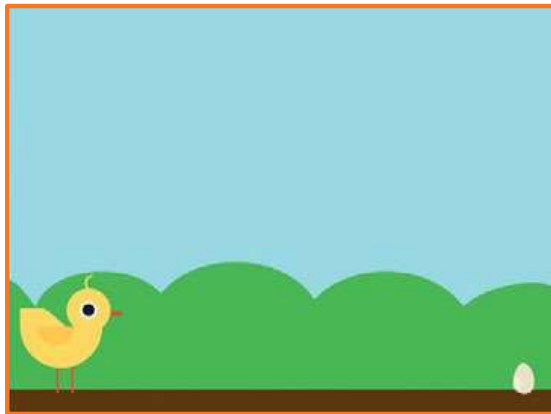| Sprite | Chick | x | -36 |
| | Size | 100 | Direction |

Size 50   Size 100   Size 150

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

Moving Obstacle

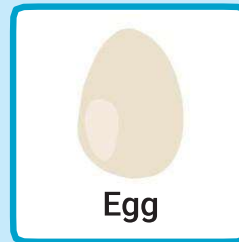Make an obstacle move across the Stage.

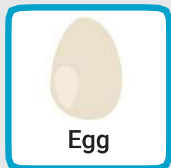scRATCH

Moving Obstacle

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GET READY

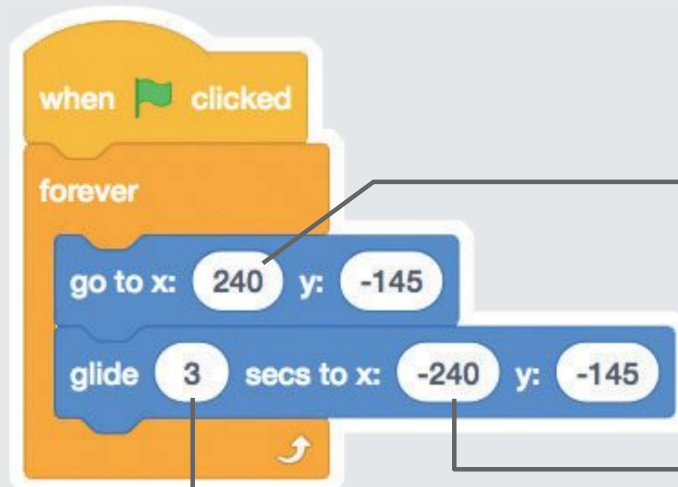Choose a sprite to be an obstacle, such as Egg.

Egg

ADD THIS CODE

Egg

```
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.
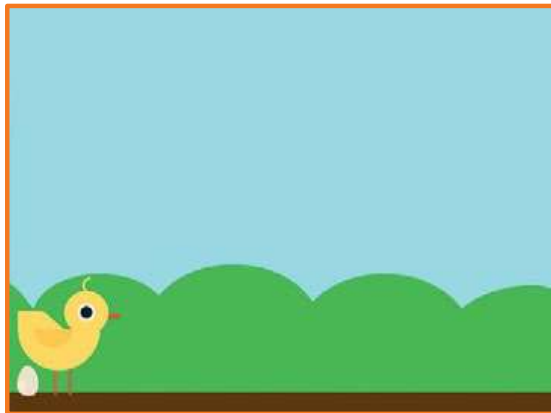
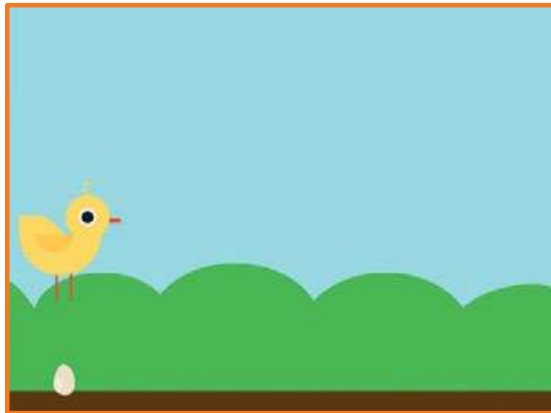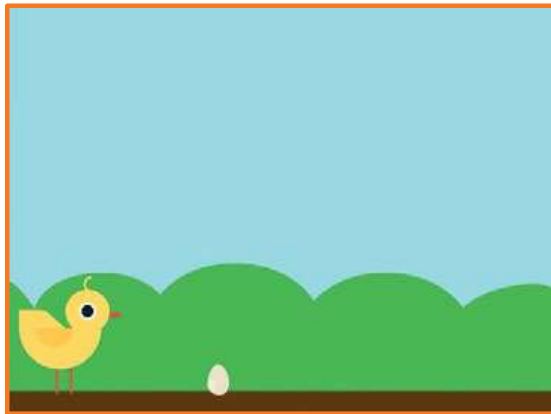Type a smaller number to go faster.

TRY IT

Click the green flag to start.

C V B N M
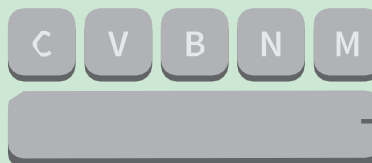
Press the **space** key on your keyboard.
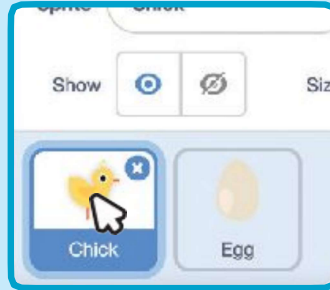
Add a Sound
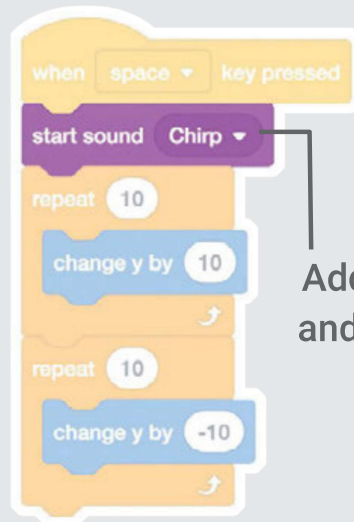
Play a sound when your sprite jumps.
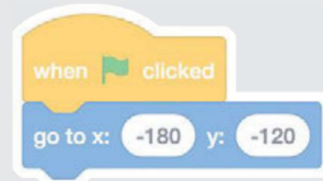
Add a Sound

GET READY

Click to select the Chick sprite.

Show ⊙ ∅ Siz

Chick   Egg

ADD THIS CODE

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,
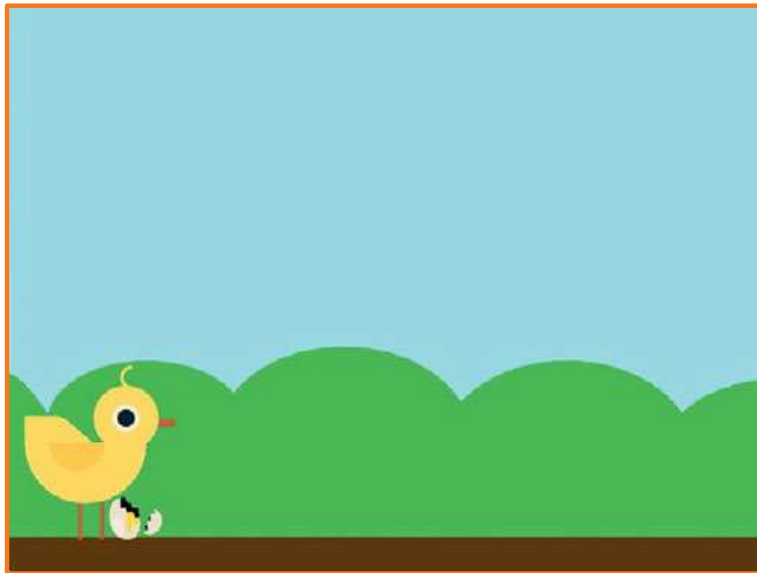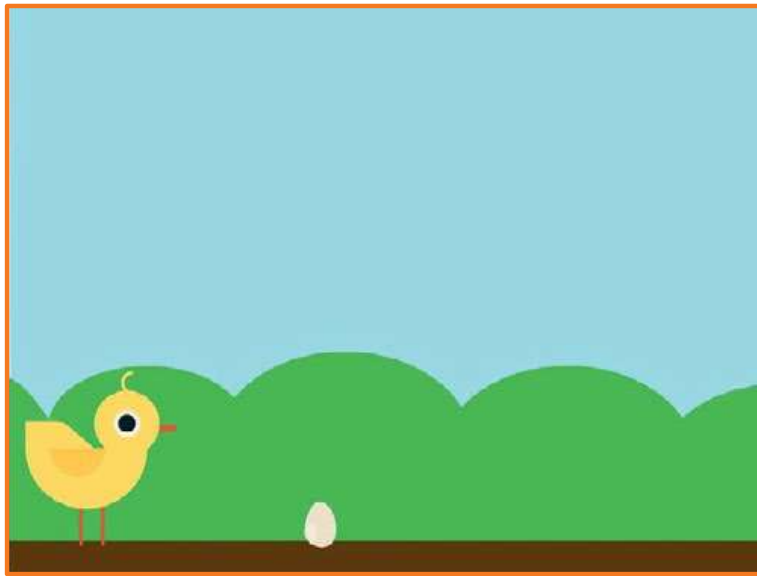and then select a sound.

TRY IT

Click the green
flag to start. 🏳 🛑

C V B N M

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

Stop the Game

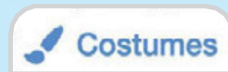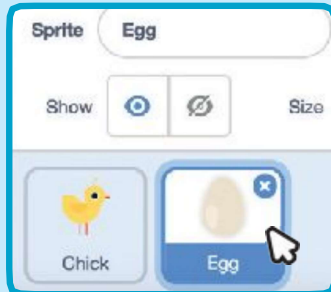Stop the game if your sprite touches the egg.

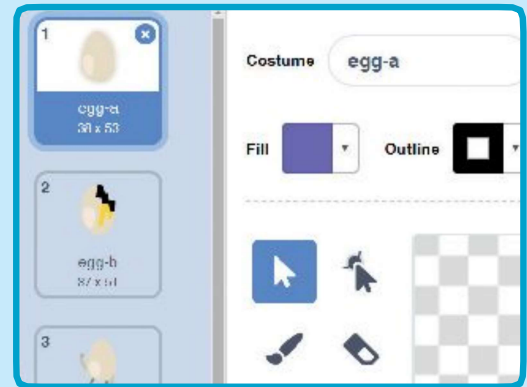SCRATCH

Stop the Game

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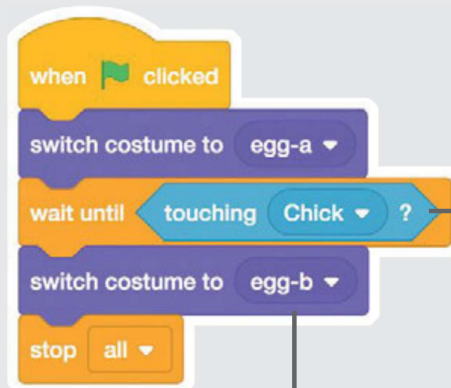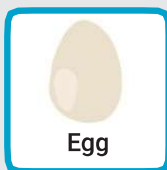## GET READY

Click to select the **Egg** sprite.

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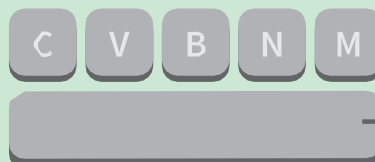
ADD THIS CODE

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

Egg

```
when [flag] clicked
switch costume to (egg-a ▾)
wait until < touching (Chick ▾) ? >
switch costume to (egg-b ▾)
stop (all ▾)
```

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

```
touching (mouse-pointer ▾) ?
```

mouse-pointer
edge
Chick

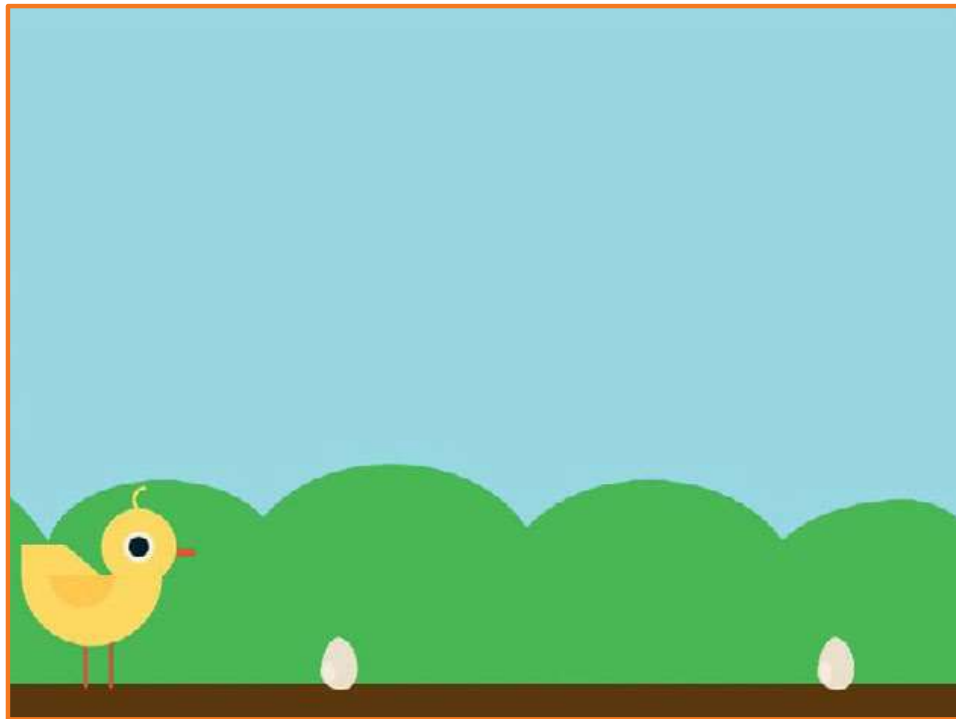Choose a second costume for the Egg sprite to change to.

TRY IT

Click the green flag to start.

C V B N M

Press the **space** key on your keyboard.
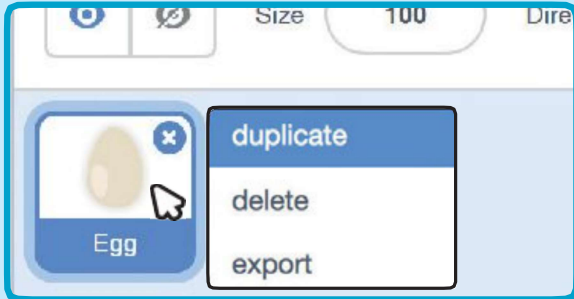
Add More Obstacles
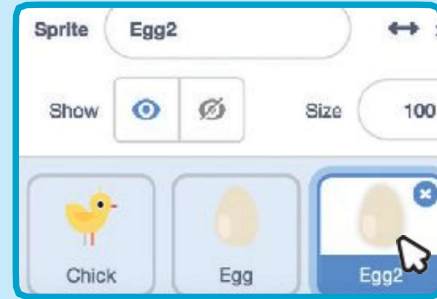
Make the game harder by adding more obstacles.

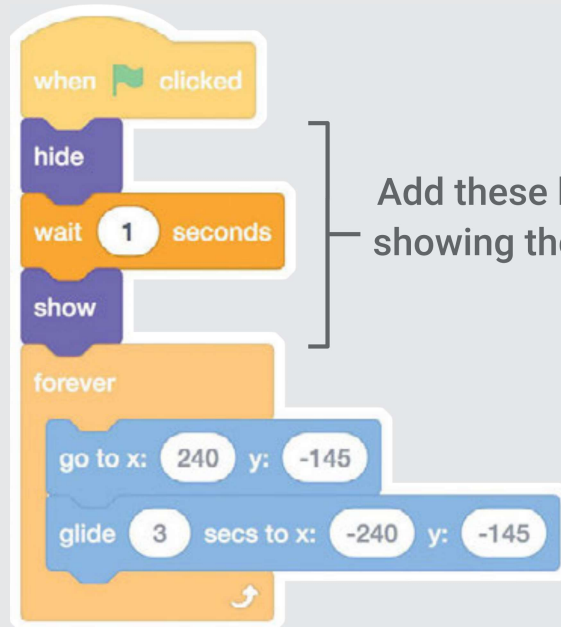SCRATCH

Add More Obstacles

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To duplicate the Egg sprite, right-click (Mac: control-click) on the thumbnail, and 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.
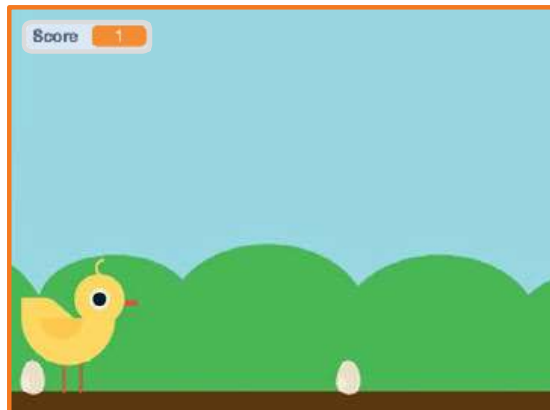
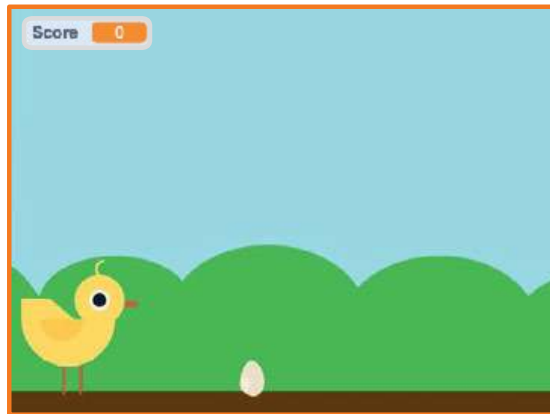## TRY IT

Click the green flag to start.

Score

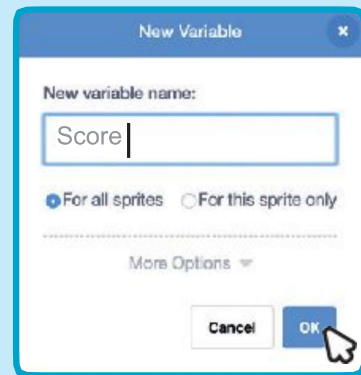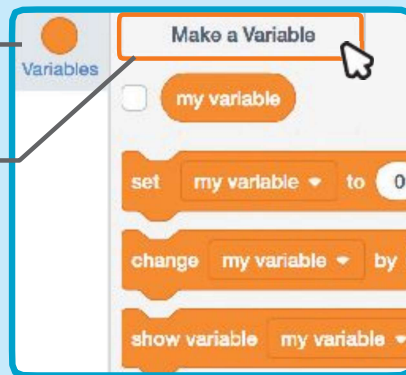Add a point each time your sprite jumps over an egg.
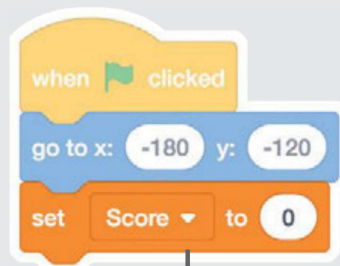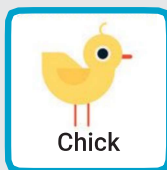
Score

GET READY

Choose **Variables**.

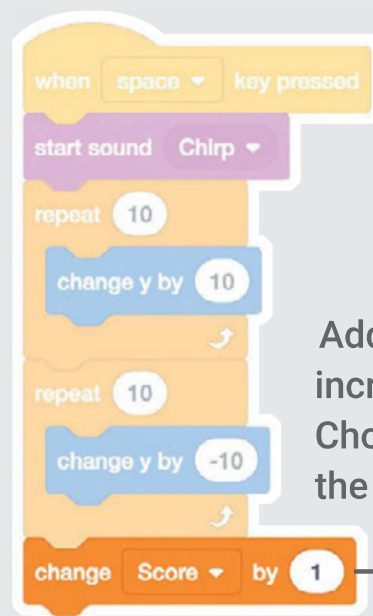Click the **Make a Variable** button.

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

ADD THIS CODE

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

Chick

Add this block to reset the Score. 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!