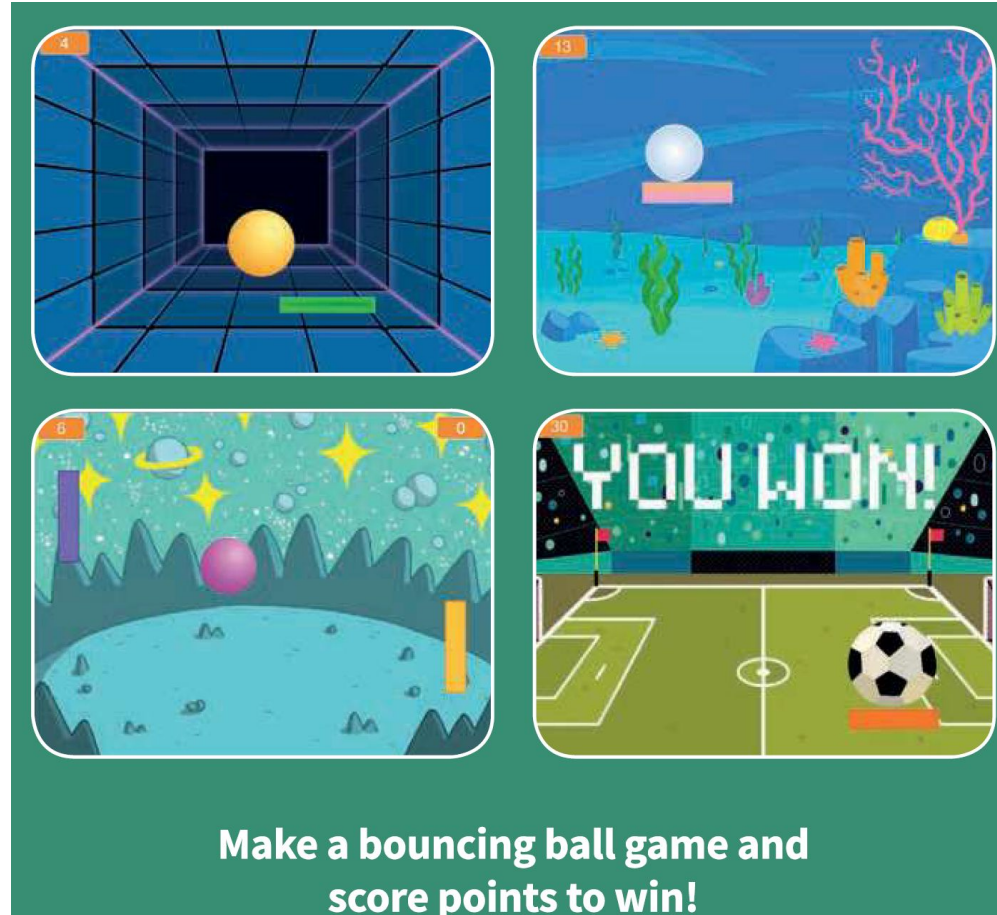
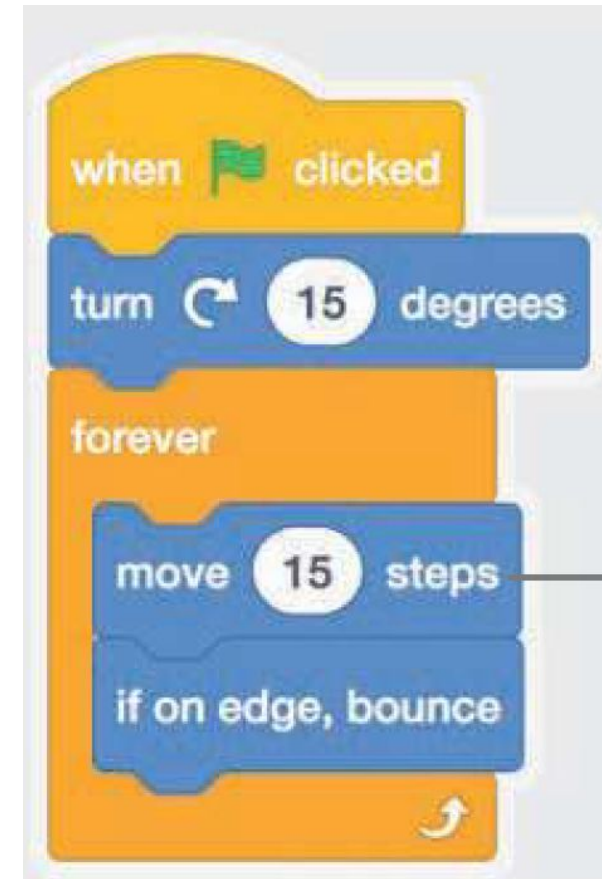
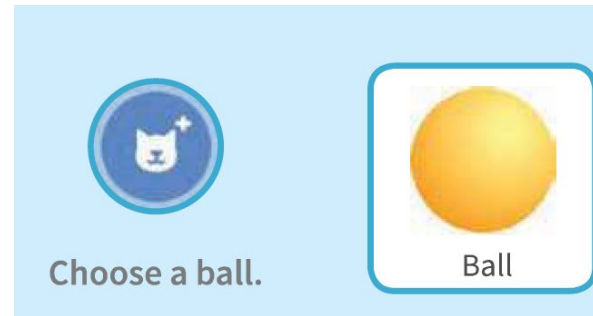
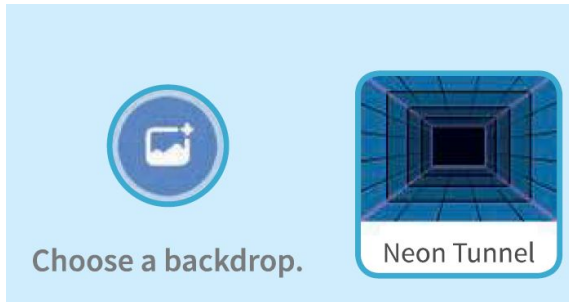


Scratch – Pong Game

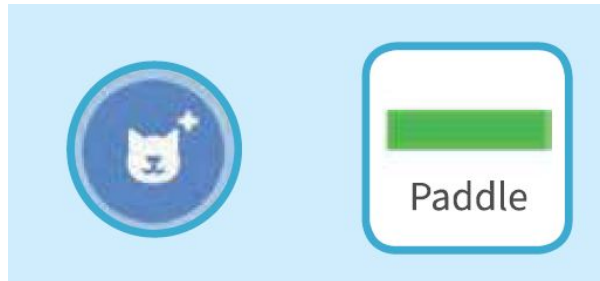
Pong Game



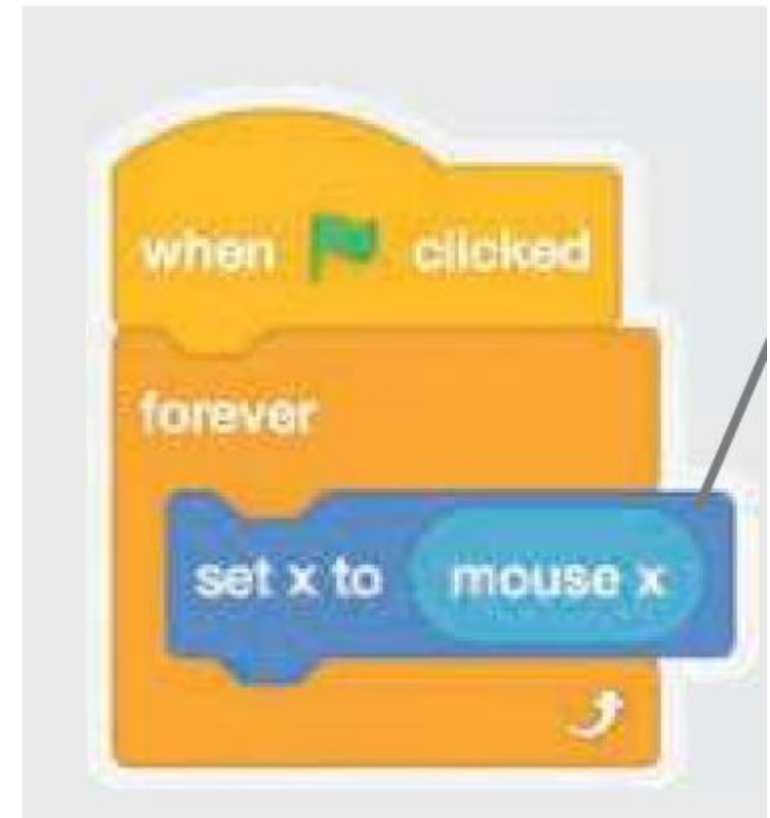
Bound Around



Move the Paddle



Then, drag your paddle to the bottom of the Stage.

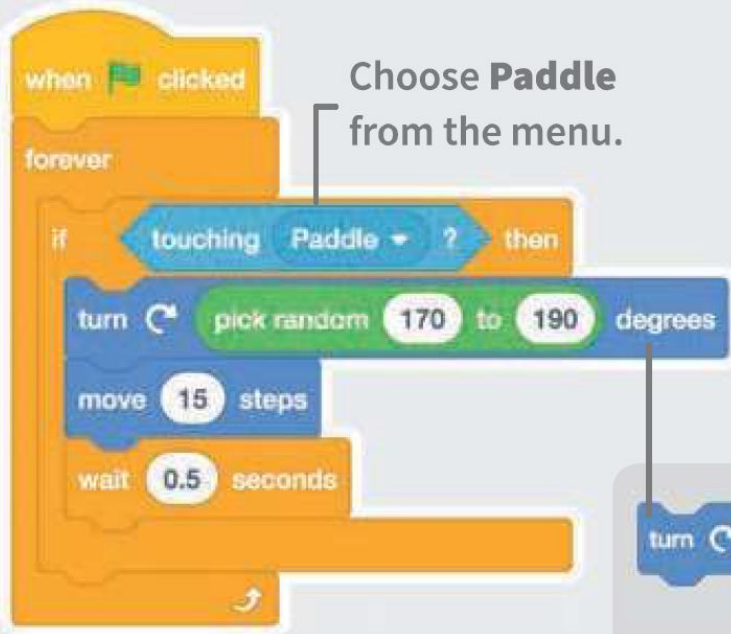


Bounce off the Paddle

Click to select the Ball sprite.




Choose **Paddle** from the menu.

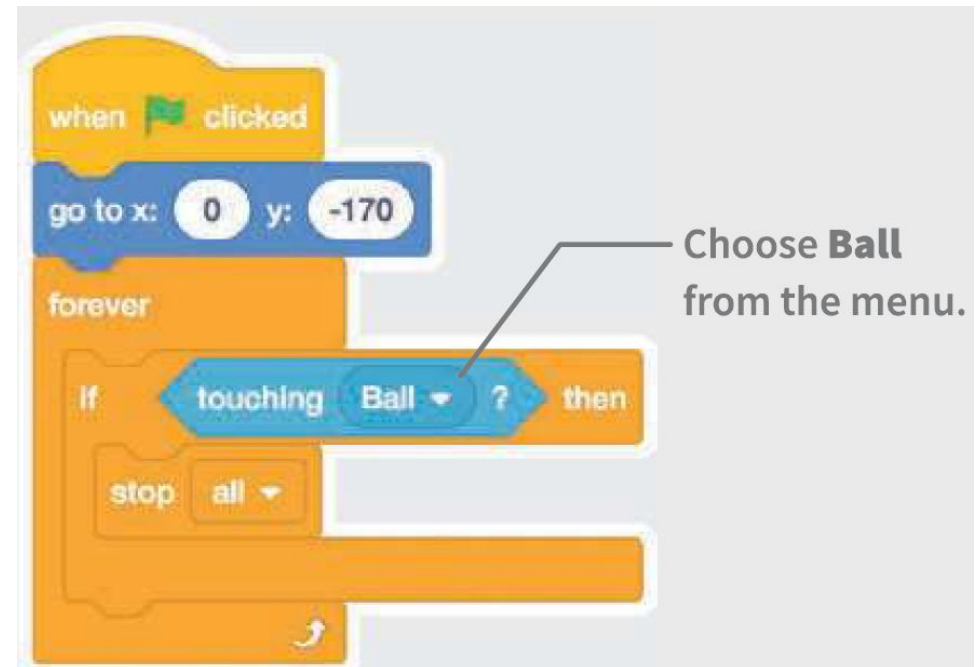
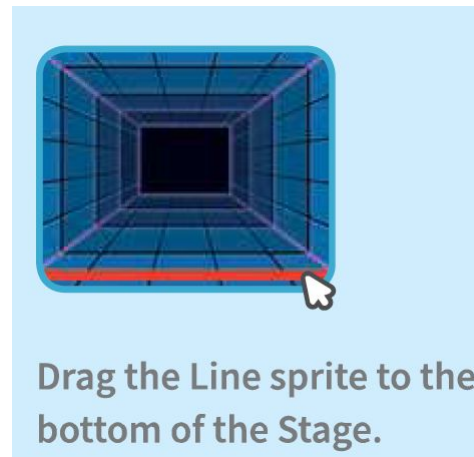
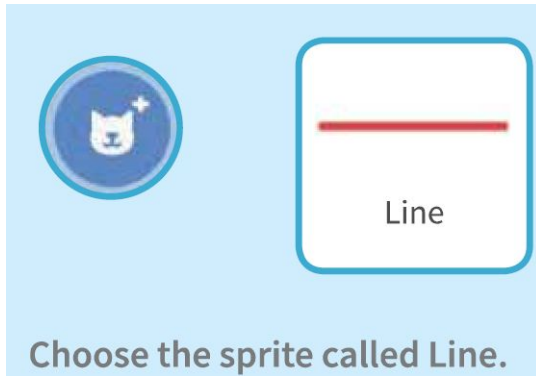


```
when green flag clicked
  forever loop
    if touching Paddle then
      turn pick random 170 to 190 degrees
      move 15 steps
      wait 0.5 seconds
```

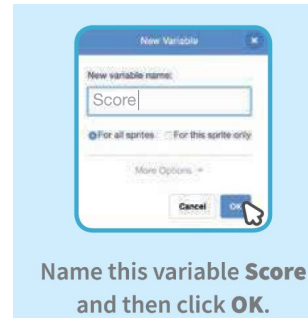
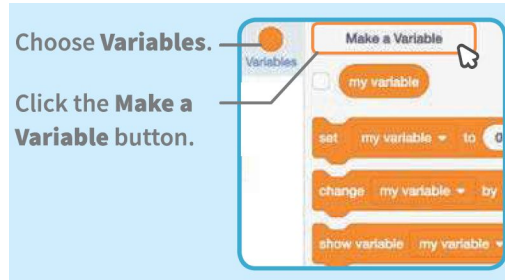
Insert the **pick random** block and type in 170 to 190.

A close-up of the 'pick random' block used in the script. It shows a blue 'turn' block with a 'pick random' block nested inside, which has '170' and '190' entered in its input fields, followed by 'degrees'.

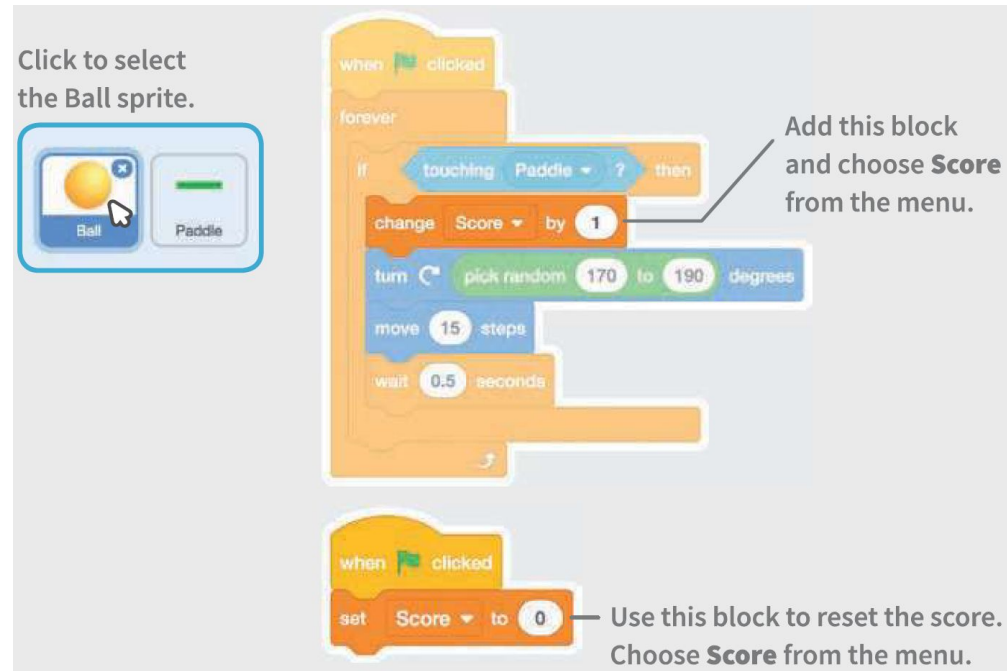
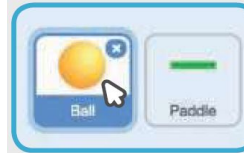
Game Over



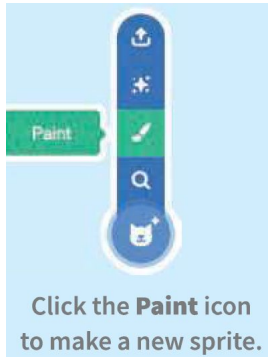
Score Point



Click to select the Ball sprite.



Win the Game



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



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

