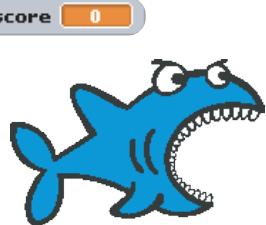
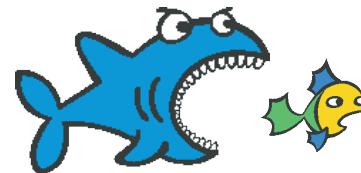


Keep Score

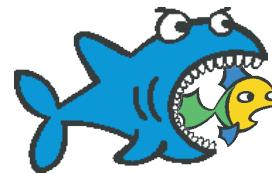
Add a scoreboard to your game.



score 0



score 0



score 1

<http://scratch.mit.edu>

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SCRATCH



Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.

Keep Score

score 1



GET READY

Choose Data

Click **Make a Variable**

Type "score" for the variable name and then click OK.

when green flag clicked

set score to 0

forever

turn (pick random 1 to 10) degrees

move 5 steps

if touching Fish2 then

change score by 1

play sound Chomp until done

move -100 steps

TRY THIS CODE



Use the pull-down menu to select the sprite you're chasing.

Increases the score by 1.



Click the green flag to start.

DO IT!

