**SCRATCH CHALLENGES**

**MOTION**

1. <https://scratch.mit.edu/projects/11329095/>

Every time you click on the cat, it should go from start to end and come back. But the cat doesn’t come back to the start position. Look inside the code and try to fix the problem.

1. <https://scratch.mit.edu/projects/10745567/>

In this project, the scene changes when you press the right arrow key. The star of the project -- a dinosaur -- should be hidden in every scene, except when the scene transitions to the auditorium backdrop. In the auditorium, the dinosaur should appear and do a dance.

But the dinosaur is always present and is not dancing at the right time.

1. <https://scratch.mit.edu/projects/10745563/>

In this project, the Scratch Cat and Gobo are practicing their jumping routine. When Scratch Cat says "Jump!", Gobo should jump up and down.  
But Gobo isn't jumping.  
How do we fix the program?

1. [**https://scratch.mit.edu/projects/10876603/**](https://scratch.mit.edu/projects/10876603/)

when you click the green flag, both fishes should glide together on the right till the Starfish. Instead only fish1 reaches the starfish

1. <https://scratch.mit.edu/projects/10877549/>

click on the green flag; they start moving after 1 sec.  
the blu cat should do the loop like the orange one; same behaviour at different distance. Instead the blu cat moves differently  
How do we fix the program?

1. <https://scratch.mit.edu/projects/40354276/#editor>

Can you help the friends out and fix the program so that Monkey passes the ball to Gobo, Gobo passes the ball to Giga, and Giga passes the ball back to Monkey?

**DATA**

1. <https://scratch.mit.edu/projects/10890401/>

In this project, the "# of hits" display should increase by 1 every time the Scratch Cat is hit by a tennis ball. But the "# of hits" increases by more than 1 when Scratch Cat is hit.

How do we fix the program?

1. <https://scratch.mit.edu/projects/10890560/>

In this project, Scratch Cat is thinking of a number between 1 and 10. But something is wrong with the guess checking -- it doesn't work consistently.

How do we fix the program?

1. <https://scratch.mit.edu/projects/10890635/>

In this project, Scratch Cat gets 10 points for collecting Yellow Gobos and loses 10 points for colliding with Pink Gobos. But something isn't working!

How do we fix the program?

1. <https://scratch.mit.edu/projects/10890477/>

In this project, the "Inventory" list should be updated every time Scratch Cat picks up a new item. But Scratch Cat can only pick up the laptop.

How do we fix the program?

**EVENTS - BROADCAST**

1. <https://scratch.mit.edu/projects/10891807/>

the cat should go forward and back on the scene forever, but when it goes back to the left, both the cat and the backdrop have to be upside down. It works only one time, and after the backdrop remains always the same   
How do we fix the program?

**SENSING**

1. <https://scratch.mit.edu/projects/10890720/>

In this project, Scratch Cat is navigating a maze to get to the yellow rectangle. But Scratch Cat can walk through walls.

How do we fix the program?