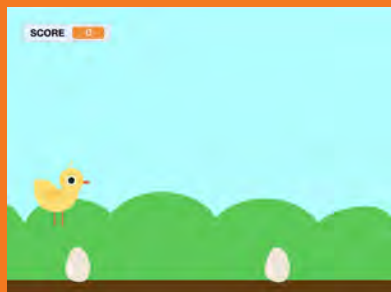


# Jumping Game Cards



**Make a character jump over moving obstacles.**

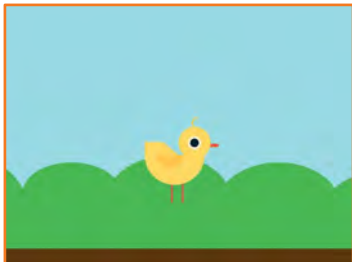
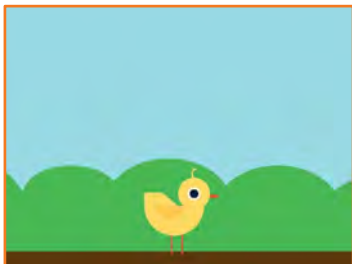
# Jumping Game Cards

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

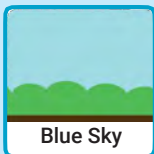
Make a character jump.



## GET READY



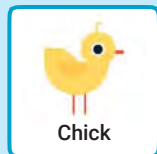
Choose a backdrop.



Blue Sky

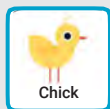


Choose a character, like Chick.



Chick

## ADD THIS CODE



Chick



Type a minus sign to go back down.

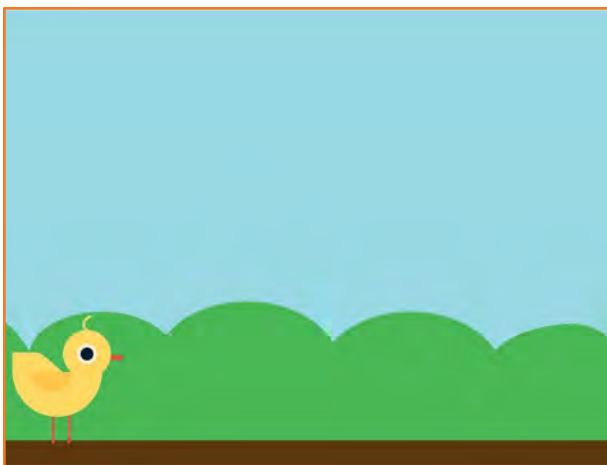
## TRY IT



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

# Go to Start

Set the starting point for your sprite.



# Go to Start

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## GET READY



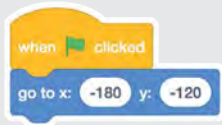
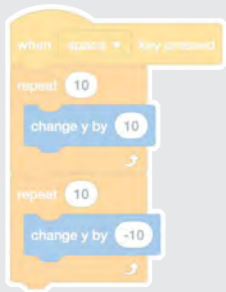
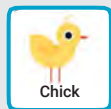
Drag your character to where you want it.



When you move your character, its **x** and **y** position will update in the blocks palette.

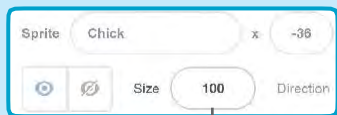
Now when you drag out a **go to** block, it will set to your character's new position.

## ADD THIS CODE

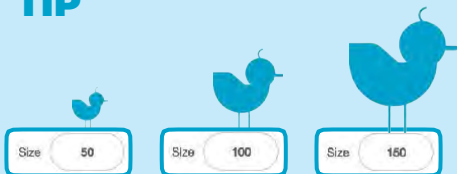


Set the starting position.  
(Your numbers may be different.)

## TIP

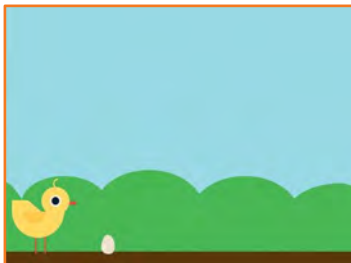
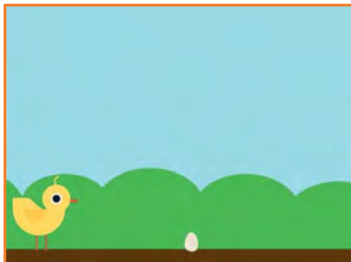
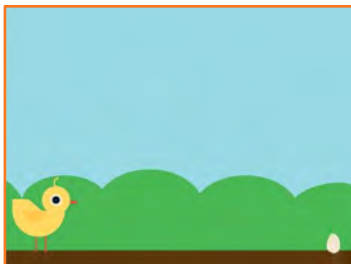


Change the size of a sprite by typing a smaller or larger number.



# Moving Obstacle

Make an obstacle move across the Stage.



# Moving Obstacle

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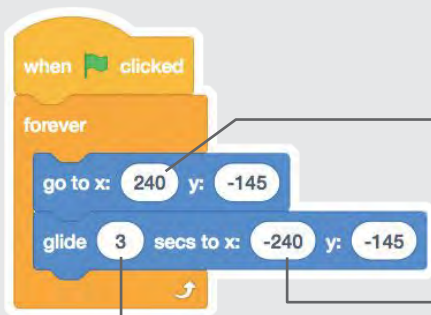
## GET READY



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



## ADD THIS CODE



Type a smaller number to go faster.

Start at the right edge of the Stage.

Glide to the left edge of the Stage.

## TRY IT

Click the green flag to start.

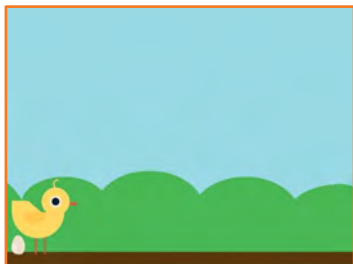
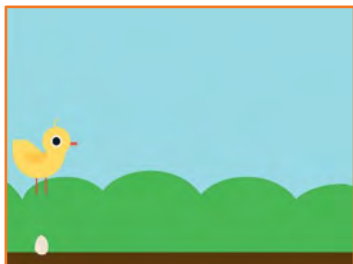
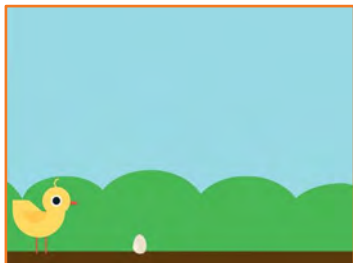


Press the **space** key on your keyboard.



# Add a Sound

Play a sound when your sprite jumps.

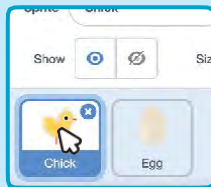


# Add a Sound

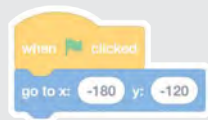
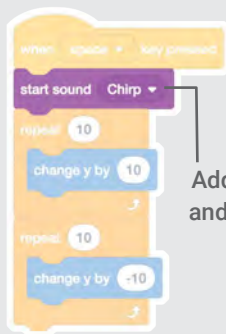
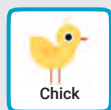
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## GET READY

Click to select the Chick sprite.



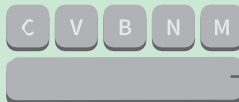
## ADD THIS CODE



Add the **start sound** block, and then select a sound.

## TRY IT

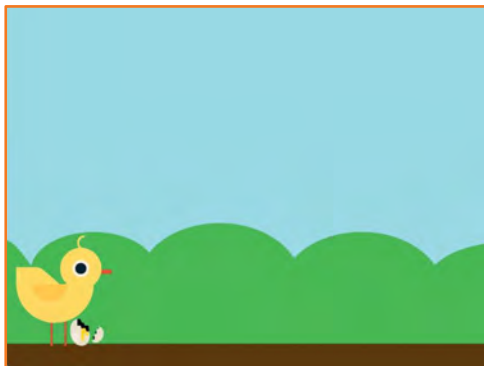
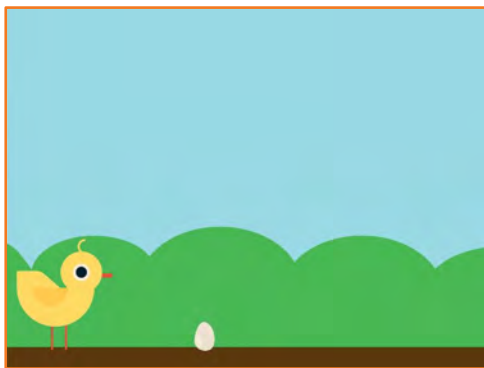
Click the green flag to start.



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

# Stop the Game

Stop the game if your sprite touches the egg.

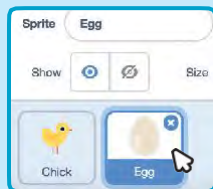


# Stop the Game

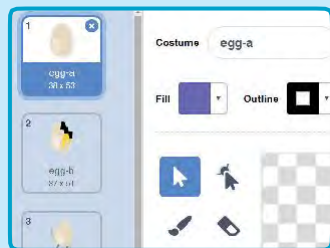
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## GET READY

Click to select the Egg sprite.



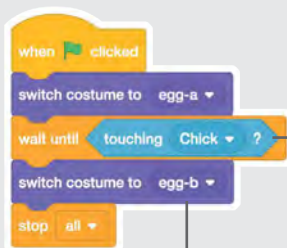
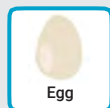
Click the **Costumes** tab to see the Egg sprite's costumes.



## ADD THIS CODE

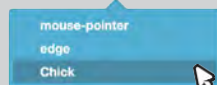


Click the **Code** tab and add this code.



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

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



## TRY IT

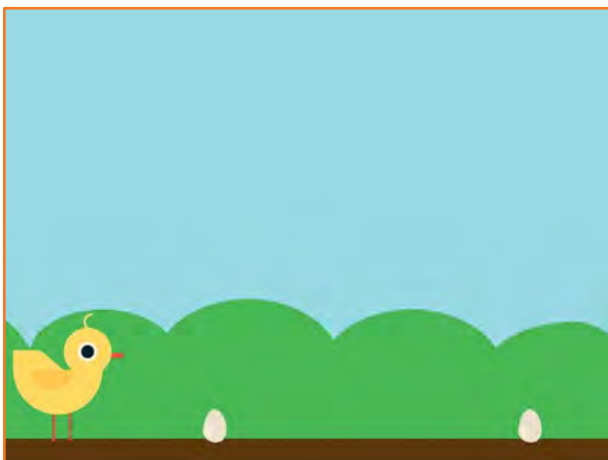
Click the green flag to start.



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

# Add More Obstacles

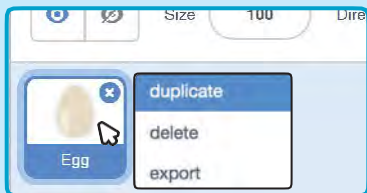
Make the game harder by adding more obstacles.



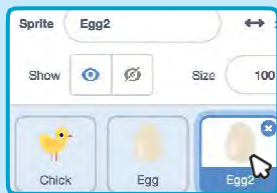
# Add More Obstacles

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## GET READY

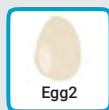


To duplicate the Egg sprite, right-click (Mac: control-click) on the thumbnail, and then choose **duplicate**.



Click to select Egg2.

## ADD THIS CODE



Add these blocks to wait before showing the second egg.

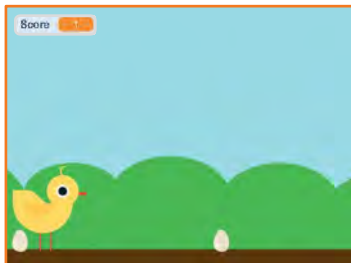
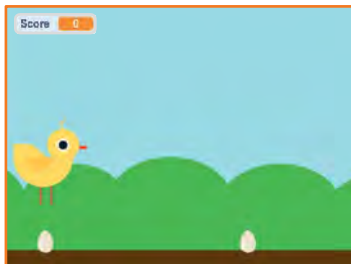
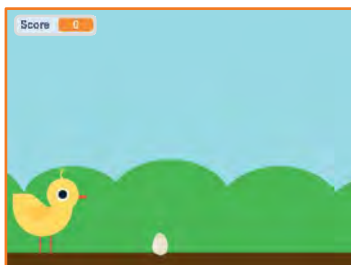
## TRY IT

Click the green flag to start.



# Score

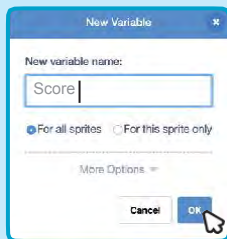
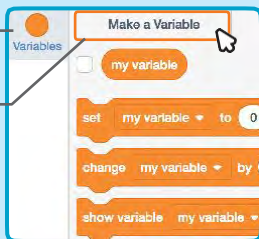
Add a point each time your sprite jumps over an egg.



## GET READY

Choose **Variables**.

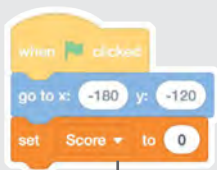
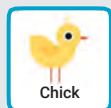
Click the **Make a Variable**.



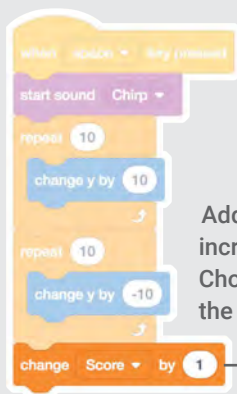
Name this variable **Score** and then click **OK**.

## ADD THIS CODE

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



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!