

Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Hide and Show

Make a character disappear and appear again.

SCRATCH

1

CN
CARTOON NETWORK

Hide and Show

scratch.mit.edu/hide

GET READY

Choose a bear...

Sprites			
	Icebear	Panda	Grizz

...or choose a new sprite.

New sprite:

TRY THIS CODE

```
when green flag clicked
forever
  hide
  wait (1) secs
  show
  wait (1) secs
```

TRY IT

Click green flag to start

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Click and Say

Make a sprite do something when you click on it.

SCRATCH

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CARTOON NETWORK

Click and Say

<scratch.mit.edu/hidden>

GET READY

Choose a bear...

Icebear	Panda	Grizz

Choose a sound from the Sound library

New sound:

when this sprite clicked

play sound yeah! v Choose a sound

say You found me! for 1 secs

TRY THIS CODE

Type what you want your sprite to say

TRY IT

Click on your sprite to start

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Surprise Timing

Wait for a random amount of time before doing something.

The project features three images of a white bear standing behind a tall evergreen tree. A small clock icon is positioned next to each image. The background shows a forest scene with various trees and bushes.

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3

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Surprise Timing
scratch.mit.edu/hide

GET READY

Choose a bear...

Sprites: Icebear, Panda, Grizz

...or choose a new sprite.

TRY THIS CODE

```
when green flag clicked
  forever
    hide
    wait pick random 1 to 5 secs
    show
    wait 1 secs
```

EXTRA TIP

pick random 0.5 to 1.5 Play with the timing! Try typing in a different range of numbers.

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Score Points

Add a point each time you click a sprite.

score 0

score 1

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GET READY

Choose Data

Click "Make a Variable"

New Variable

Variable name: score

For all sprites For this sprite only

Cloud variable (stored on server)

OK Cancel

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

TRY THIS CODE

when this sprite clicked
change score by 1

EXTRA TIP

when green flag clicked
set score to 0

Add a set score to 0 block at the beginning of your program to reset the score.

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Hiding Place

Make a character hide behind something.

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CN
CARTOON NETWORK

Hiding Place
scratch.mit.edu/hide

GET READY

Choose a hiding place.

Tree1

Then, choose a sprite who will hide.

Icebear

TRY THIS CODE

when green flag clicked

```
when green flag clicked
  forever
    go to [Tree1 v]
    hide
    wait (1) secs
    show
    wait (1) secs
```

Choose the hiding spot

EXTRA TIP

Click the grow or shrink tool and then click the sprite to change its size.

Duplicate Cut Grow Shrink Block Help

A pair of scissors icon is visible at the bottom right corner.

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Back and Forth

Move on either side of an object.

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GET READY

Choose a hiding place.



Then, choose a sprite who will hide.



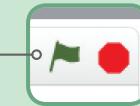
TRY THIS CODE

```
when green flag clicked
forever
[go to Tree3
hide
wait (1) secs
move (pick random (-100 to 100)) steps
show
wait (1) secs]
```



TRY IT

Click green flag to start



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Go Random

Jump to random spots on the Stage.

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CN CARTOON NETWORK

Go Random

scratch.mit.edu/hide

A CARTOON NETWORK ORIGINAL
WeBARE BEARS

GET READY

Choose a bear...

Sprites

Icebear (selected), Panda, Grizz

...or choose a new sprite.

New sprite: 🐾 / 🎨 / 📸

TRY THIS CODE

```
when green flag clicked
forever
  go to x: pick random -240 to 240 y: pick random -180 to 180
  wait 1 secs
```

EXTRA TIP

x is the position on the Stage from left to right.
y is the position on the Stage from top to bottom.

y 180
x -240 ← → x 240
y -180