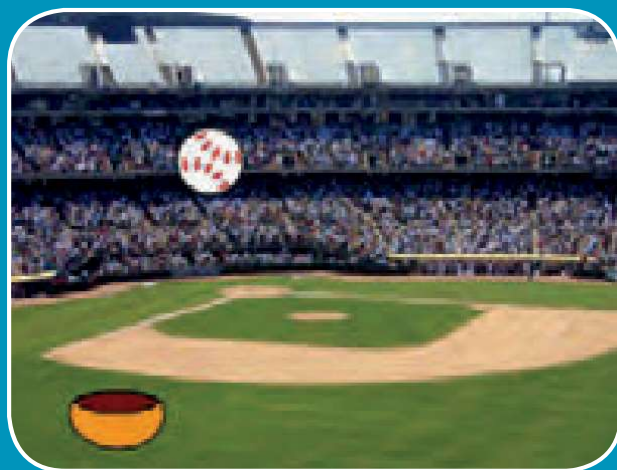


# Catch Game Cards



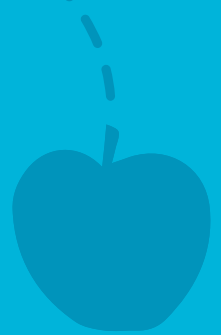
Make a game where you catch things falling from the sky.

# Catch Game Cards

Use these cards in this order:

- 1. Go to the Top**
- 2. Fall Down**
- 3. Move the Catcher**
- 4. Catch It!**
- 5. Keep Score**
- 6. Bonus Points**
- 7. You Win!**

# Go to the Top

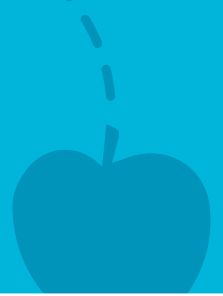


Start from a random spot  
at the top of the Stage.



# Go to the Top

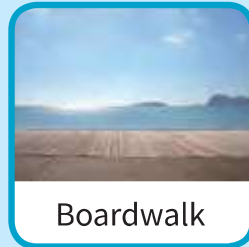
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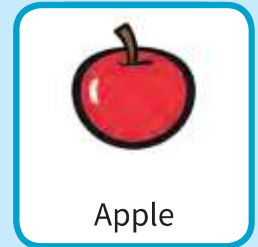
## GET READY



Choose a backdrop,  
like Boardwalk.



Choose a sprite,  
like Apple.



## ADD THIS CODE



Type **180** to go to the  
top of the Stage.

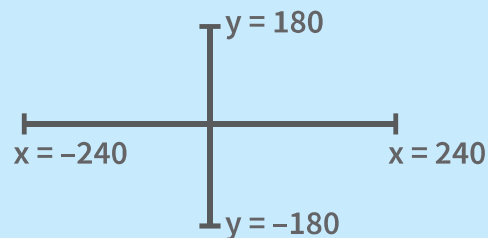
## TRY IT

Click the green flag to start.

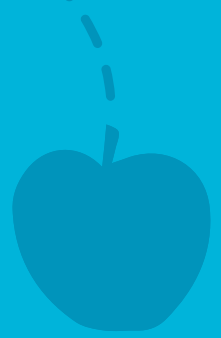


## TIP

y is the position on the Stage from top to bottom.



# Fall Down

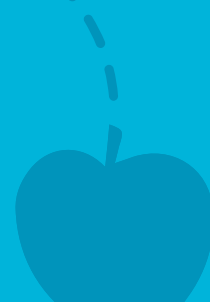


Make your sprite fall down.



# Fall Down

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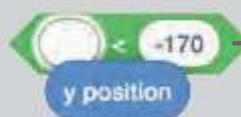
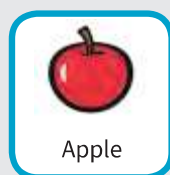
## GET READY



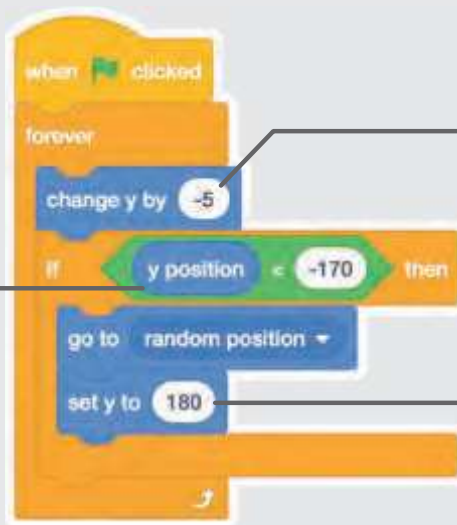
Click to select the Apple sprite.

## ADD THIS CODE

Keep the previous code as is, and add this second stack of blocks:



Insert the **y position** block into this block from the Operators category.



Type a minus sign to fall down.

Check if near the bottom of the Stage.

Go back to the top of the Stage.

## TRY IT

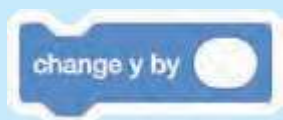
Click the green flag to start.



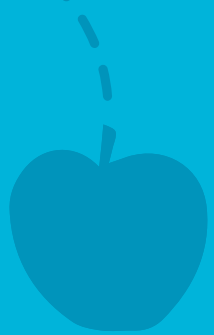
Click the stop sign to stop.

## TIP

Use **change y by** to move up or down.



# Move the Catcher



Press the arrow keys so that the catcher moves left and right.



# Move the Catcher

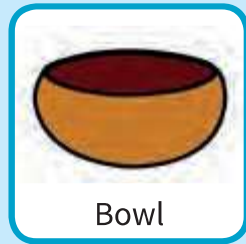
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## GET READY



Choose a catcher,  
like Bowl.



Drag the bowl  
to the bottom  
of the Stage.

## ADD THIS CODE



```
when green flag clicked
  forever loop
    if key right arrow pressed? then
      change x by 10
    if key left arrow pressed? then
      change x by -10
```

Choose the **right arrow**  
from the menu.

Choose the **left arrow**  
from the menu.

## TRY IT

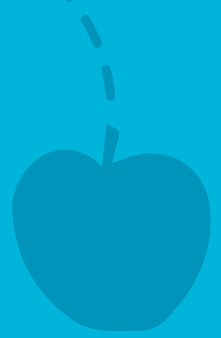
Click the green  
flag to start.



Press the arrow keys to  
move the catcher.



# Catch It!

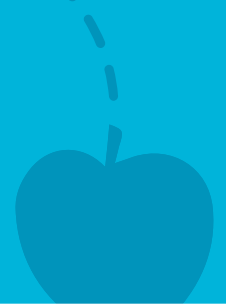


Catch the falling sprite.



# Catch It!

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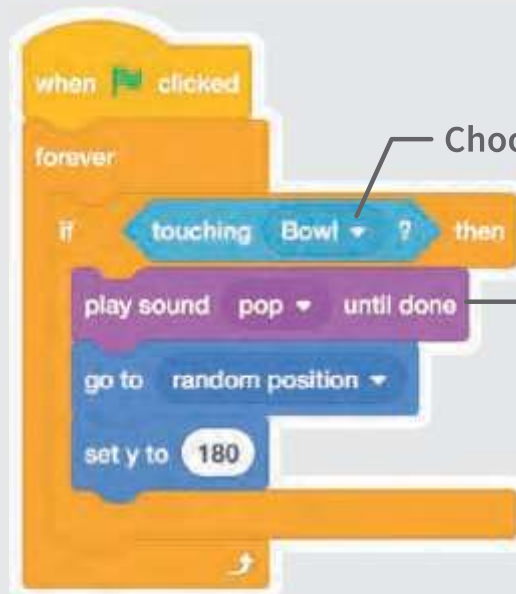


## GET READY

Click to select the Apple sprite.



## ADD THIS CODE



Choose **Bowl** from the menu.

Choose a sound.

## TIP

 Sounds

Click the **Sounds** tab if you want to add a different sound.

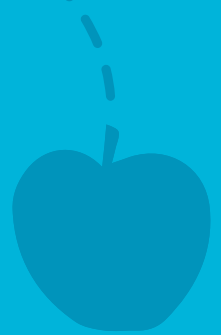


Then choose a sound from the Sounds Library.

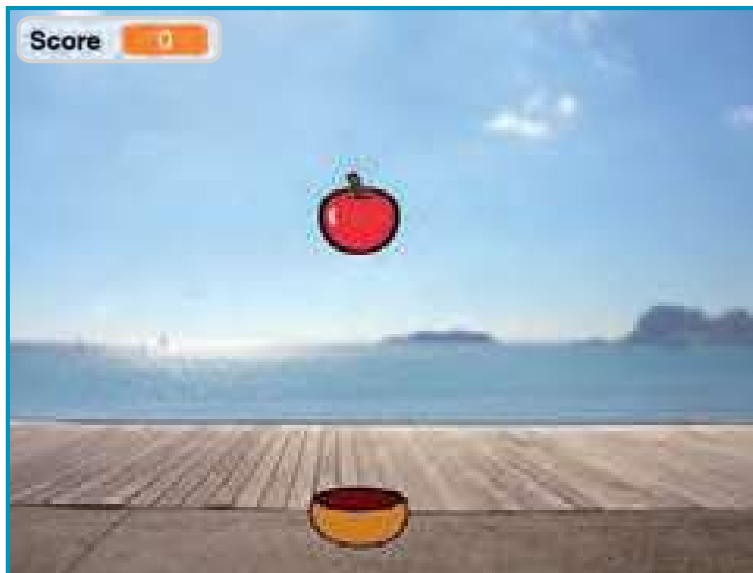
 Code

Click the **Code** tab when you want to add more blocks.

# Keep Score

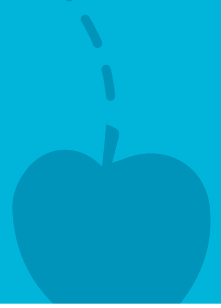


Add a point each time you catch the falling sprite.



# Keep Score

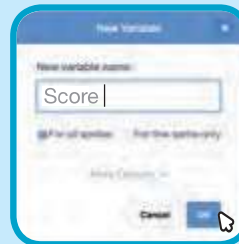
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## GET READY

Choose **Variables**.

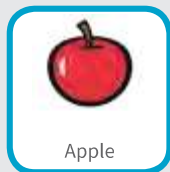
Click the **Make a Variable** button.



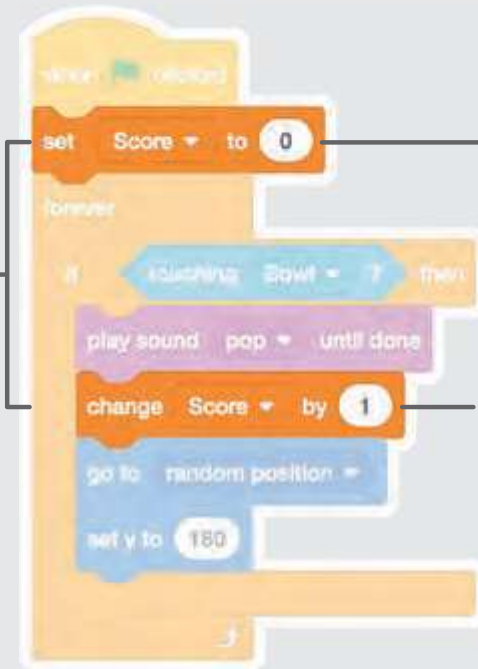
Name this variable **Score** and then click **OK**.

## ADD THIS CODE

Add two new blocks to your code:



Choose **Score** from the drop-down menu.



Add this block to reset the score.

Add this block to increase the score.

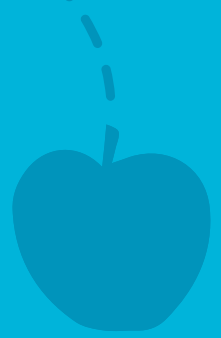
## TRY IT

Click the green flag to start.



Then, catch apples to score points!

# Bonus Points

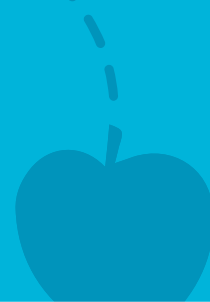


Get extra points when you catch a golden sprite.



# Bonus Points

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## GET READY

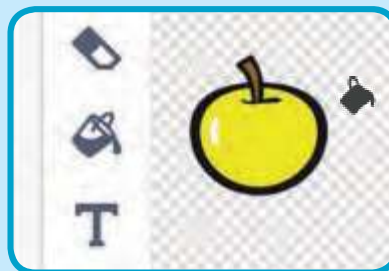
To duplicate your sprite, right-click (Mac: control-click).



Choose **duplicate**.



Click the **Costumes** tab.

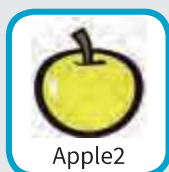


You can use the paint tools to make your bonus sprite look different.

## ADD THIS CODE



Click the **Code** tab.

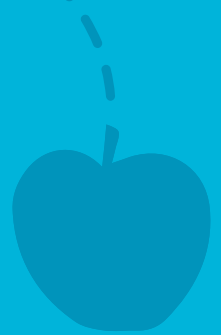


Type how many points you get for catching a bonus sprite.

## TRY IT

Catch the bonus sprite to increase your score!

# You Win!

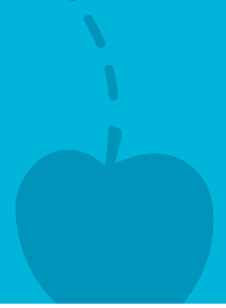


When you score enough points,  
display a winning message!



# You Win!

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## GET READY



Click the **Paint** icon to make a new sprite.

Use the **Text** tool to write a message, like “You Win!”

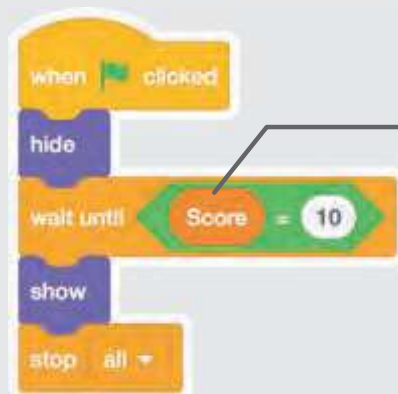
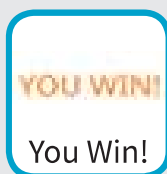


You can change the font color, size, and style.

## ADD THIS CODE



Click the **Code** tab.



Insert the **Score** block from the Variables category.

## TRY IT

Click the green flag to start.



Play until you score enough points to win!