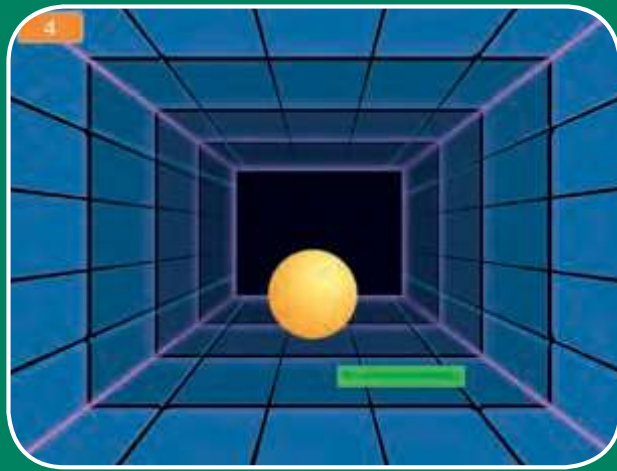


# Pong Game Cards



**Make a bouncing ball game and score points to win!**

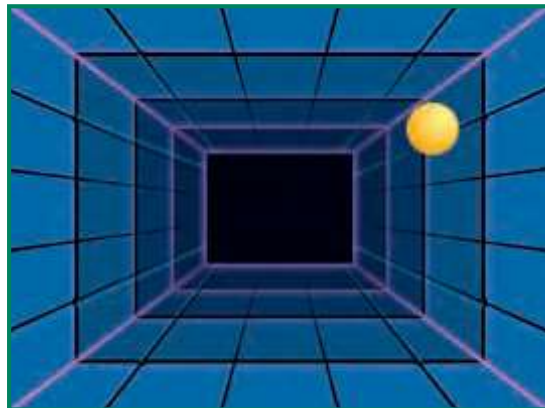
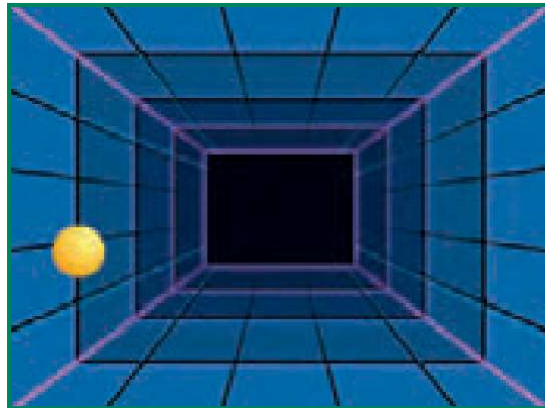
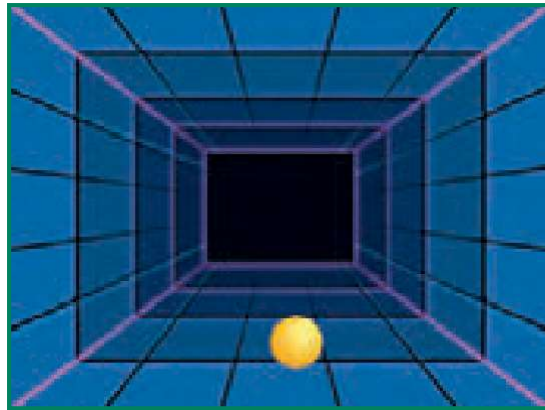
# Pong Game Cards

Use these cards in this order:

- 1. Bounce Around**
- 2. Move the Paddle**
- 3. Bounce off the Paddle**
- 4. Game Over**
- 5. Score Points**
- 6. Win the Game**

# Bounce Around

Make a ball move around the Stage.



# Bounce Around

scratch.mit.edu

## GET READY



Choose a backdrop.



Neon Tunnel



Choose a ball.



Ball

## ADD THIS CODE



Ball

```
when green flag clicked
  turn 15 degrees
  forever loop
    move 15 steps
    if on edge, bounce
```

Type a larger number to move faster.

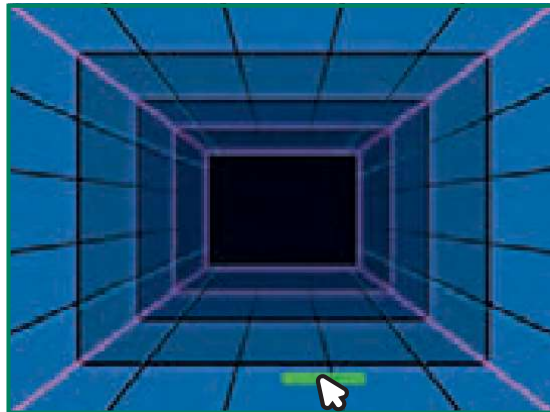
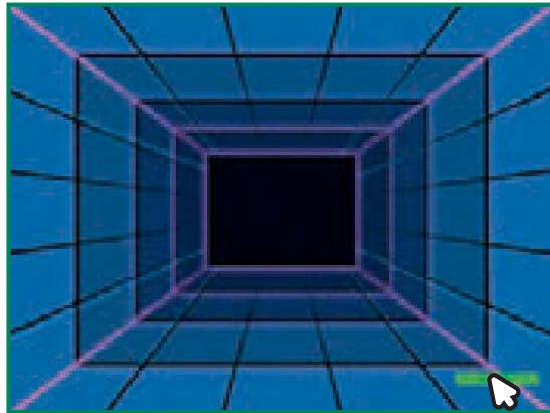
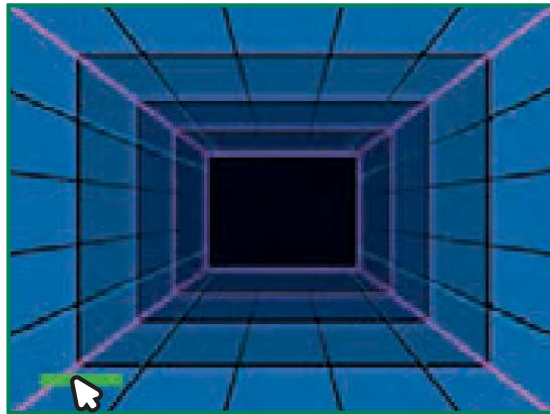
## TRY IT

Click the green flag to start.



# Move the Paddle

Control a paddle by moving  
your mouse pointer.



# Move the Paddle

scratch.mit.edu

## GET READY

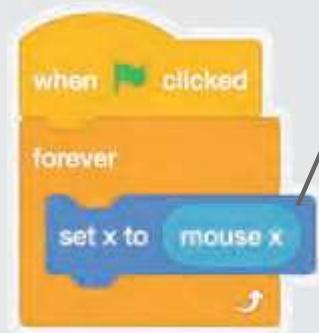


Choose a sprite for hitting the ball, like Paddle.



Then, drag your paddle to the bottom of the Stage.

## ADD THIS CODE



Insert the **mouse x** block into the **set x to** block.



## TRY IT

Click the green flag to start.



Move your mouse pointer to move the paddle.

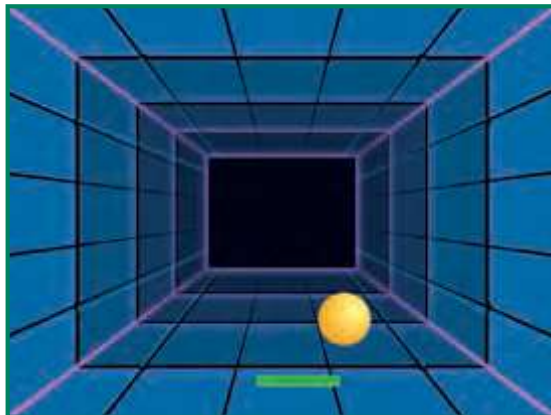
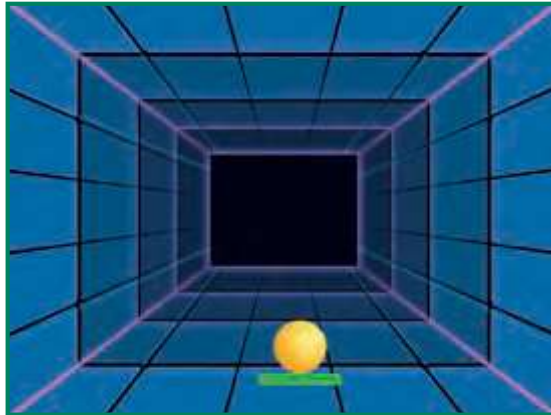
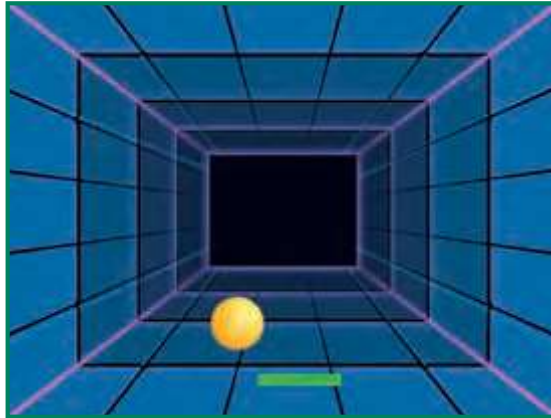
## TIP

You can see the **x** position of the paddle change as you move the mouse pointer across the Stage.



# Bounce off the Paddle

Make the ball bounce off the paddle.



# Bounce off the Paddle

scratch.mit.edu

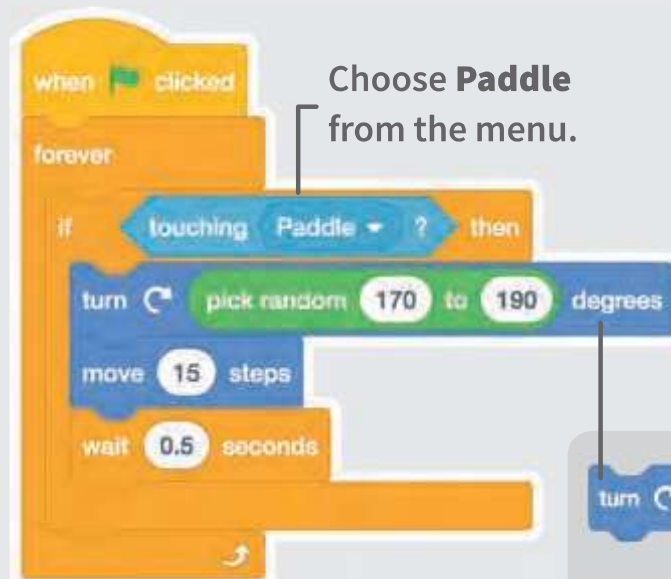
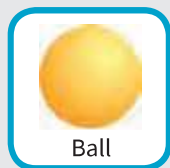
## GET READY

Click to select the Ball sprite.



## ADD THIS CODE

Add this new stack of blocks to your Ball sprite.



Choose **Paddle** from the menu.



Insert the **pick random** block and type in 170 to 190.

## TRY IT

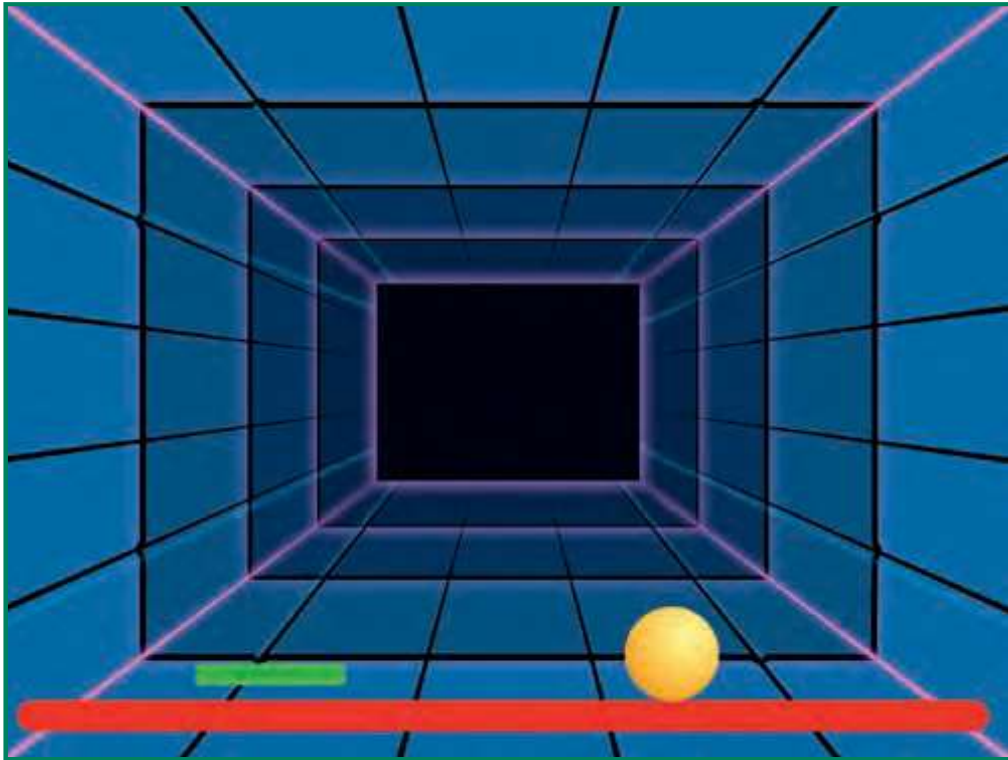
Click the green flag to start.





# Game Over

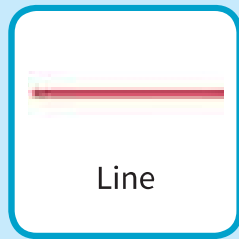
Stop the game if the ball hits the red line.



# Game Over

scratch.mit.edu

## GET READY

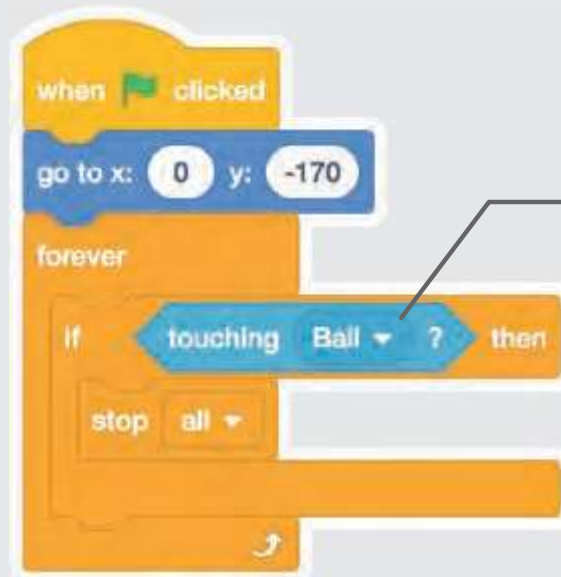
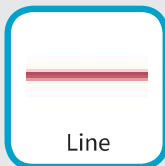


Choose the sprite called Line.



Drag the Line sprite to the bottom of the Stage.

## ADD THIS CODE



Choose **Ball** from the menu.

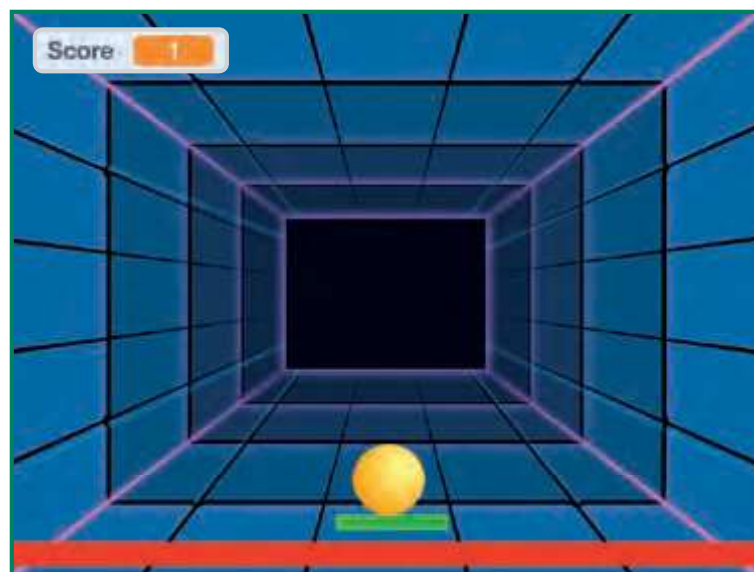
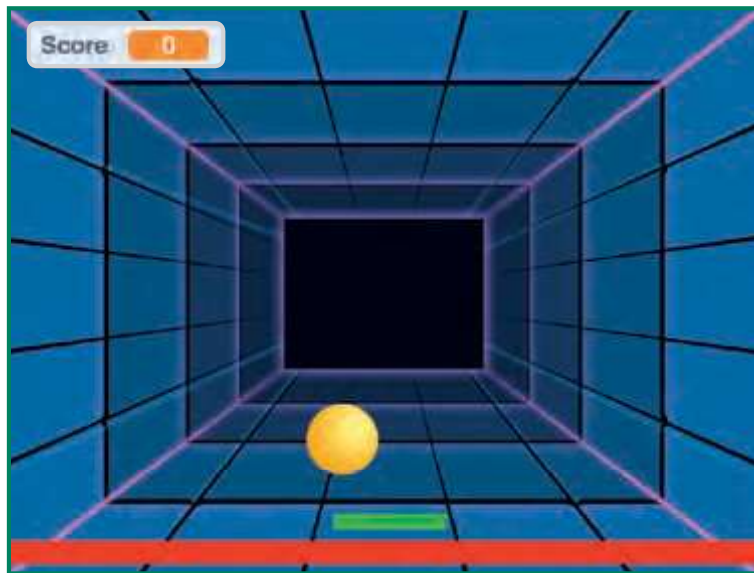
## TRY IT

Click the green flag to start.



# Score Points

Add a point each time you hit the ball with the paddle.



# Score Points

scratch.mit.edu

## GET READY

Choose **Variables**.

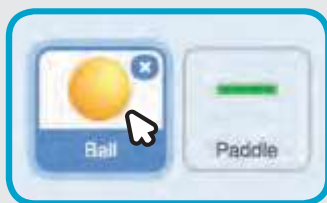
Click the **Make a Variable** button.



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

## ADD THIS CODE

Click to select the Ball sprite.



Add this block and choose **Score** from the menu.



Use this block to reset the score. Choose **Score** from the menu.

# Win the Game

When you score enough points,  
display a winning message!



# Win the Game

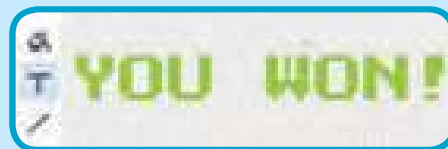
scratch.mit.edu

## GET READY



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

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

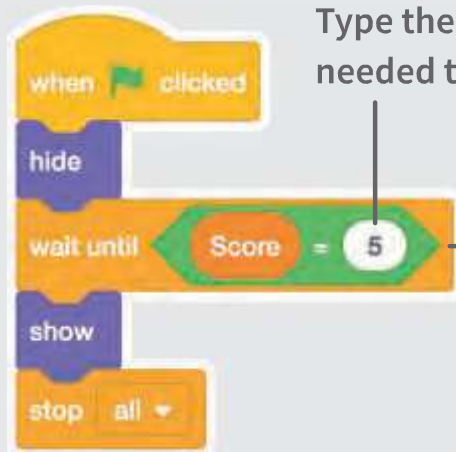
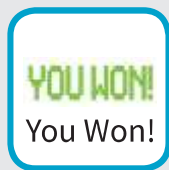


You can change the font color, size, and style.

## ADD THIS CODE



Click the **Code** tab.



Type the number of points needed to win the game.



Insert the **Score** block into the **equals** block from the Operators category.

## TRY IT

Click the green flag to start.



Play until you score enough points to win!