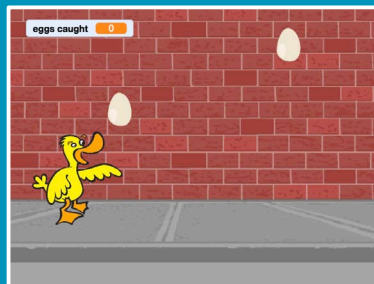
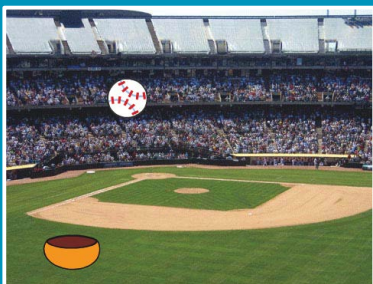
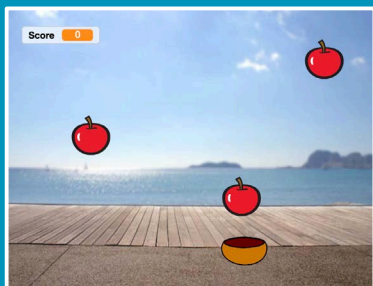


# Catch Game Cards



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



# Catch Game Cards

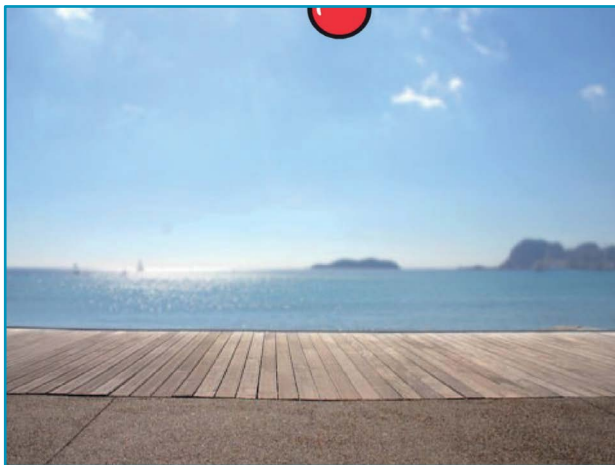
Use these cards in this order:

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

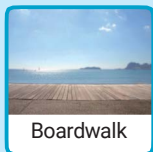
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## GET READY



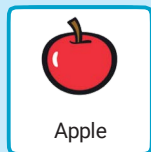
Choose a backdrop,  
like **Boardwalk**.



Boardwalk

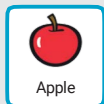


Choose a sprite,  
like **Apple**.



Apple

## ADD THIS CODE



Apple



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

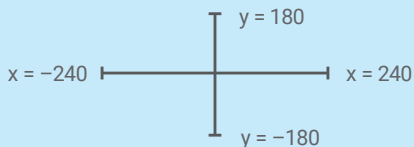
## TRY IT

Click the green flag to start.



## TIP

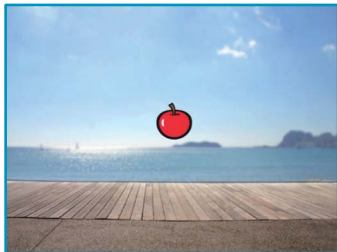
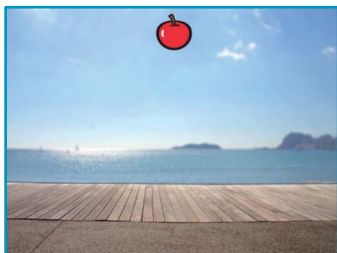
$y$  is the position on the Stage from top to bottom.



# Fall Down



Make your sprite fall down.

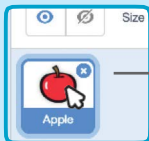


# Fall Down

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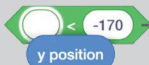
## GET READY



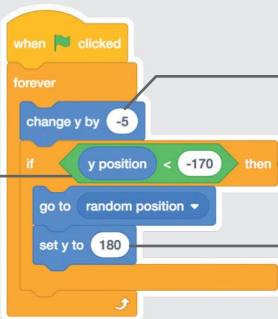
Click to select the **Apple** sprite.

## 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

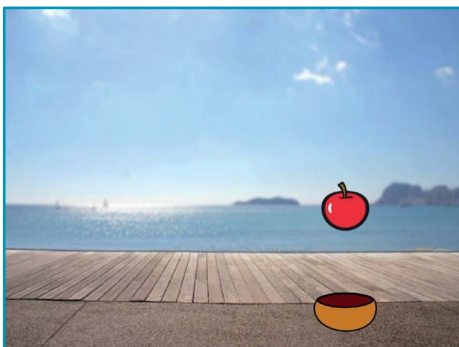
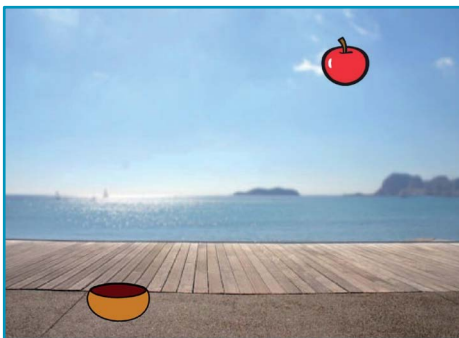


to move up or down.

# Move the Catcher



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



# Move the Catcher

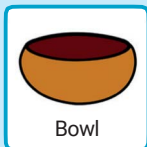
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## GET READY



Choose a catcher,  
like **Bowl**.

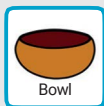


Bowl



Drag the bowl  
to the bottom  
of the Stage.

## ADD THIS CODE



```
when green flag clicked
forever
  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.



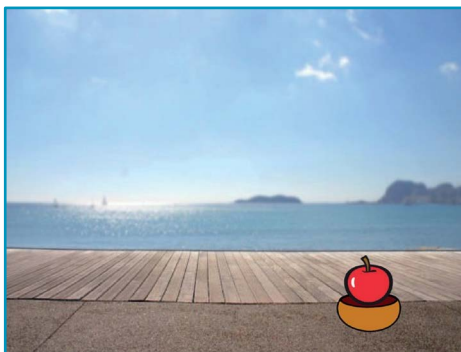
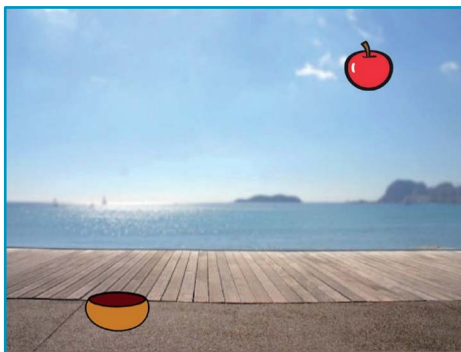
Press the arrow keys  
to move the catcher.



# Catch It!



Catch the falling sprite.



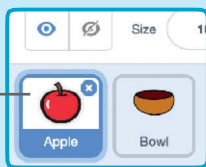
# Catch It!

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## GET READY

Click to select the **Apple**.



## ADD THIS CODE



Choose **Bowl** from the menu.

Choose a sound.

## TIP



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



Then choose a sound from the Sounds Library.

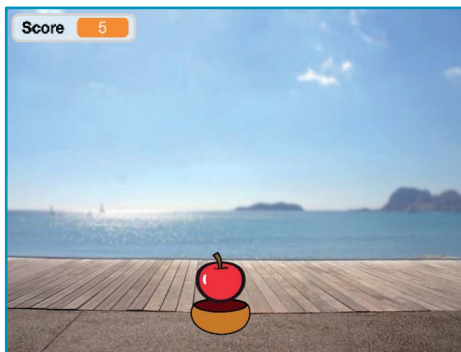
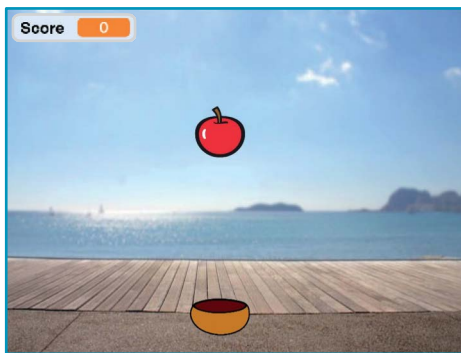


Click the **Code** tab when you want to add more blocks.

# 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.



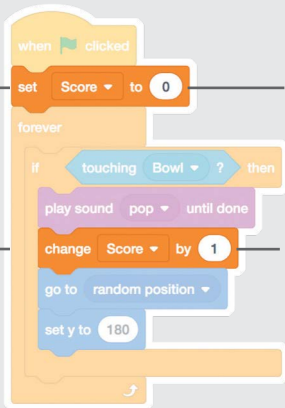
Name this variable **Score** and then click **OK**.

## ADD THIS CODE

Add two new blocks to your code:



Choose **Score** from the menu.



Add this block to reset the score.

Add this block to increase the score.

## TRY IT

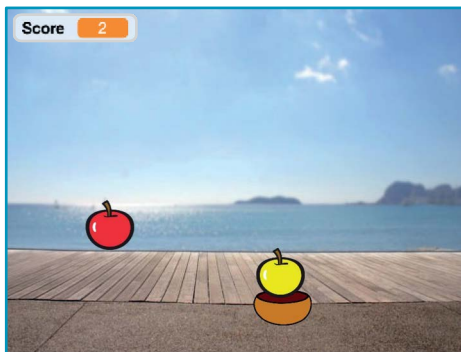
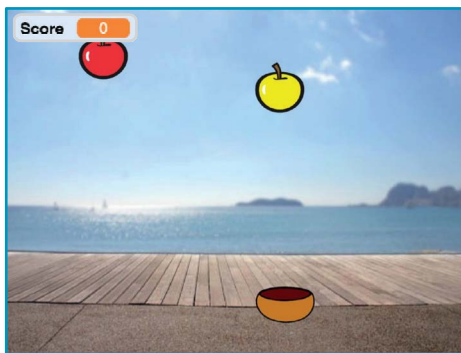


Click the green flag to start.  
Then, catch apples to score points!

# Bonus Points



Get extra points when you catch a golden  
sprite.



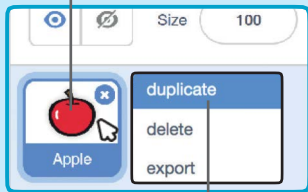
# Bonus Points

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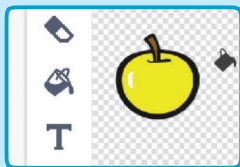
## GET READY

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



Choose **duplicate**.

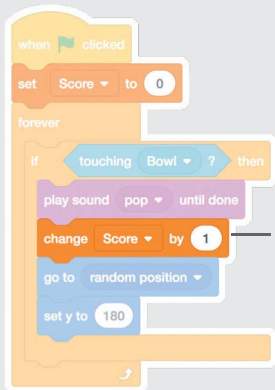
 **Costumes** Click the **Costumes** tab.



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

## ADD THIS CODE

 **Code** Click the **Code** tab.



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

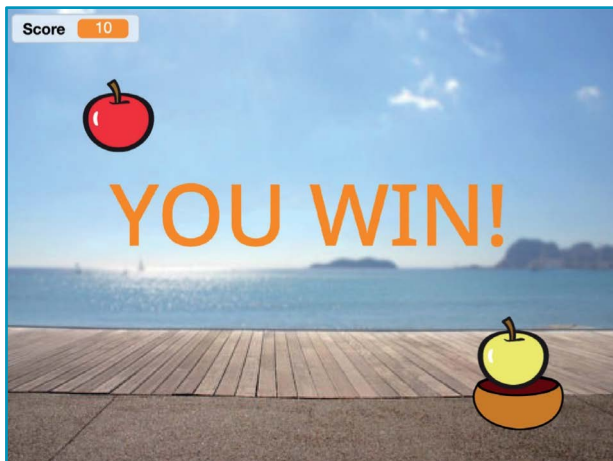
## TRY IT

Catch the bonus sprite to increase your score!

# You Win!



When you score enough points, display a winning message!

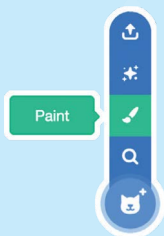


# You Win!

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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!"

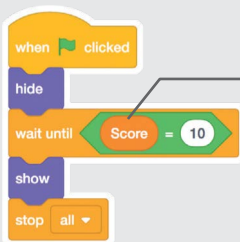


You can change the font color, size, and style.

## 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!