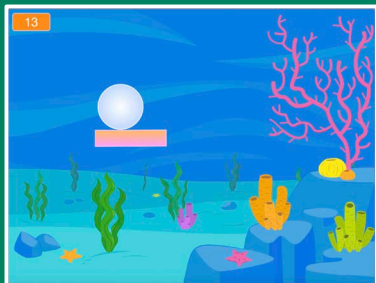
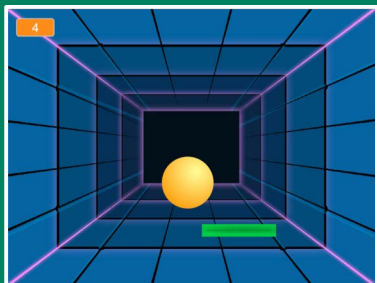


# Pong Game Cards



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

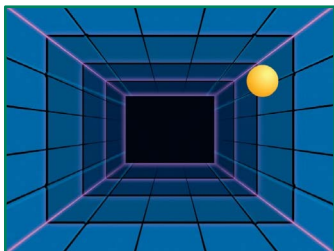
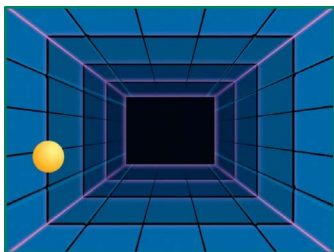
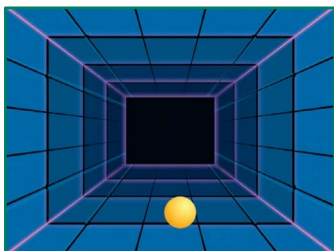
# Pong Game Cards

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

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## GET READY



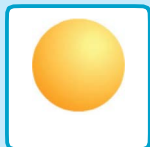
Choose a backdrop.



Neon Tunnel



Choose a ball.



## ADD THIS CODE



Type a larger number to move faster.

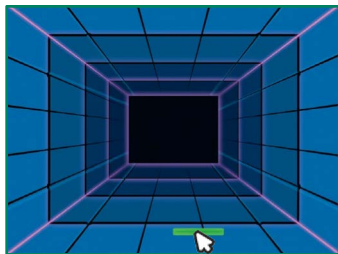
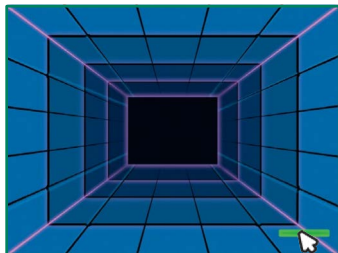
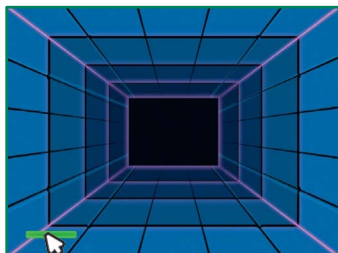
## TRY IT

Click the green flag to start.



# Move the Paddle

Control a paddle by moving  
your mouse pointer.



# Move the Paddle

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## 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

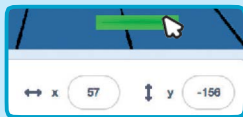
Click the green flag to start.



Move your mouse pointer to move the paddle.

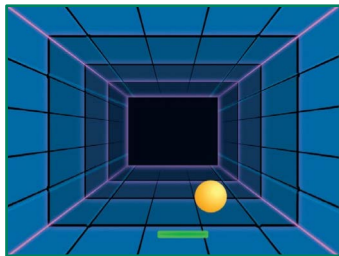
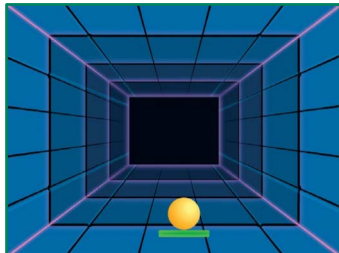
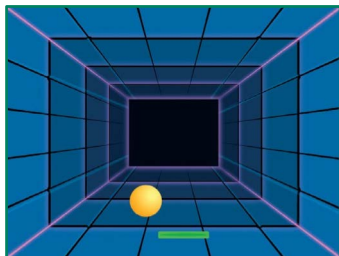
## TIP

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.

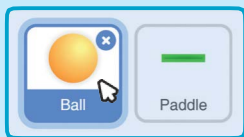


# Bounce Off the Paddle

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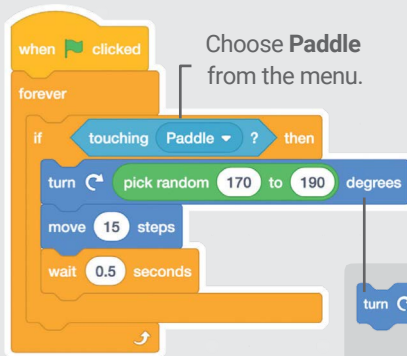
## GET READY

Click to select the Ball sprite.



## ADD THIS CODE

Add this new stack of blocks to your Ball sprite.



Choose **Paddle** from the menu.

A close-up of the 'pick random' block from the code stack. The block is blue and has a green dropdown menu showing 'pick random 170 to 190 degrees'.

turn degrees  
pick random 170 to 190

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

## TRY IT

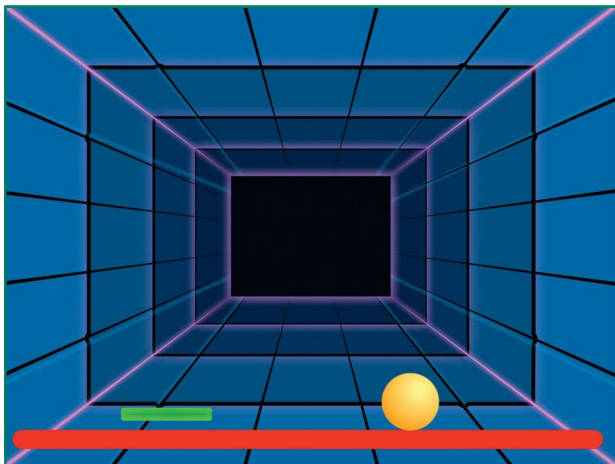
Click the green flag to start.





# Game Over

Stop the game if the ball hits the red line.



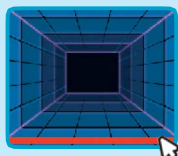
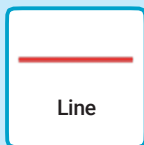
# Game Over

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## GET READY

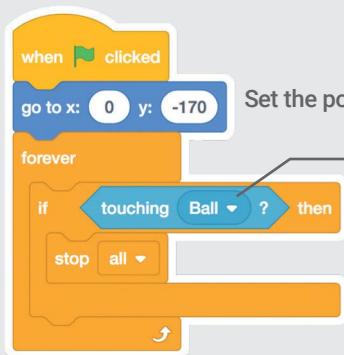


Choose the sprite called Line.



Drag the Line sprite to the bottom of the Stage.

## ADD THIS CODE



Set the position of the **Line**.

Choose **Ball** from the menu.

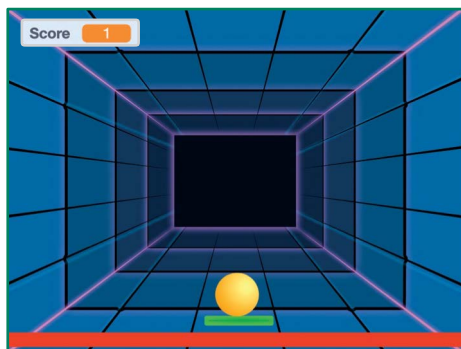
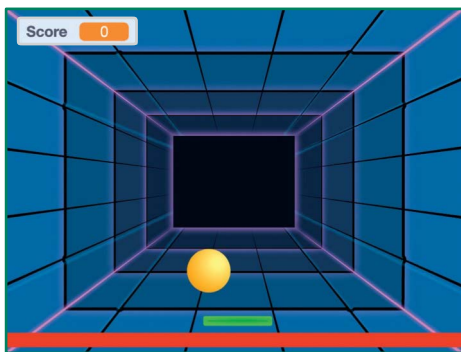
## TRY IT

Click the green flag to start.



# Score Points

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



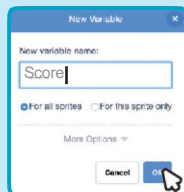
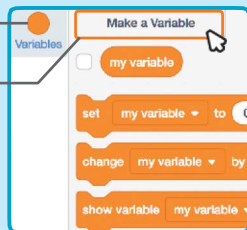
# Score Points

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## GET READY

Choose **Variables**.

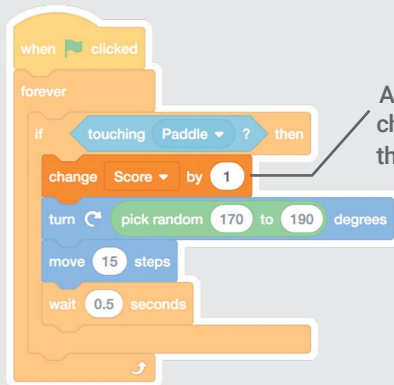
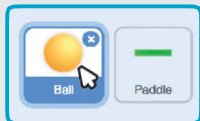
Click the **Make a Variable** button.



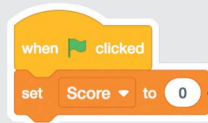
Name this variable **Score** and then click **OK**.

## ADD THIS CODE

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

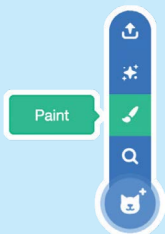
When you score enough points, display a winning message!



# Win the Game

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## GET READY



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

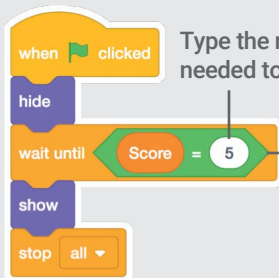
Use the **Text** tool to write a message, like "You Won!"



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

## ADD THIS CODE

 **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!