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.
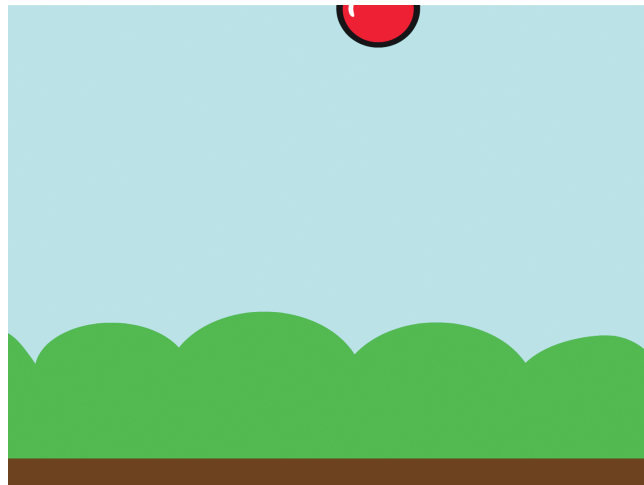
Go to the Top

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GET READY

New backdrop:

Choose a backdrop.

blue sky
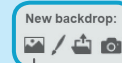
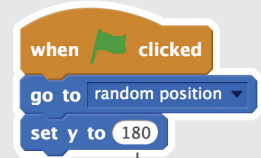**Choose a sprite, like Apple.**

New sprite:

Apple

ADD THIS CODE

go to mouse-pointer ▾
    mouse-pointer
    random position

Choose random position from the menu.

Apple

when 🚩 clicked
go to random position ▾
set y to 180

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.
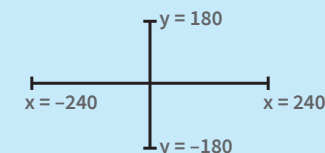
y = 180

x = −240   x = 240

y = −180

Catch Game

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Fall Down

Make your sprite fall down.
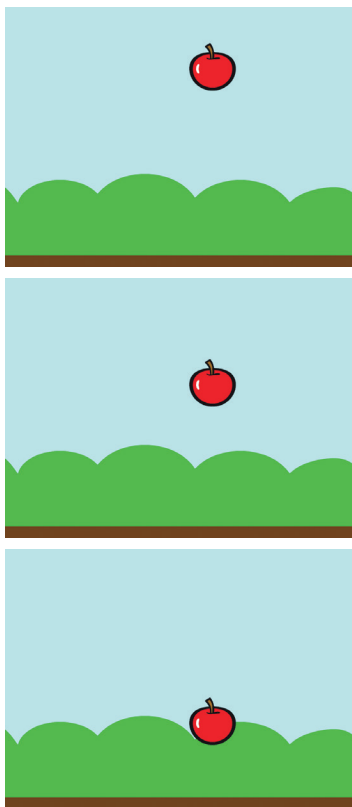
Fall Down

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GET READY

Click to select the **Apple**.

Sprites — Stage 2 backdrops — Apple

ADD THIS CODE

```
when [green flag] clicked
forever
  change y by (-5)
  if < (y position) < (-170) > then
    go to [random position v]
    set y to (180)
```

Type a negative number 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.

Use `set y to ( )` to set the sprite's vertical position.

Move the Catcher

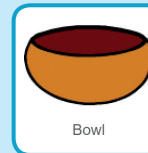Press the arrow keys so that the catcher moves left and right.
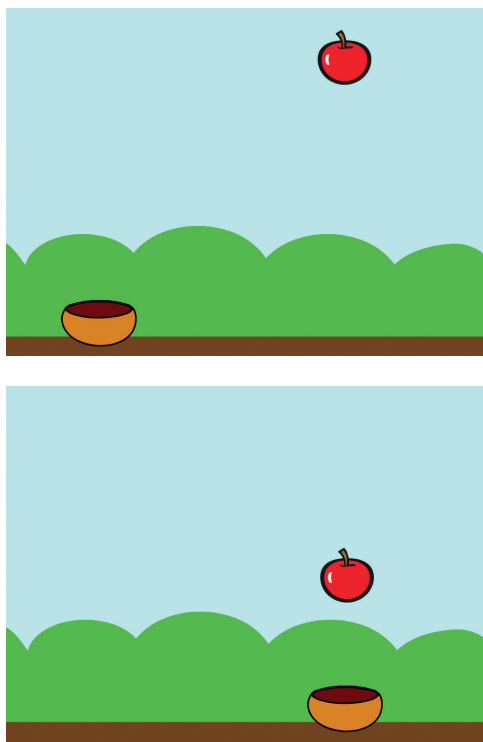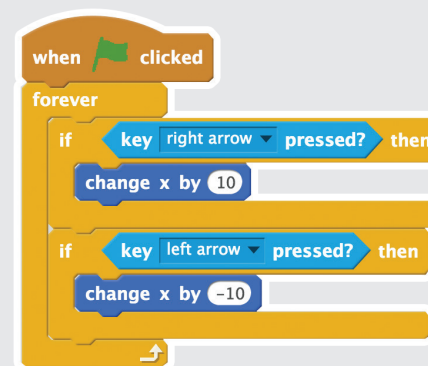
Move the Catcher

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GET READY

Choose a catcher, like Bowl.

New sprite: ◆ / 🖼 📷

Bowl

Drag the Bowl to the bottom of the Stage.

ADD THIS CODE

```
when 🚩 clicked
forever
  if  key right arrow ▾ pressed?  then
    change x by 10

  if  key left arrow ▾ pressed?  then
    change x by -10
```

TRY IT

Click the green flag to start.

Press the arrow keys to move the catcher.

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Catch It!

Catch the falling sprite.

🔊
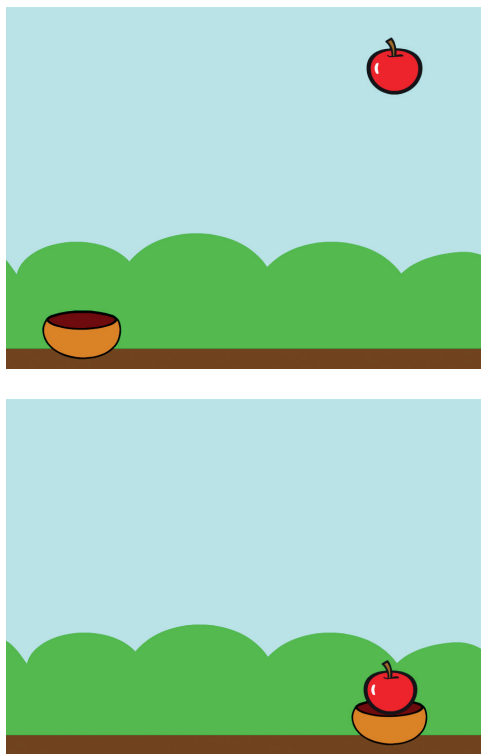
Catch It!

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GET READY

Sprites

ℹ️ Apple   Bowl

Click to select the **Apple**.

ADD THIS CODE

```
when 🚩 clicked
forever
    if  touching Bowl ▾ ? then
        play sound pop ▾
        go to random position ▾
        set y to 180
```

Choose **Bowl** from the menu.
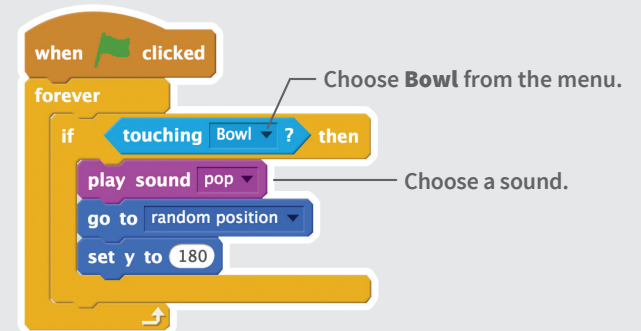
Choose a sound.

TIP

If you want to add a different sound, click the Sounds tab.

New sound:
🔈 🎤 📤

Then choose a sound
from the Sound library.
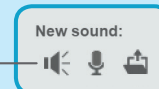
Keep Score

Add a point each time you catch the falling sprite.
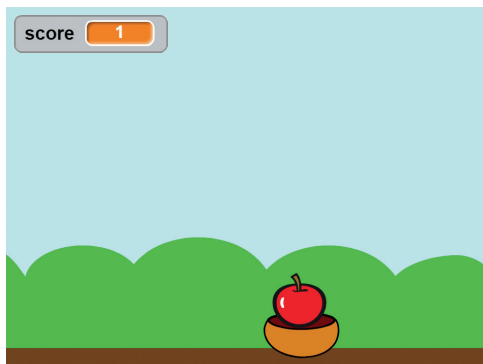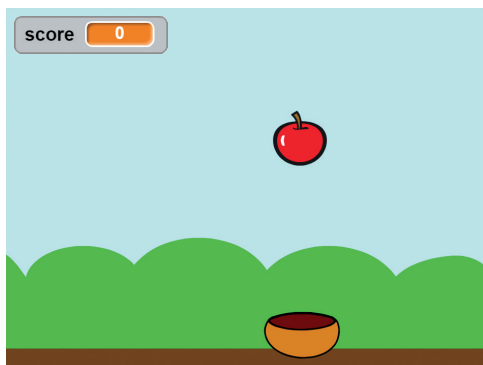
Keep Score

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GET READY

Choose **Data.**
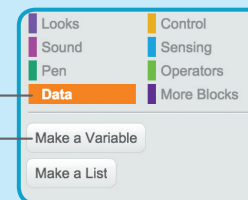
Click the **Make a Variable** button.

New Variable

Variable name: score

○ For all sprites   ○ For this sprite only

☐ Cloud variable (stored on server)

OK   Cancel
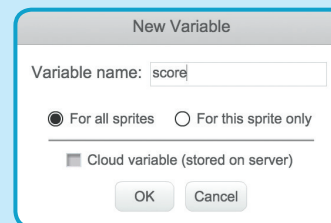
Name this variable **score** and then click **OK.**

ADD THESE BLOCKS
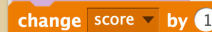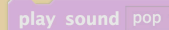
Add two new blocks to the script you made:

Add this block to reset the score.
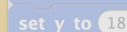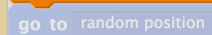
Add this block to increase the score.

TRY IT

Catch apples to score points!

Bonus Points

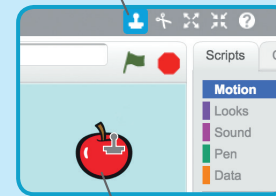Get extra points when
you catch a golden sprite.

score 0

score 2
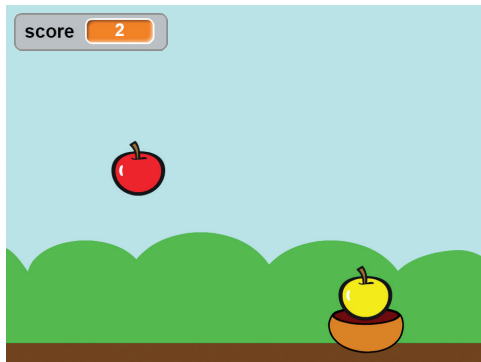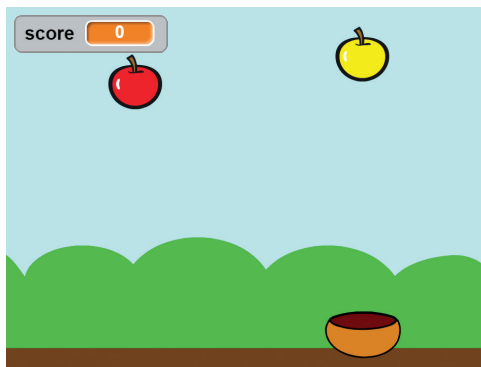
Bonus Points

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GET READY

Choose the **Duplicate** tool.

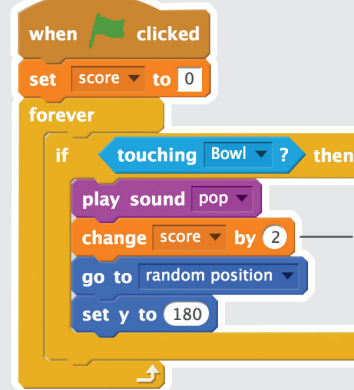Click your sprite to duplicate it.

Click the Costumes tab.

New costume: apple

apple 63x64
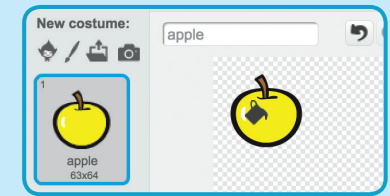
You can use the paint tools to make
your bonus sprite look different.

ADD THIS CODE

Click the Scripts tab.

Apple2

```
when 🏳 clicked
set score to 0
forever
    if  touching Bowl ? then
        play sound pop
        change score by 2 ──── Type how many points
        go to random position         for the bonus sprite.
        set y to 180
```

TRY IT

Catch your bonus sprite to increase your score!

You Win!

When you score enough points, display a winning message!

score 5
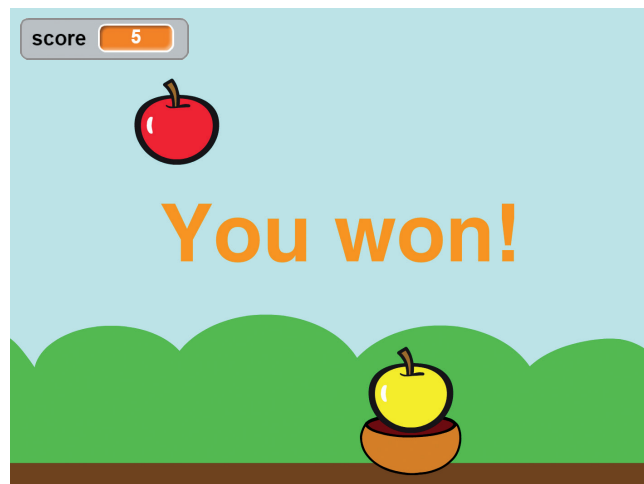
You won!

You Win!

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GET READY

Click the paintbrush to draw a new sprite.

New sprite:

Bitmap Mode
Convert to vector

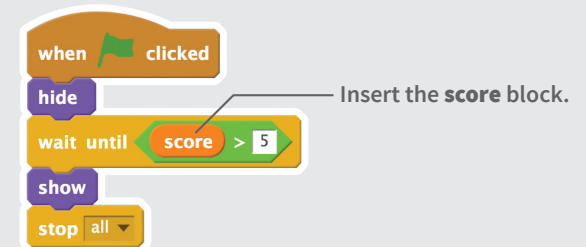Click the **Convert to vector** button.

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

You won!

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

ADD THIS CODE

Click the Scripts tab.

when [flag] clicked
hide
wait until score > 5
show
stop all ▾

Insert the **score** block.

TRY IT

Click the green flag to start.

Play until you score enough points to win!