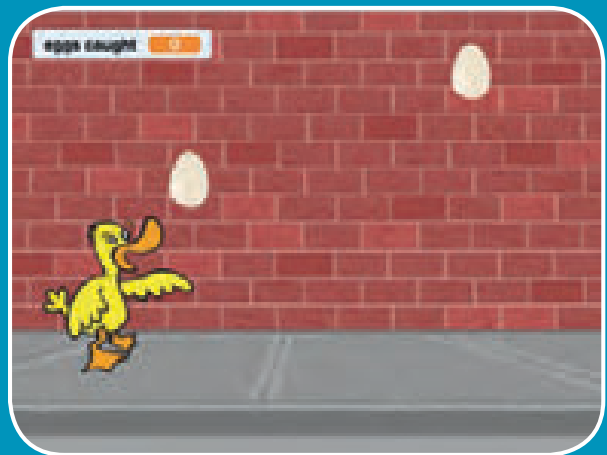
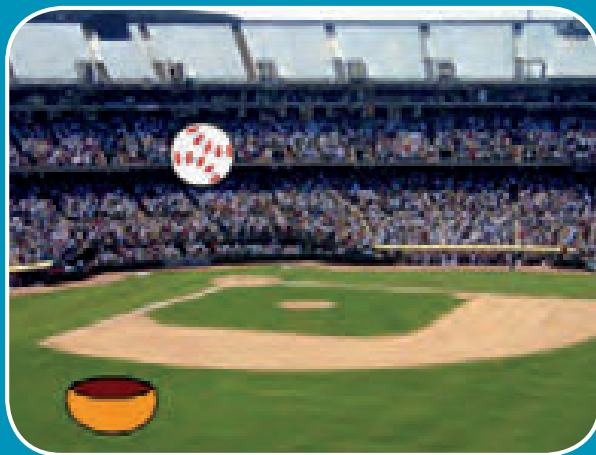
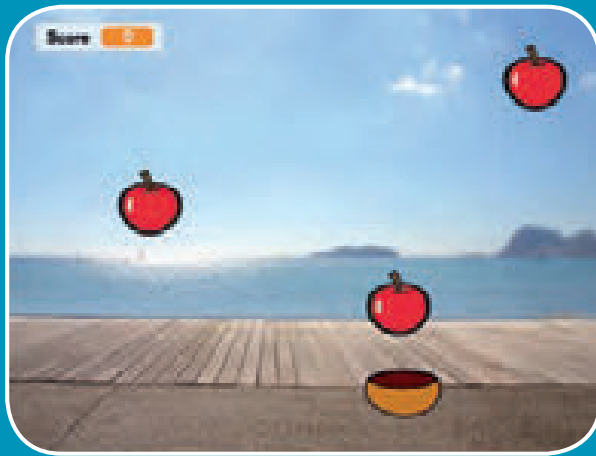


Catch Game Cards



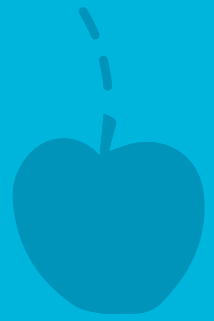
Make a game where you catch things falling from the sky.

Catch Game Cards

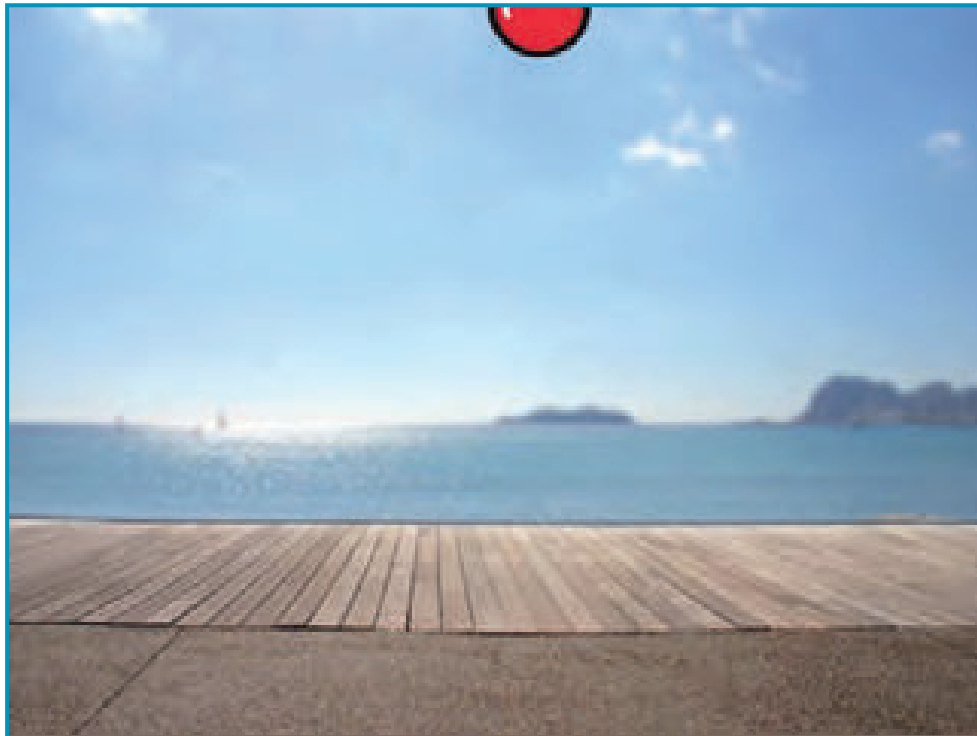
Use these cards in this order:

- 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

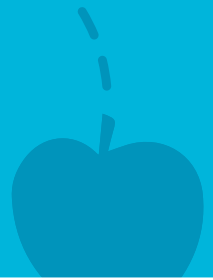


Start from a random spot
at the top of the Stage.



Go to the Top

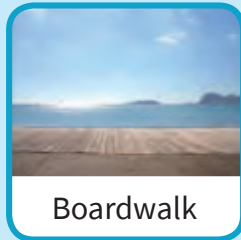
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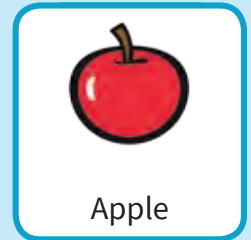
GET READY



Choose a backdrop,
like Boardwalk.



Choose a sprite,
like Apple.



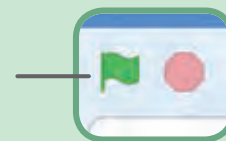
ADD THIS CODE



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

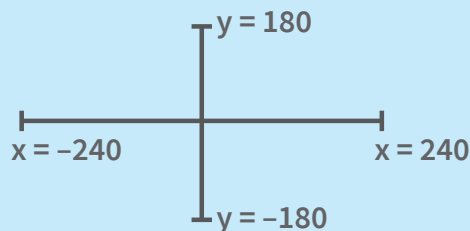
TRY IT

Click the green flag to start.

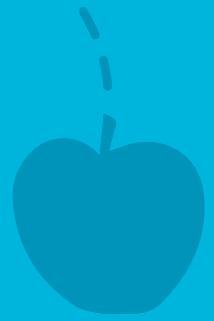


TIP

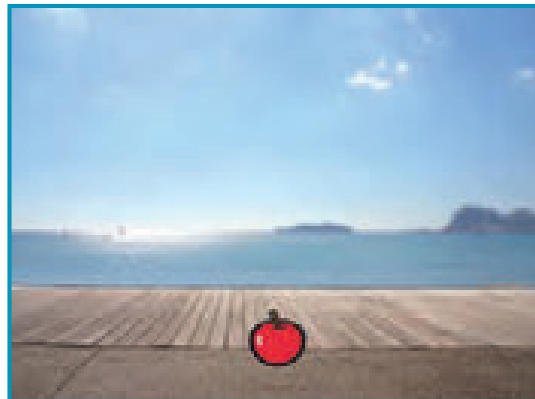
y is the position on the Stage from top to bottom.



Fall Down

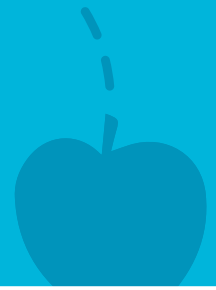


Make your sprite fall down.

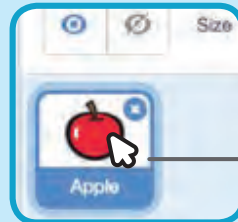


Fall Down

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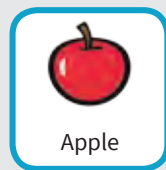
GET READY



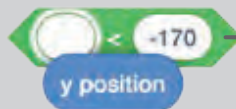
Click to select the Apple sprite.

ADD THIS CODE

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



Apple



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

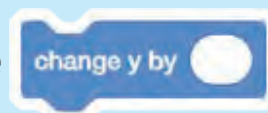
Click the green flag to start.



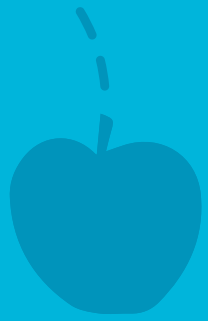
Click the stop sign to stop.

TIP

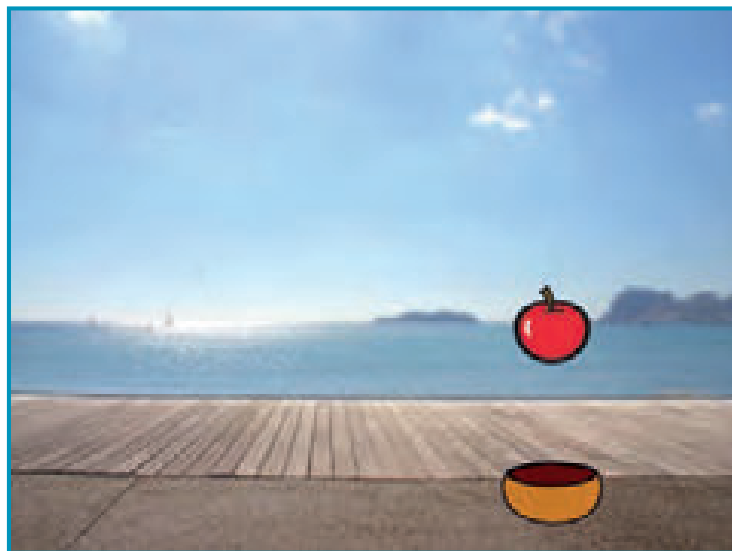
Use **change y by** to move up or down.



Move the Catcher

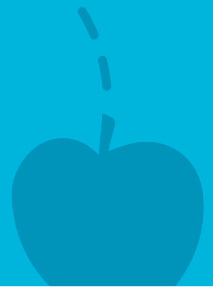


Press the arrow keys so that
the catcher moves left and right.



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.

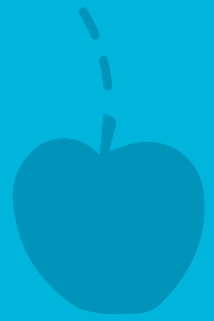
TRY IT

Click the green
flag to start.

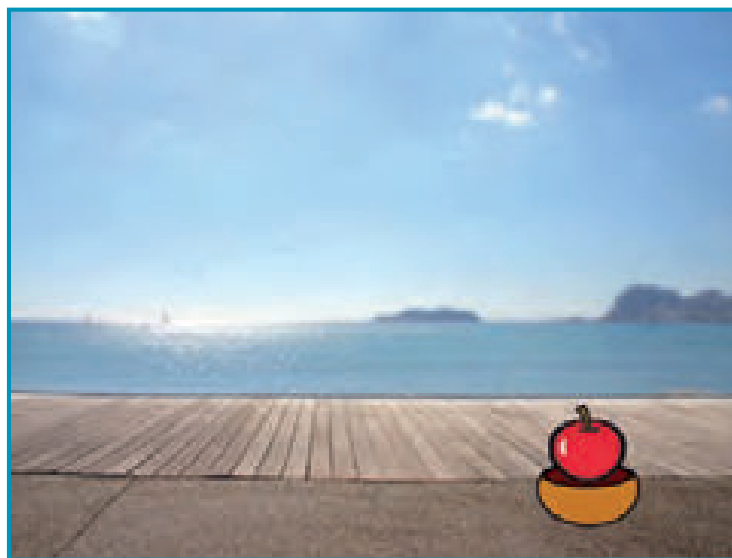


Press the arrow keys to
move the catcher.

Catch It!

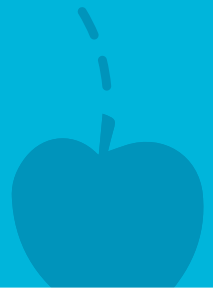


Catch the falling sprite.



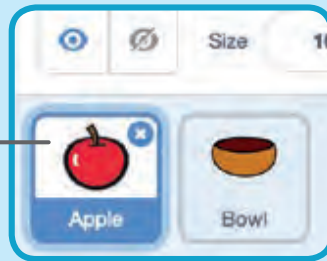
Catch It!

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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.

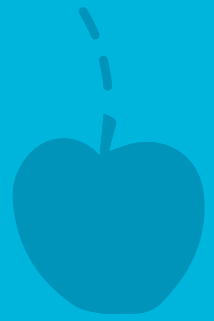


Then choose a sound from the Sounds Library.

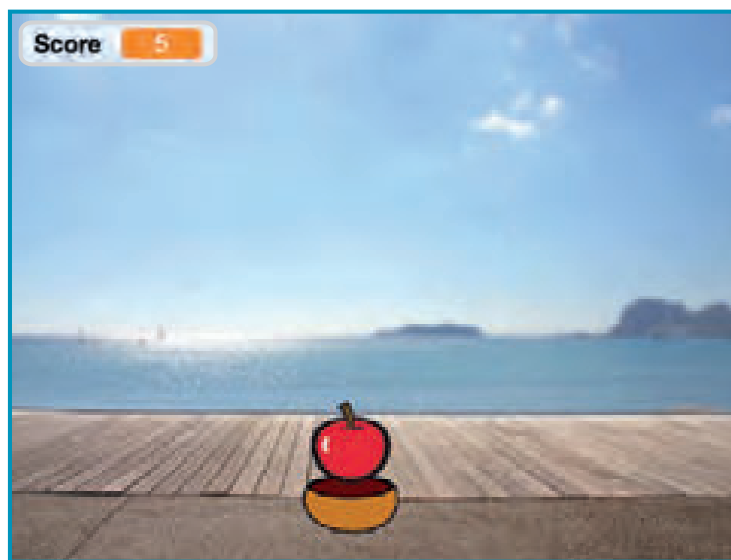
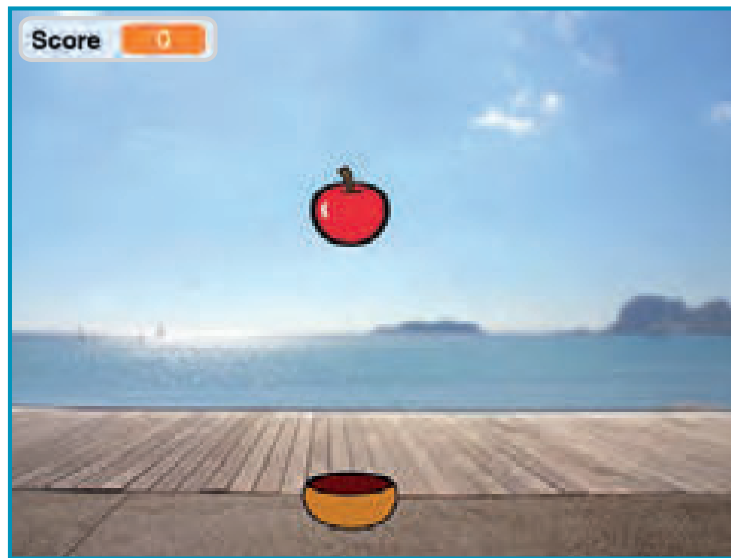
 Code

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

Keep Score

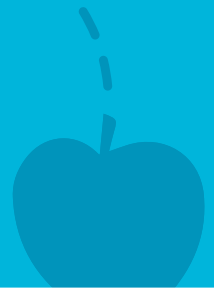


Add a point each time you catch the falling sprite.



Keep Score

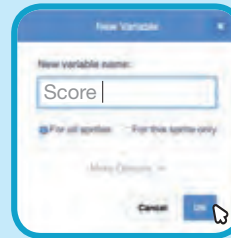
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GET READY

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.

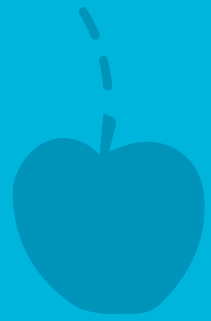
TRY IT

Click the green flag to start.

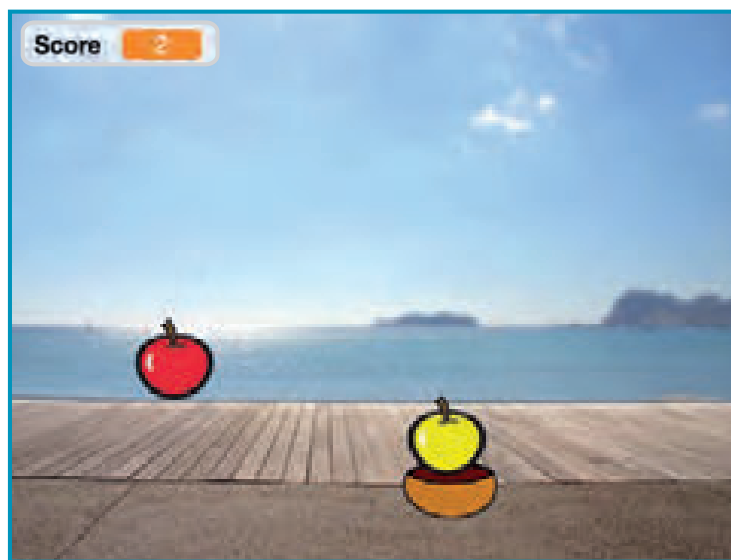


Then, catch apples to score points!

Bonus Points

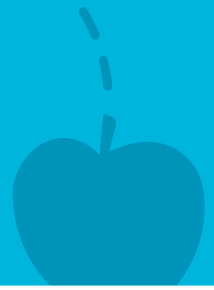


Get extra points when
you catch a golden sprite.



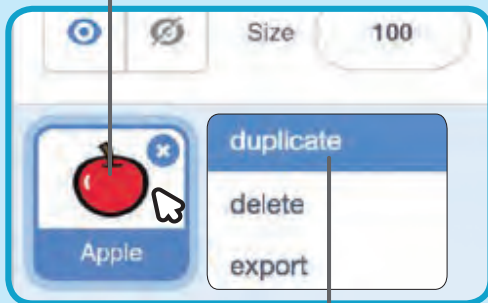
Bonus Points

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GET READY

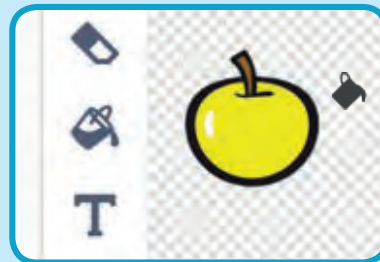
To duplicate your sprite, right-click (Mac: control-click).



Choose **duplicate**.



Click the **Costumes** tab.

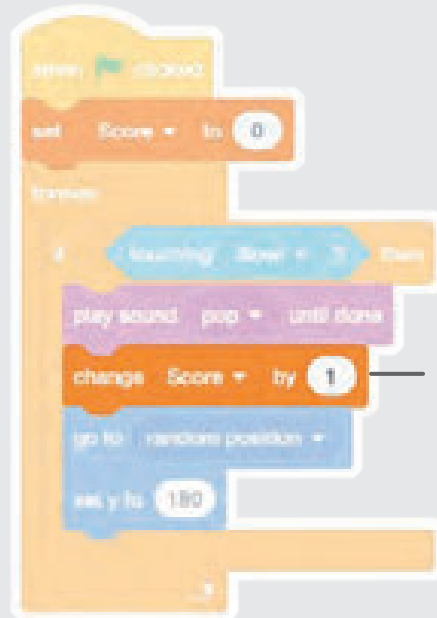


You can use the paint tools to make your bonus sprite look different.

ADD THIS CODE



Click the **Code** tab.

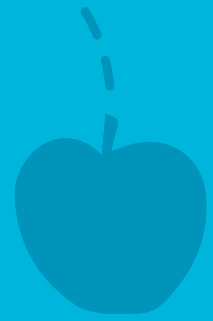


Type how many points you get for catching a bonus sprite.

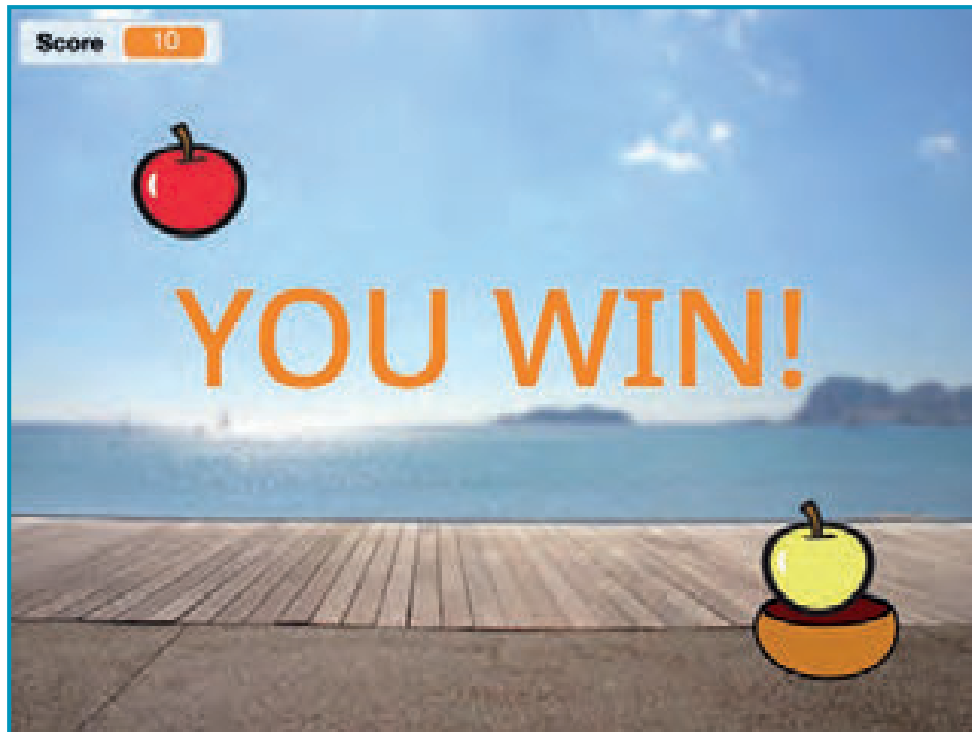
TRY IT

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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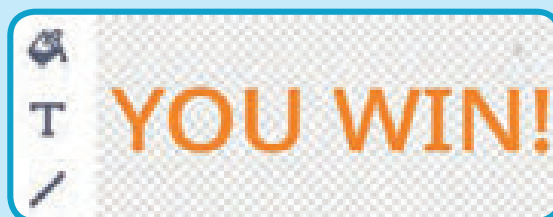


GET READY



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

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

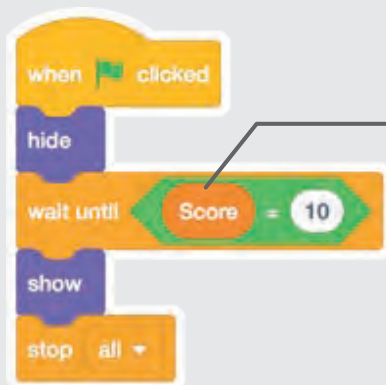


You can change the font color, size, and style.

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!