

Make a Card



1. Fold the card in half

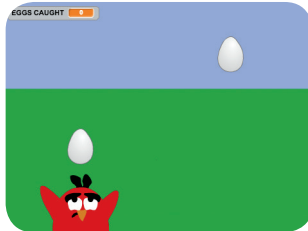
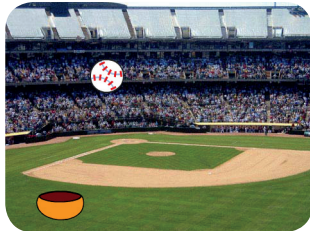
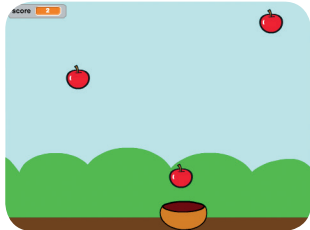


2. Glue the backs together



3. Cut along the dashed line

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!

Make a Card



1. Fold the card in half



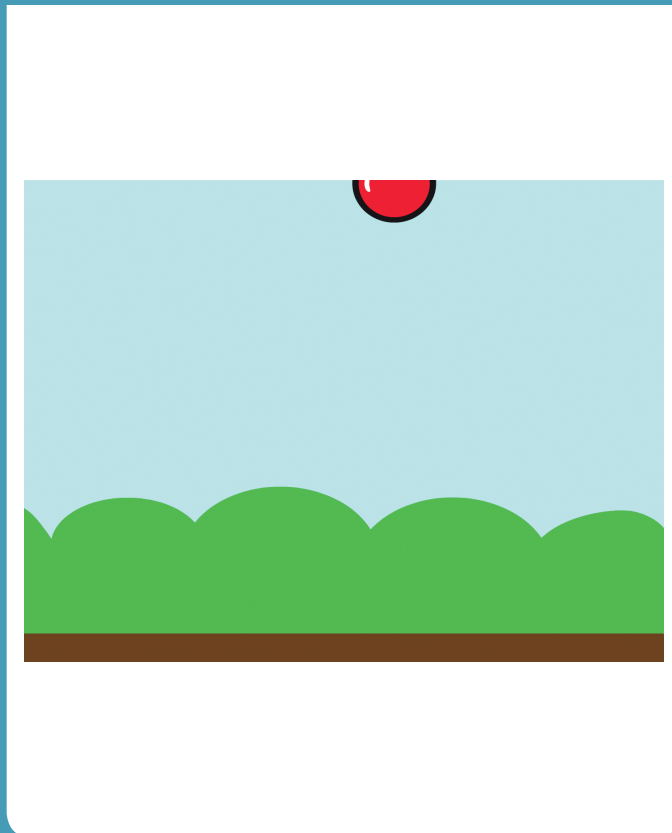
2. Glue the backs together



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Go to the Top

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



Catch Game

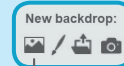
1



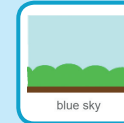
Go to the Top

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GET READY



Choose a backdrop.



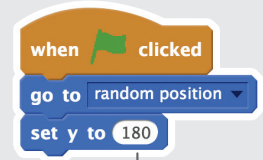
Choose a sprite, like Apple.



ADD THIS CODE



Choose **random position** from the menu.



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

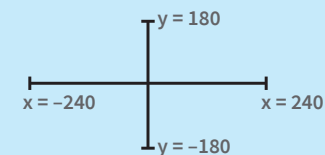
TRY IT

Click the green flag to start.



TIP

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



Make a Card



1. Fold the card in half



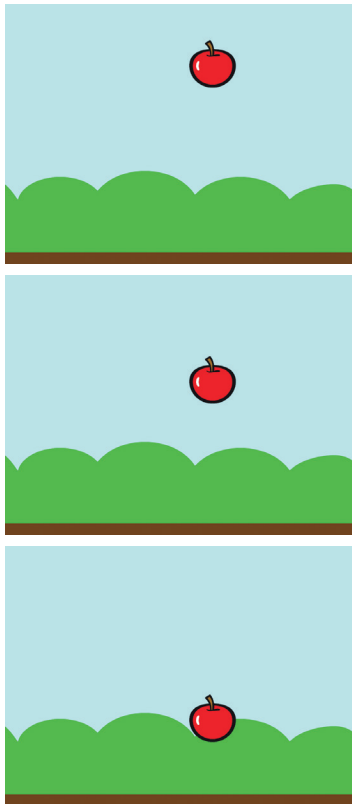
2. Glue the backs together



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Fall Down

Make your sprite fall down.



Catch Game

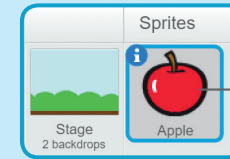
2



Fall Down

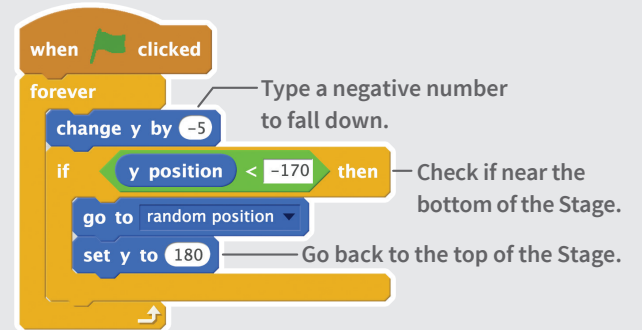
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GET READY



Click to select the **Apple**.

ADD THIS CODE



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.

Make a Card



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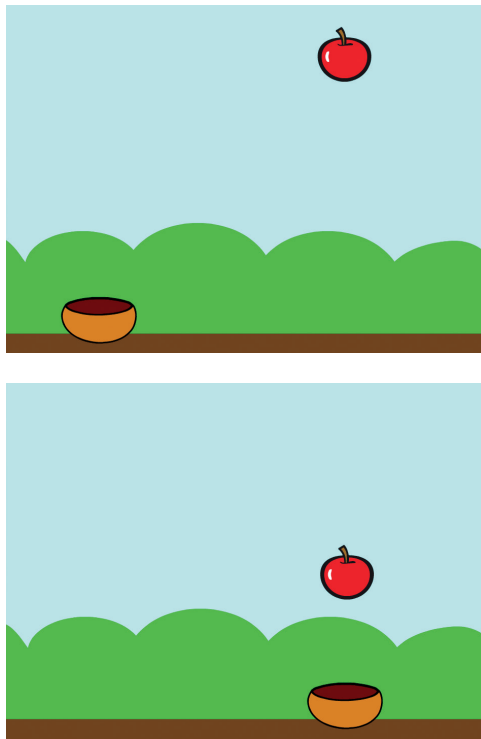
2. Glue the backs together



3. Cut along the dashed line

Move the Catcher

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



Catch Game

3



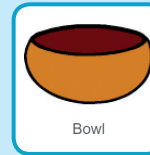
Move the Catcher

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GET READY

Choose a catcher, like Bowl.

New sprite:



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
```

TRY IT

Click the green flag to start.



Press the arrow keys to move the catcher.

Make a Card



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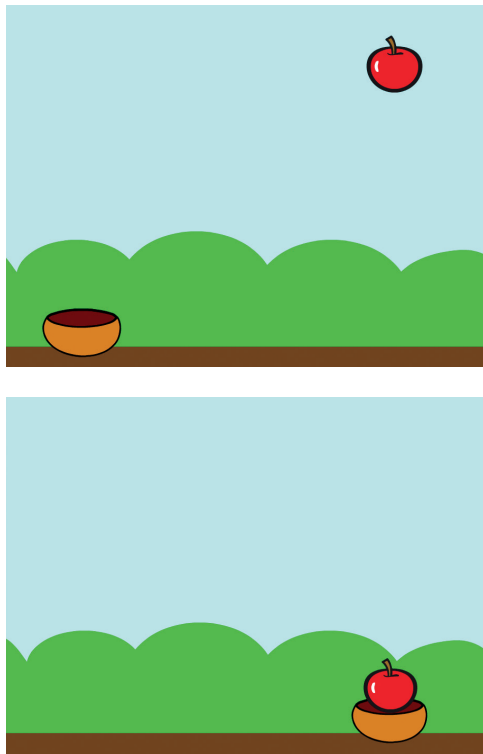
2. Glue the backs together



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Catch It!

Catch the falling sprite.



Catch Game

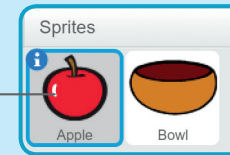
4

SCRATCH

Catch It!

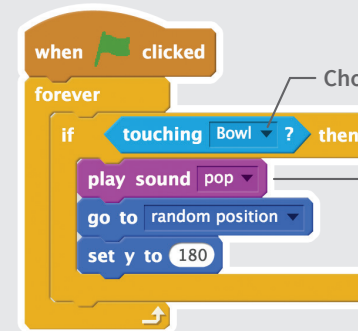
scratch.mit.edu/catch

GET READY



Click to select the **Apple**.

ADD THIS CODE



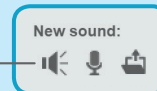
Choose **Bowl** from the menu.

Choose a sound.

TIP

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

Then choose a sound from the Sound library.



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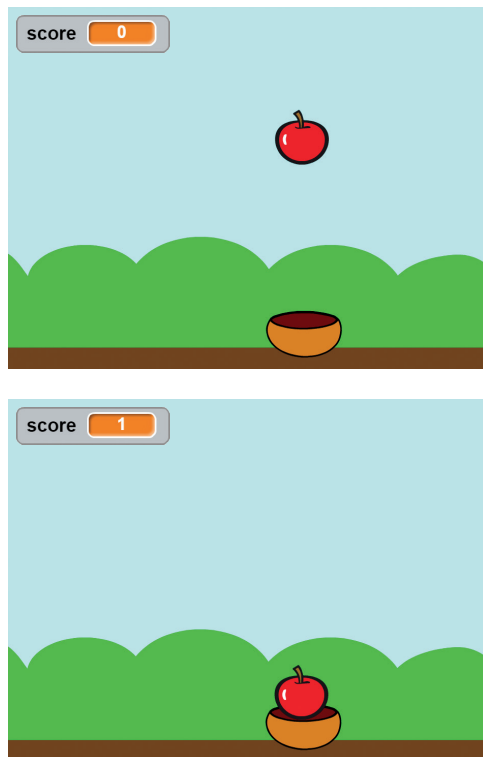
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Keep Score

Add a point each time you catch the falling sprite.



Catch Game

5

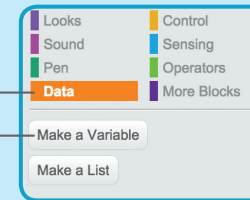


Keep Score

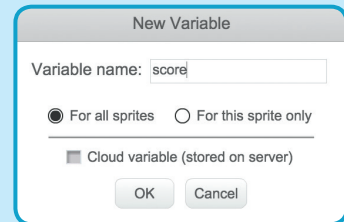
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GET READY

Choose **Data**.



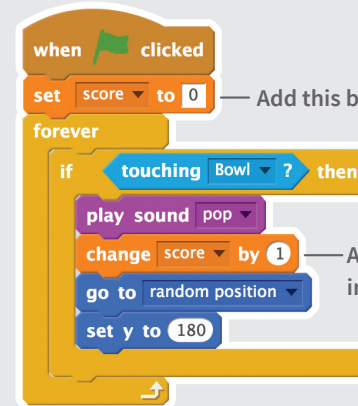
Click the **Make a Variable** button.



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

ADD THIS CODE

Add two new blocks to your script:



— Add this block to reset the score.

— Add this block to increase the score.

TRY IT

Catch apples to score points!

Make a Card



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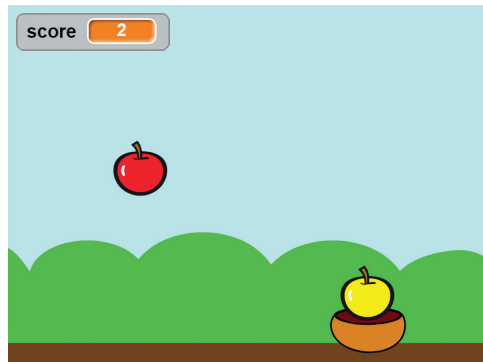
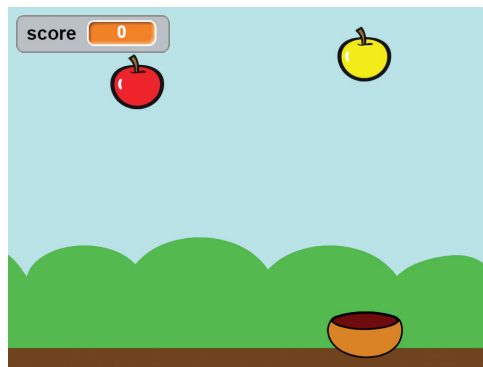
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Bonus Points

Get extra points when you catch a golden sprite.



Catch Game

6

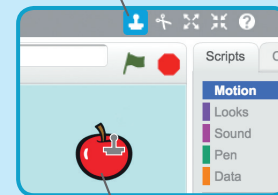


Bonus Points

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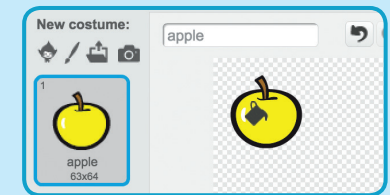
GET READY

Choose the **Duplicate** tool.



Click your sprite to duplicate it.

Click the **Costumes** tab.



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

ADD THIS CODE

Click the **Scripts** tab.



```
when green flag clicked
  set score to 0
  forever loop
    if touching Bowl? then
      play sound pop
      change score by 2
      go to random position
      set y to 180
```

Type how many points for the bonus sprite.

TRY IT

Catch your bonus sprite to increase your score!

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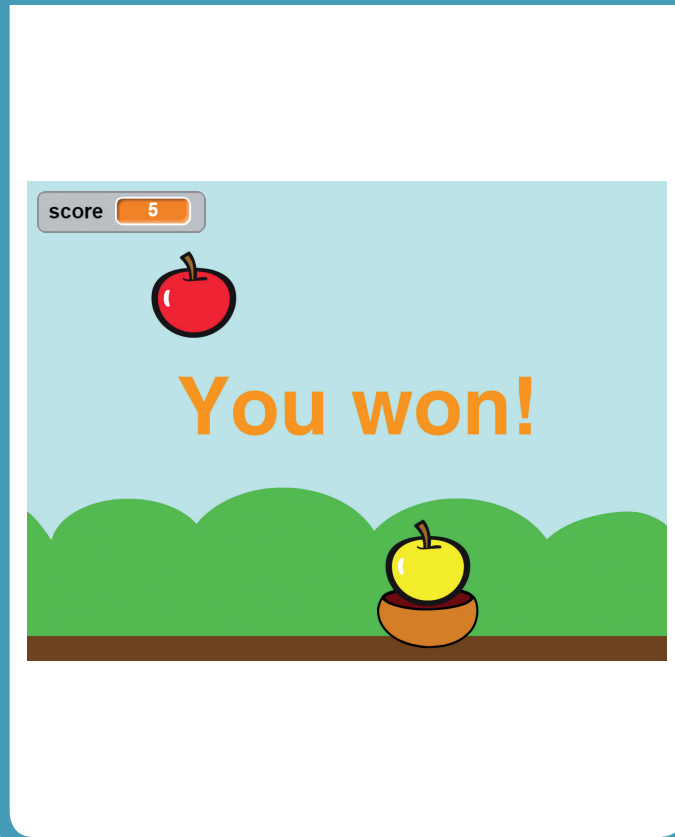
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You Win!

When you score enough points,
display a winning message!



Catch Game

7



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.

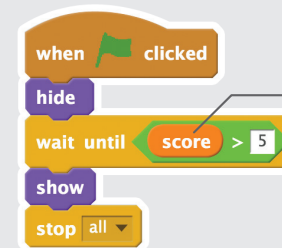
Use the **Text** tool to write
a message, like "You won!"

You won!

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

ADD THIS CODE

Click the **Scripts** tab.



Insert the **score** block.

TRY IT

Click the green
flag to start.



Play until you score
enough points to win!