

## Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

### Animate Your Name Cards



Animate the letters of your name, initials, or favorite word.

### Animate Your Name Cards

Try these cards in any order:

- Color Clicker
- Spin
- Play a Sound
- Dancing Letter
- Change Size
- Press a Key
- Glide Around

[scratch.mit.edu/name](https://scratch.mit.edu/name)



[scratch.mit.edu/name](https://scratch.mit.edu/name)



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Color Clicker

Make a letter change color  
when you click it.



Animate Your Name

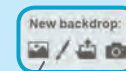
1

Scratch

## Color Clicker

[scratch.mit.edu/name](https://scratch.mit.edu/name)

### GET READY



Choose a backdrop.

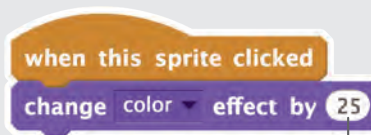


Choose a letter from  
the Letters category.

New sprite:



### ADD THIS CODE



Try different numbers.

### TRY IT

Click your letter.



# Make a Card



1. Fold the card in half



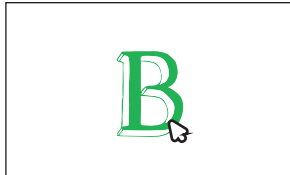
2. Glue the backs together



3. Cut along the dashed line

## Spin

Make a letter turn when you click it.



Animate Your Name

2

SCRATCH

## Spin

[scratch.mit.edu/name](https://scratch.mit.edu/name)

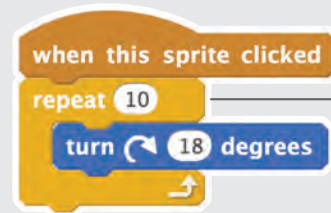
### GET READY

Choose a letter from the Letters category.

New sprite:   



### ADD THIS CODE



Try different numbers.

### TRY IT

Click your letter.



### TIP

Click this block to reset the sprite's direction.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Play a Sound

Click a letter to play a sound.



Animate Your Name

3

SCRATCH

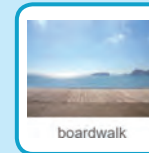
## Play a Sound

[scratch.mit.edu/name](https://scratch.mit.edu/name)

### GET READY



Choose a backdrop.

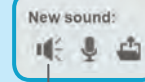


Choose a letter from the Letters category.

New sprite:



Click the Sounds tab.



Choose a sound.

### ADD THIS CODE

Click the Scripts tab.

when this sprite clicked  
play sound guitar strum

### TRY IT

Click your letter.



# Make a Card



1. Fold the card in half



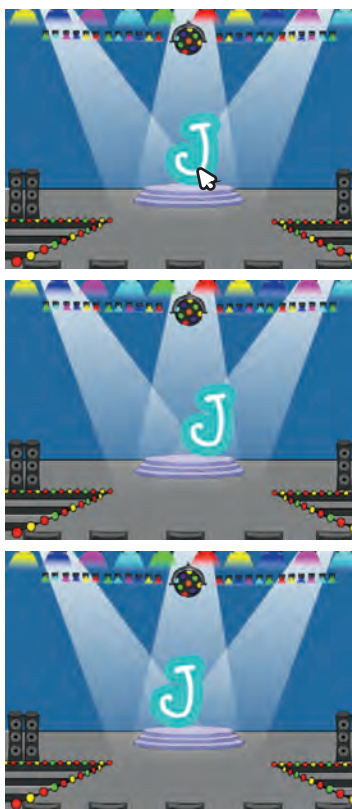
2. Glue the backs together



3. Cut along the dashed line

## Dancing Letter

Make a letter move to the beat.



Animate Your Name

4

SCRATCH

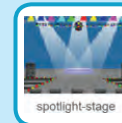
## Dancing Letter

[scratch.mit.edu/name](https://scratch.mit.edu/name)

### GET READY



Choose a backdrop.



Choose a letter from the Letters category.

New sprite:



### ADD THIS CODE

when this sprite clicked

move 10 steps

Type a positive number to move forward.

play drum 1 for 0.25 beats

move -10 steps

Type a negative number to move back.

play drum 1 for 0.25 beats

### TIP

You can choose any drum from the menu.

play drum 1 for 0.25 beats

- (1) Snare Drum
- (2) Bass Drum
- (3) Side Stick

# Make a Card



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3. Cut along the dashed line

## Change Size

Make a letter get bigger and then smaller.



Animate Your Name

5

SCRATCH

## Change Size

[scratch.mit.edu/name](https://scratch.mit.edu/name)

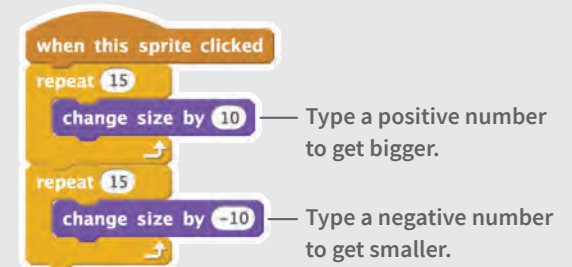
### GET READY

Choose a letter from the Letters category.

New sprite:    



### ADD THIS CODE



### TRY IT

Click your letter.

### TIP

Click this block to reset the size.

set size to 100 %

# Make a Card



1. Fold the card in half



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3. Cut along the dashed line

## Press a Key

Press a key to make your letter change.



Animate Your Name

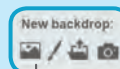
6

SCRATCH

## Press a Key

[scratch.mit.edu/name](https://scratch.mit.edu/name)

### GET READY



Choose a backdrop.



Choose a letter from the Letters category.

New sprite:



### ADD THIS CODE



Try different numbers.

### TRY IT

Press the **space** key.

### TIP

You can choose a different key from the menu. Then press that key!



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Glide Around

Make a letter glide smoothly  
from place to place.



Animate Your Name

7

SCRATCH

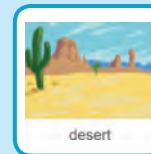
## Glide Around

[scratch.mit.edu/name](https://scratch.mit.edu/name)

### GET READY



Choose a backdrop.



desert

Choose a letter from  
the Letters category.

New sprite:



G-block

### ADD THIS CODE

when this sprite clicked

glide 1 secs to x: 10 y: 100

glide 1 secs to x: 127 y: -75

glide 1 secs to x: 10 y: 100

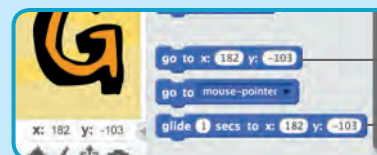
Try different numbers.

### TRY IT

Click your letter to start.

### TIP

Drag your sprite to where you want it and  
then add a **glide** block to your script.



When you drag a sprite,  
its **x** and **y** position will  
update in the Blocks palette.

# Make a Card



1. Fold the card in half



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3. Cut along the dashed line

## Make It Fly Cards



Choose any character and make it fly!

## Make It Fly Cards

Use these cards in this order:

- 1 Choose a Character
- 2 Start Flying
- 3 Switch Looks
- 4 Make It Interactive
- 5 Floating Clouds
- 6 Flying Hearts
- 7 Collect Points

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Choose a Character

Choose a character to fly.



Make It Fly

1

Scratch

## Choose a Character

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

### GET READY

New backdrop:



Choose a backdrop.



New sprite:



Choose a sprite from the **Flying** theme.



### ADD THIS CODE



Type what you want your sprite to say.

### TRY IT

Click the green flag to start





# Make a Card



1. Fold the card in half



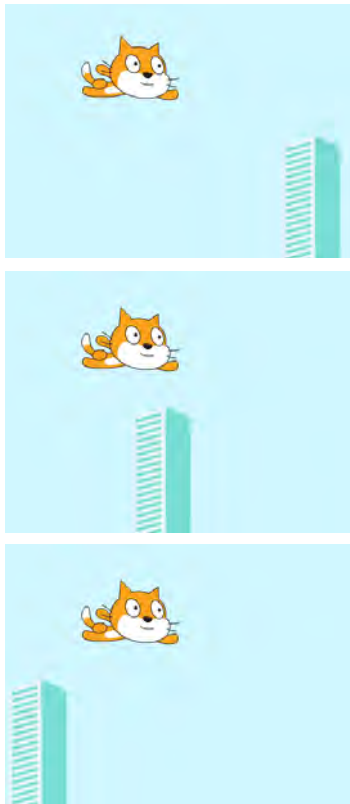
2. Glue the backs together



3. Cut along the dashed line

## Start Flying

Move the scenery so your character looks like it's flying.



Make It Fly

2

Scratch

## Start Flying

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

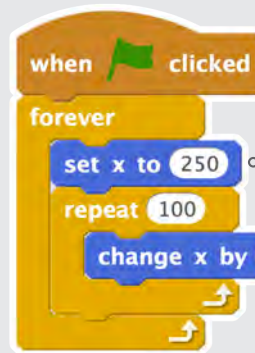
### GET READY

New sprite:    

Choose a sprite to fly by, such as Buildings.



### ADD THIS CODE

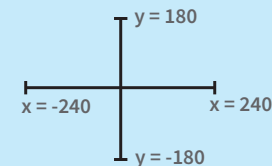


Start from the right end of the stage.

Type a negative number to move left.

### TIP

x is the position on the Stage from left to right.



# Make a Card



1. Fold the card in half



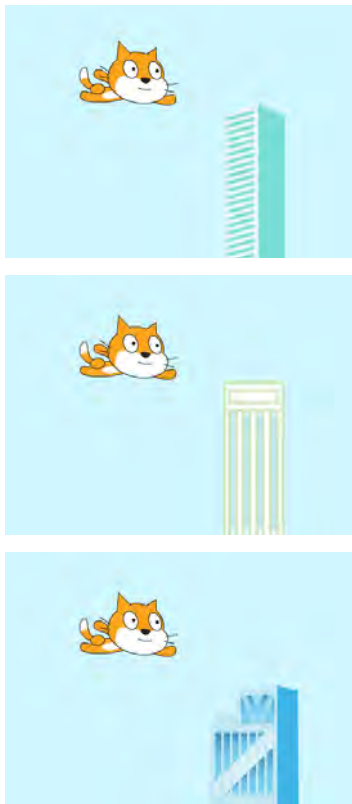
2. Glue the backs together



3. Cut along the dashed line

## Switch Looks

Add variety to your scenery.



Make It Fly

3

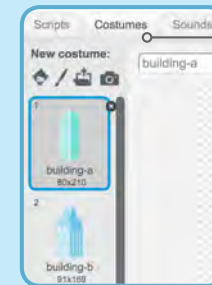
Scratch

## Switch Looks

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

### GET READY

Click to select the **Buildings** sprite.



Then, click the **Costumes** tab to see different costumes.

### ADD THIS CODE



Click the **Scripts** tab.



Add this block to switch costumes.

### TRY IT

Click the green flag to start



# Make a Card



1. Fold the card in half



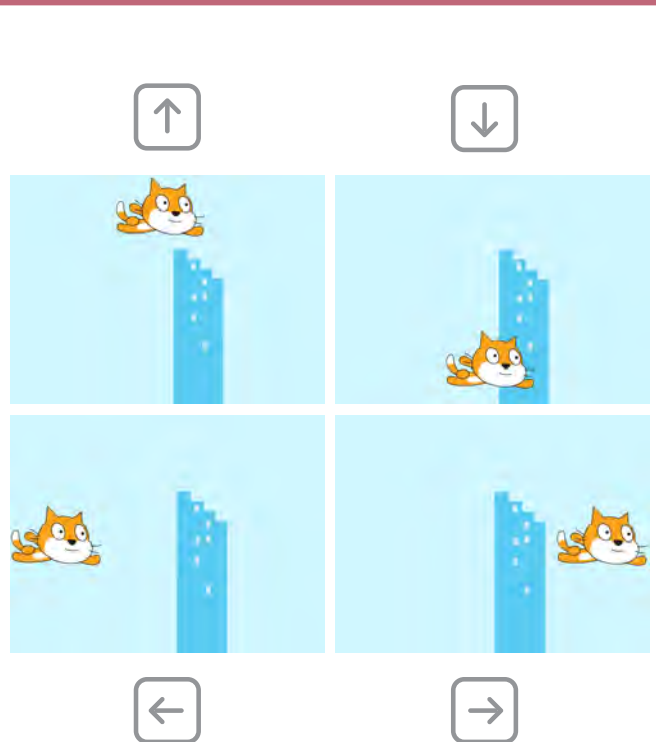
2. Glue the backs together



3. Cut along the dashed line

## Make It Interactive

Make your character move  
when you press a key.



Make It Fly

4

Scratch

## Make It Interactive

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

### GET READY

Click to select your flying sprite.



### ADD THIS CODE

when up arrow key pressed  
change y by 10

when down arrow key pressed  
change y by -10

when left arrow key pressed  
change x by -10

when right arrow key pressed  
change x by 10

### TRY IT

Press the arrow keys on your keyboard to make your character move.

# Make a Card



1. Fold the card in half



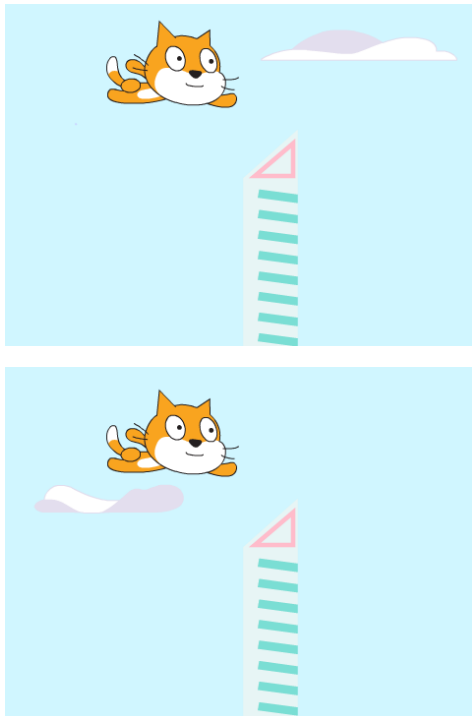
2. Glue the backs together



3. Cut along the dashed line

## Floating Clouds

Make clouds float by in the sky!



Make It Fly

5

Scratch

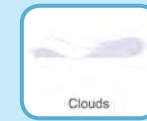
## Floating Clouds

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

### GET READY

New sprite:   

Choose Clouds from the library.

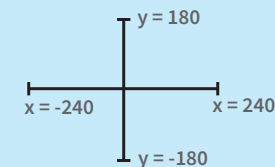


### ADD THIS CODE



### TIP

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



# Make a Card



1. Fold the card in half



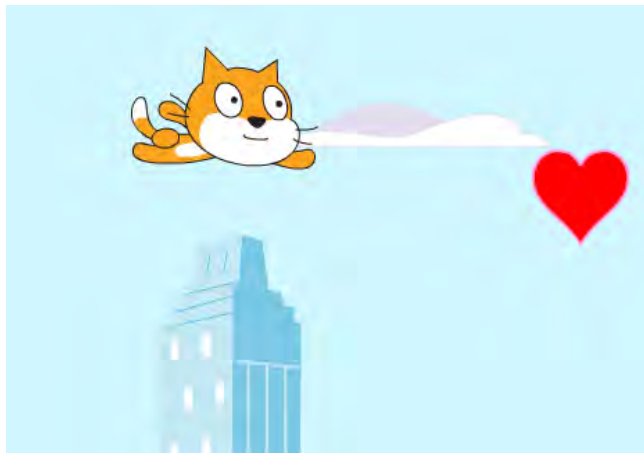
2. Glue the backs together



3. Cut along the dashed line

## Flying Hearts

Add hearts or other floating objects to collect.



Make It Fly

6

Scratch

## Flying Hearts

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

### GET READY

New sprite:



Choose a sprite, such as Heart.



### ADD THIS CODE

go to mouse-pointer  
mouse-pointer  
random position

Choose random position  
from the menu.

when green flag clicked

forever

go to random position

set x to 250

repeat 32

change x by -15

### TRY IT

Click the green flag to start



# Make a Card



1. Fold the card in half



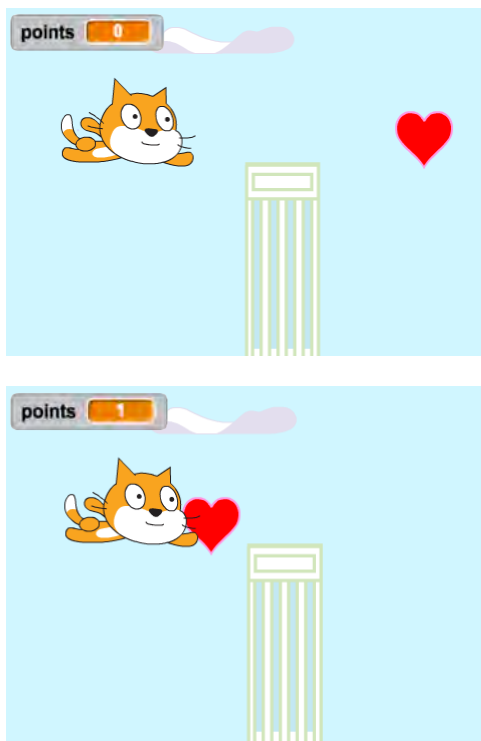
2. Glue the backs together



3. Cut along the dashed line

## Collect Points

Add a point each time you touch a heart or other object.



Make It Fly

7

Scratch

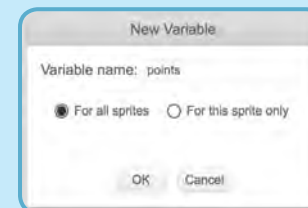
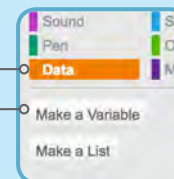
## Collect Points

[scratch.mit.edu/fly](https://scratch.mit.edu/fly)

### GET READY

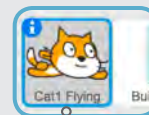
Choose **Data**

Click the **Make a Variable** button.

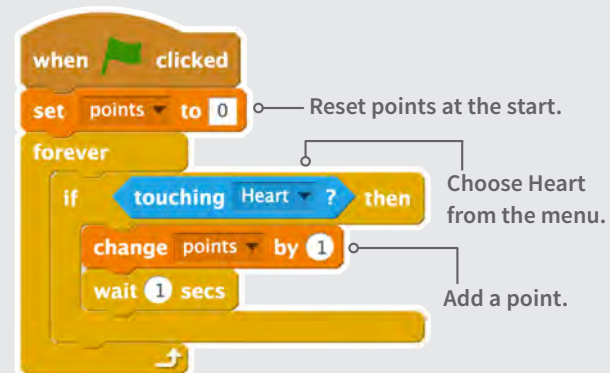


Name this variable **points** and then click OK.

### ADD THIS CODE



Select your flying sprite.



### TRY IT

Click the green flag to start





## Make a Card



1. Fold the card in half

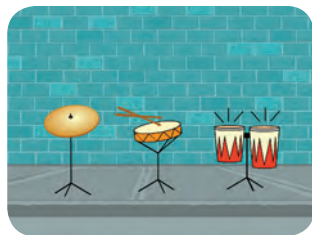


2. Glue the backs together



3. Cut along the dashed line

### Make Music Cards



Choose instruments, add sounds,  
and press keys to play music.

[scratch.mit.edu/music](https://scratch.mit.edu/music)



### Make Music Cards

Try these cards in any order:

- Play a Drum
- Make a Rhythm
- Animate a Drum
- Make a Melody
- Play a Chord
- Surprise Song
- Beatbox Sounds
- Record Sounds
- Play a Song

[scratch.mit.edu/music](https://scratch.mit.edu/music)



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Play a Drum

Press a key to make a drum sound.



Make Music

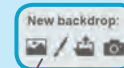
1

SCRATCH

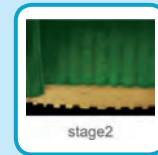
## Play a Drum

[scratch.mit.edu/music](https://scratch.mit.edu/music)

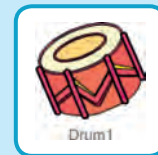
### GET READY



Choose a backdrop.



Choose a drum from the Music theme.



### ADD THIS CODE

when **space** key pressed

play sound **low tom**

Select the sound you want from the menu.

### TRY IT

Press the **space** key to start.

# Make a Card



1. Fold the card in half



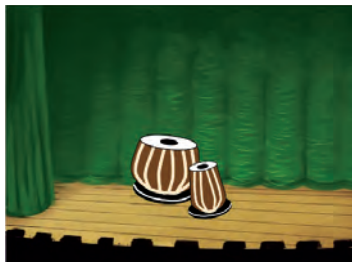
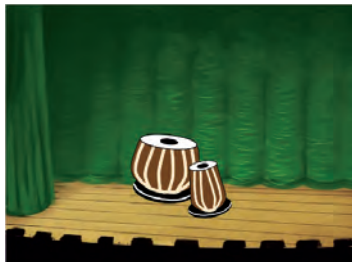
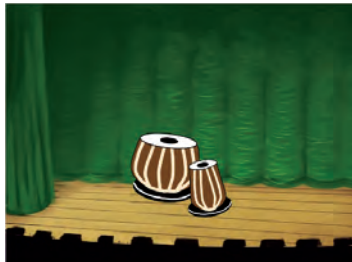
2. Glue the backs together



3. Cut along the dashed line

## Make a Rhythm

Play a sequence of drum sounds.



Make Music

2

SCRATCH

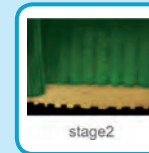
## Make a Rhythm

[scratch.mit.edu/music](https://scratch.mit.edu/music)

### GET READY



Choose a backdrop.



Choose a drum from the Music theme.

New sprite:



### ADD THIS CODE



Type how many times you want to repeat.

Try different numbers to change the rhythm.

### TRY IT

Press the **space** key to start.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Animate a Drum

Switch between costumes to animate.



Make Music

3

SCRATCH

## Animate a Drum

[scratch.mit.edu/music](https://scratch.mit.edu/music)

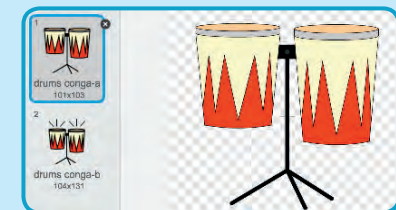
### GET READY

Choose a drum from the Music theme.

New sprite:    



Click the **Costumes** tab to see the costumes.



You can use the paint tools to change colors.

### ADD THIS CODE

Click the **Scripts** tab.



### TRY IT

Press the **left arrow** key to start.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Make a Melody

Play a series of notes.



Make Music

4

SCRATCH

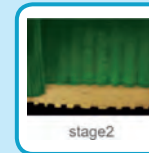
## Make a Melody

[scratch.mit.edu/music](https://scratch.mit.edu/music)

### GET READY



Choose a backdrop.

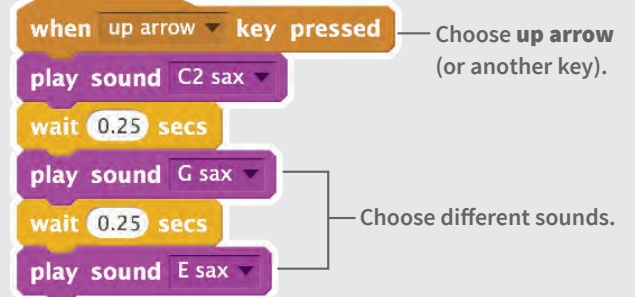


Choose an instrument from the Music theme.

New sprite:



### ADD THIS CODE



### TRY IT

Press the **up arrow** key to start.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Play a Chord

Play more than one sound  
at a time to make a chord.



Make Music

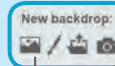
5

SCRATCH

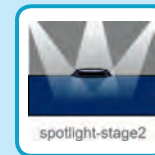
## Play a Chord

[scratch.mit.edu/music](https://scratch.mit.edu/music)

### GET READY



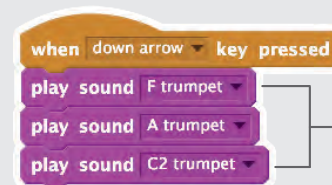
Choose a backdrop.



Choose an instrument  
from the Music theme.



### ADD THIS CODE



Choose **down arrow**  
(or another key).

Choose different sounds.

### TIP

Use the **play sound** block to make sounds play at the same time.

Use **play sound until done** to play sounds one after another.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Surprise Song

Play a random sound from a list of sounds.



Make Music

6

SCRATCH

## Surprise Song

[scratch.mit.edu/music](https://scratch.mit.edu/music)

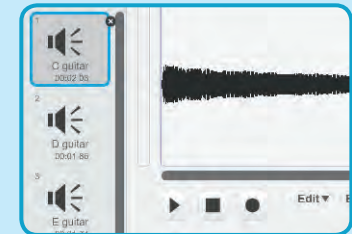
### GET READY

Choose an instrument from the Music theme.

New sprite:    

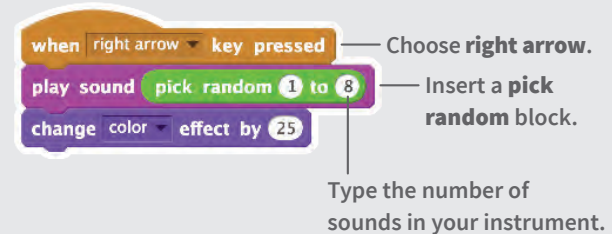


Click the **Sounds** tab to see all the sounds of your instrument.



### ADD THIS CODE

Click the **Scripts** tab.



### TRY IT

Press the **right arrow** key to start.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Beatbox Sounds

Play a series of vocal sounds.



Make Music

7

SCRATCH

## Beatbox Sounds

[scratch.mit.edu/music](https://scratch.mit.edu/music)

### GET READY

Choose the Microphone.

New sprite:    

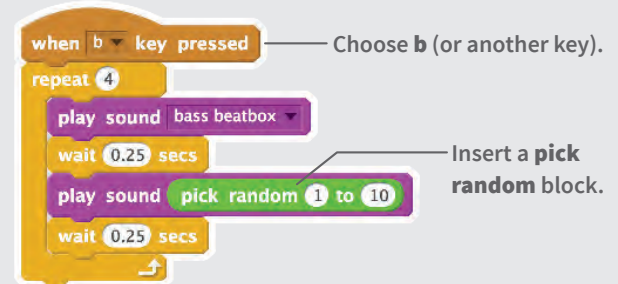


Click the **Sounds** tab to see all the beatbox sounds.



### ADD THIS CODE

Click the **Scripts** tab.



### TRY IT

Press the **B** key to start.

# Make a Card



1. Fold the card in half



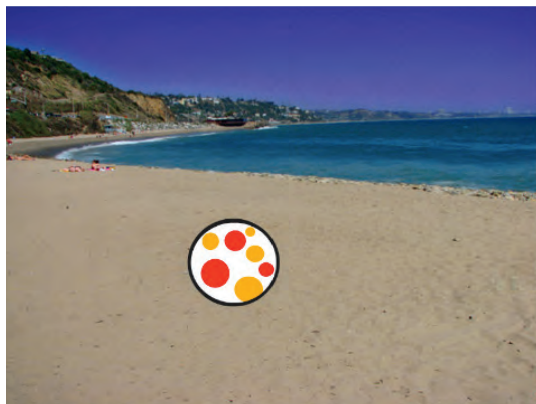
2. Glue the backs together



3. Cut along the dashed line

## Record Sounds

Make your own sounds to play.



Make Music

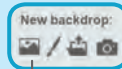
8

SCRATCH

## Record Sounds

[scratch.mit.edu/music](https://scratch.mit.edu/music)

### GET READY



Choose a backdrop.



Choose any sprite you want.

New sprite:



Click the Sounds tab.



Click this icon. (You'll need a microphone.)



Click to record a short sound, like "boing" or "bop."

### ADD THIS CODE

Click the Scripts tab.



Choose c (or another key).

### TRY IT

Press the C key to start.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Play a Song

Add a music loop as background music.



Make Music

9

SCRATCH

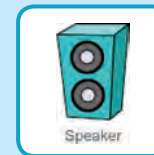
## Play a Song

[scratch.mit.edu/music](https://scratch.mit.edu/music)

### GET READY

Choose a sprite,  
like Speaker.

New sprite:



Click the **Sounds** tab.

New sound:



Select a sound from the  
**Music Loops** category.

### ADD THIS CODE

Click the **Scripts** tab.

when clicked

forever

play sound **drum jam** until done

### TIP

Make sure to use **play sound** until done (not **play sound**)  
or else the music will interrupt itself.

## Make a Card



1. Fold the card in half

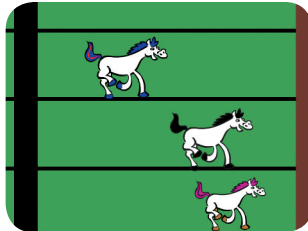
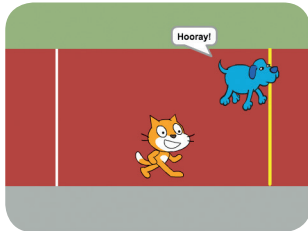


2. Glue the backs together



3. Cut along the dashed line

### Race to the Finish Cards



Make a game where two characters race each other.

### Race to the Finish Cards

Use these cards in this order:

- 1 Start the Race
- 2 On Your Mark
- 3 Reach the Finish Line
- 4 Choose a Racer
- 5 Add a Sound
- 6 Animate the Run
- 7 Race the Computer

[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

SCRATCH

[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

SCRATCH

# Make a Card



1. Fold the card in half



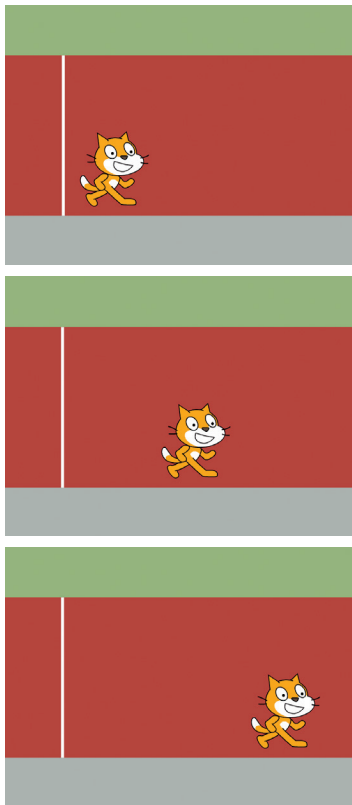
2. Glue the backs together



3. Cut along the dashed line

## Start the Race

Make your sprite move on a racetrack.



Race to the Finish

1

SCRATCH

## Start the Race

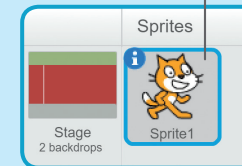
[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

### GET READY

New backdrop:  
Choose a backdrop.



Click to select the cat.



### ADD THIS CODE

Click the Scripts tab.

when space key pressed

move 5 steps

Try different numbers to change the speed.

### TRY IT

Press the **space** key to move the sprite.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## On Your Mark

Choose a starting point for your sprite.



Race to the Finish

2

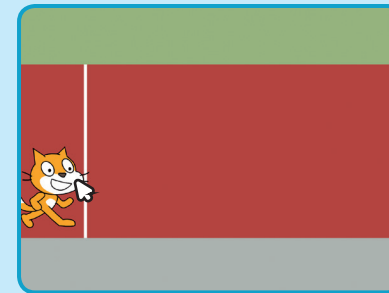


## On Your Mark

[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

### GET READY

Drag your sprite to where you want it on the Stage.



### ADD THIS CODE



when  clicked

go to x: -200 y: -45

— Set the starting position.  
(Your numbers may be different.)

### TRY IT

Press the **space** key  
to move your sprite.

Click the green  
flag to reset.



# Make a Card



1. Fold the card in half



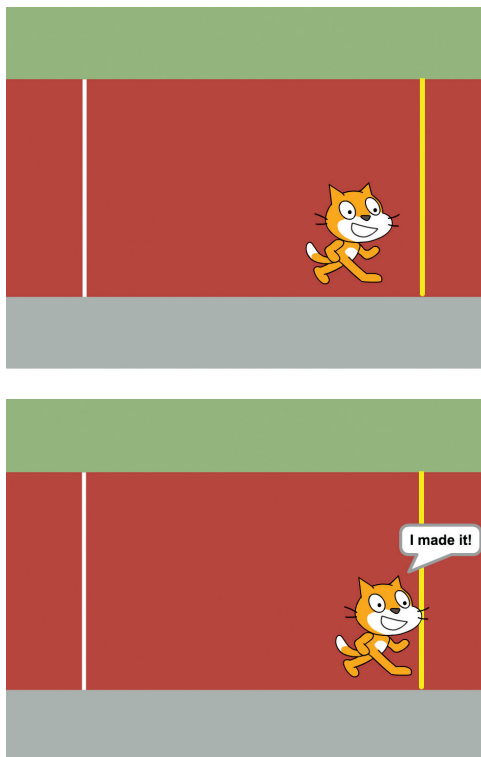
2. Glue the backs together



3. Cut along the dashed line

## Reach the Finish Line

Make your sprite do something when it reaches the finish line.



Race to the Finish

3

SCRATCH

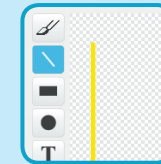
## Reach the Finish Line

[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

### GET READY

Click the paintbrush to draw a new sprite.

New sprite:    



Choose the **Line** tool and draw a line.

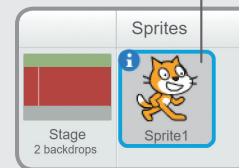
To make a straight line, hold down the Shift key while drawing.

Drag the line (Sprite2) to where you want it on the Stage.

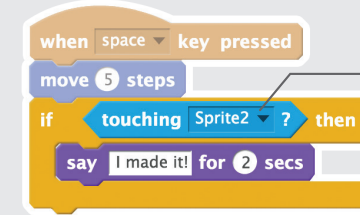


### ADD THESE BLOCKS

Click to select the cat.



Click the **Scripts** tab.



Choose **Sprite2**.

Add these blocks.

### TRY IT

Click the green flag to start.



Keep pressing the **space** key until you cross the finish line!

# Make a Card



1. Fold the card in half



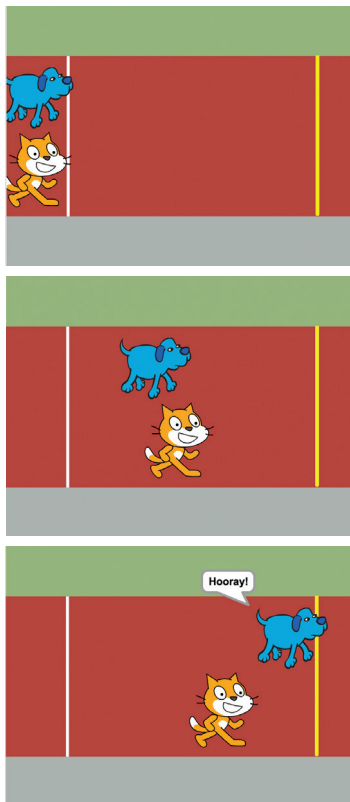
2. Glue the backs together



3. Cut along the dashed line

## Choose a Racer

Add another sprite so you can have a race.



Race to the Finish

4

SCRATCH

## Choose a Racer

[scratch.mit.edu/racegame](http://scratch.mit.edu/racegame)

### GET READY

Choose a sprite to be the second racer.

New sprite:    



### ADD THIS CODE

Drag your sprite to where you want it to start.

when  clicked

go to x: -200 y: 60

Choose **right arrow** or a different key.

when right arrow key pressed

move 5 steps

if touching Sprite2 ? then

say Hooray! for 2 secs

### TRY IT

Click the green flag to start.



Press the **space** key and the **right arrow** key to make your sprites race.

# Make a Card



1. Fold the card in half



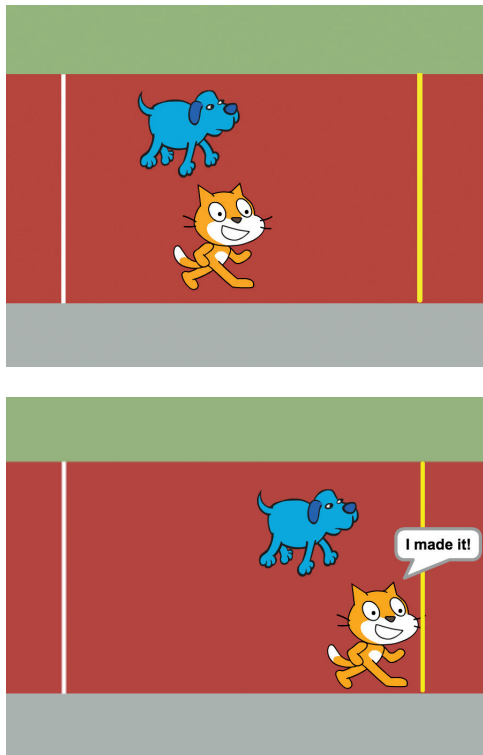
2. Glue the backs together



3. Cut along the dashed line

## Add a Sound

Play a sound when you win the race.



Race to the Finish

5

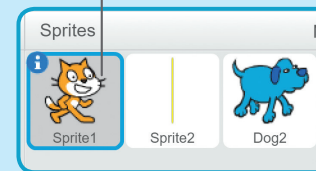
SCRATCH

## Add a Sound

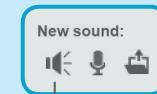
[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

### GET READY

Click to select the cat.



Click the **Sounds** tab.



Then choose a sound from the Sound library, like cheer.

### ADD THIS BLOCK

Click the **Scripts** tab.



Add this block to play the sound.

### TRY IT

Click the green flag to start.



Press the **space** key until you cross the finish line!

## Make a Card



1. Fold the card in half



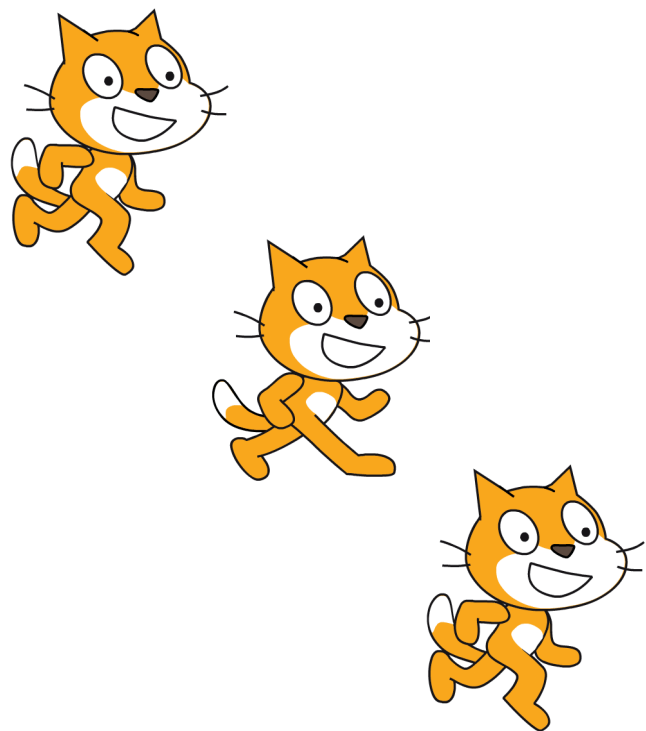
2. Glue the backs together



3. Cut along the dashed line

# Animate the Run

Switch costumes to make your sprite look like it's running.



Race to the Finish

6

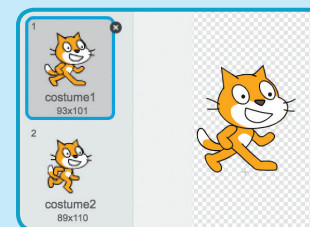
SCRATCH

# Animate the Run

[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

## GET READY

Click the **Costumes** tab to see your sprite's costumes.



## ADD THIS BLOCK

Click the **Scripts** tab.



Add this block to switch between costumes.

## TRY IT

Press the **space** key.

## TIP

You can animate any sprite that has more than one costume.

# Make a Card



1. Fold the card in half



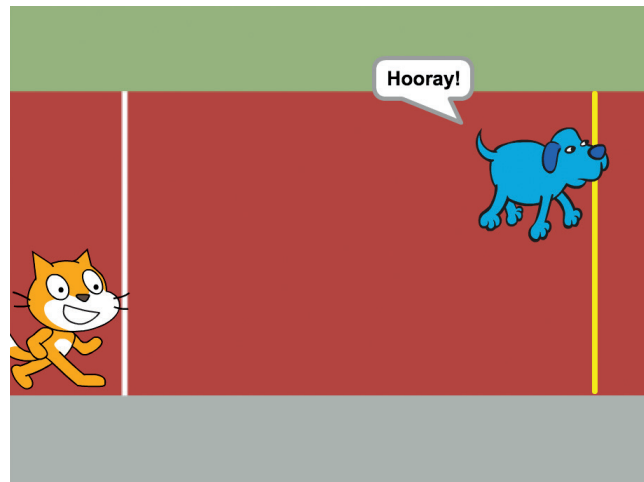
2. Glue the backs together



3. Cut along the dashed line

## Race the Computer

Race against a sprite that moves automatically.



Race to the Finish

7

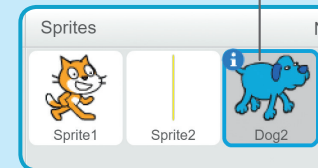
SCRATCH

## Race the Computer

[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

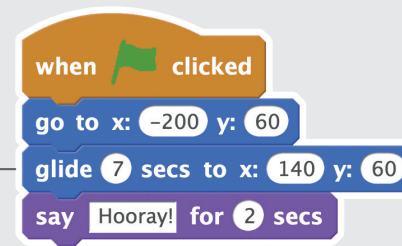
### GET READY

Choose the sprite you want to move automatically.



### ADD THIS CODE

Type a smaller number of seconds to go faster.



### TRY IT

Click the green flag to start.



Press the **space** key to move the other sprite.

# Make a Card



1. Fold the card in half

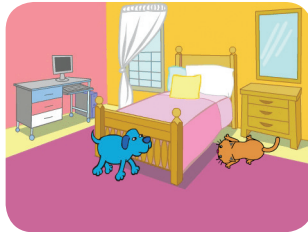
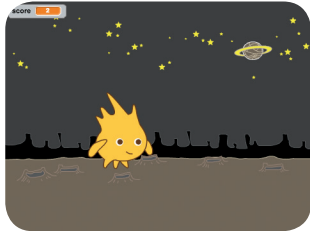


2. Glue the backs together



3. Cut along the dashed line

## Hide and Seek Cards



Make a hide-and-seek game with characters that appear and disappear.

## Hide and Seek Cards

Use these cards in this order:

- 1 Disappear
- 2 Click and Say
- 3 Surprise Timing
- 4 Go Random!
- 5 Click for Points
- 6 Hiding Place

[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

Scratch

[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

Scratch



# Make a Card



1. Fold the card in half



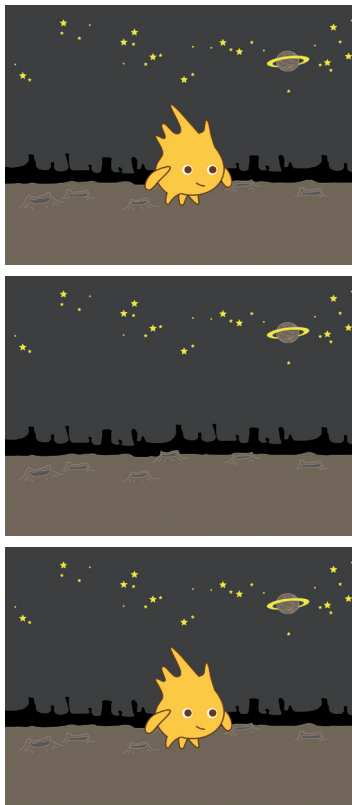
2. Glue the backs together



3. Cut along the dashed line

## Disappear

Make a sprite disappear and appear again.



Hide and Seek

1

Scratch

## Disappear

[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

### GET READY

New backdrop:  
Choose a backdrop.



Choose a sprite to hide.

New sprite:



### ADD THIS CODE



### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Click and Say

Make a sprite speak when you click it.



Hide and Seek

2

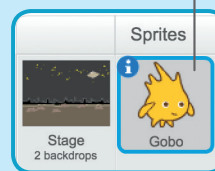
SCRATCH

## Click and Say

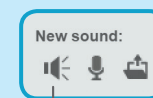
[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

### GET READY

Click to select your sprite.



Click the **Sounds** tab.



Then choose a sound from the Sound library.

### ADD THIS CODE

Click the **Scripts** tab.



Type what you want your sprite to say.

### TRY IT

Click your sprite.



# Make a Card



1. Fold the card in half



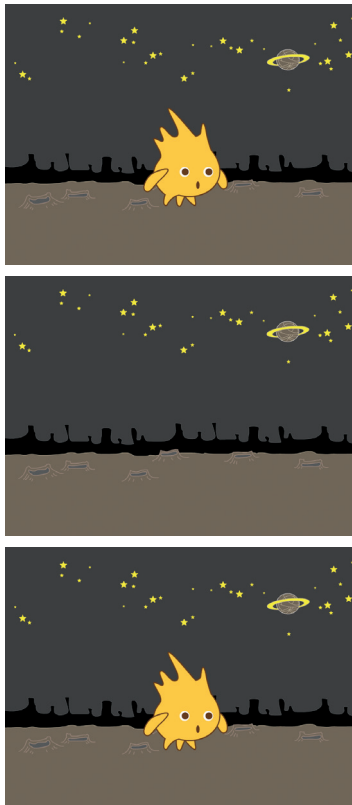
2. Glue the backs together



3. Cut along the dashed line

## Surprise Timing

Make a sprite wait for a random amount of time before appearing again.



Hide and Seek

3

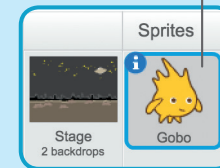
SCRATCH

## Surprise Timing

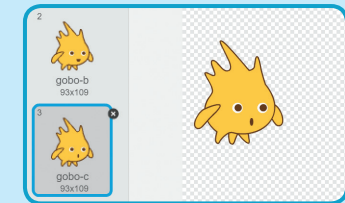
[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

### GET READY

Click to select your sprite.

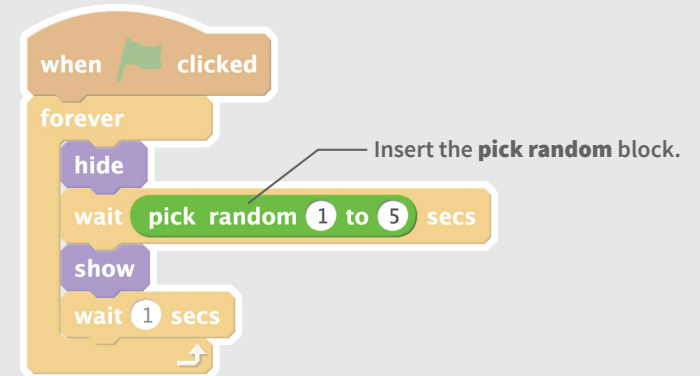


Click the **Costumes** tab and choose the costume you want.



### ADD THIS BLOCK

Click the **Scripts** tab.



### TIP

Play with the timing! Try typing in a different range of numbers.

wait pick random 0.5 to 1.5 secs

# Make a Card



1. Fold the card in half



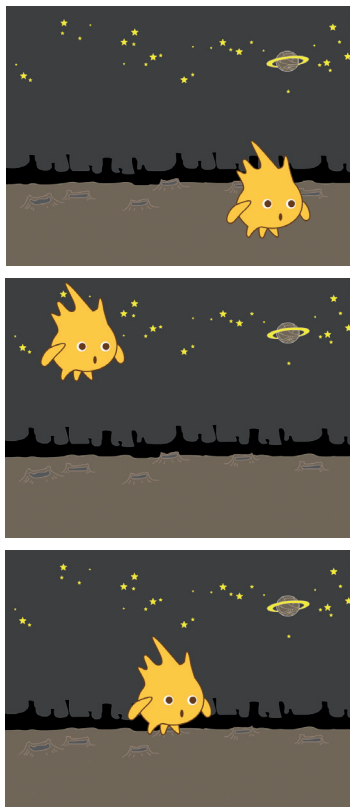
2. Glue the backs together



3. Cut along the dashed line

## Go Random!

Make a sprite jump to random spots on the Stage.



Hide and Seek

4

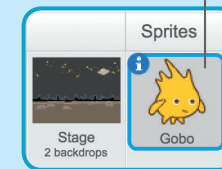
Scratch

## Go Random!

[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

### GET READY

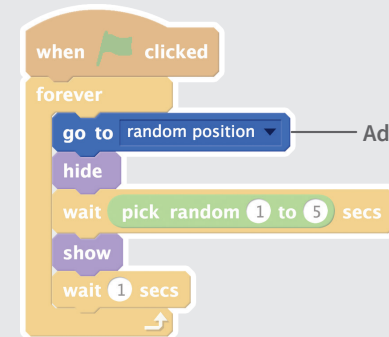
Click to select your sprite.



### ADD THIS BLOCK



Choose **random position** from the menu.



Add this block.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Click for Points

Add a point each time you click a sprite.



Hide and Seek

5

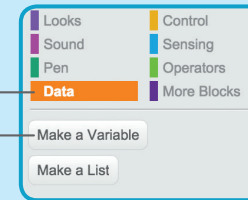
Scratch

## Click for Points

[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

### GET READY

Choose Data.



Click the **Make a Variable** button.

#### New Variable

Variable name:

☒ For all sprites ☐ For this sprite only

☐ Cloud variable (stored on server)

OK

Cancel

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

### ADD THIS BLOCK



when this sprite clicked

play sound **hey**

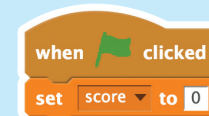
say **You found me!** for **1** secs

change **score** by **1**

Add this block to increase the score.

### TIP

Add this script to make the score reset to 0 when you click the green flag.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Hiding Place

Make a sprite hide behind something.



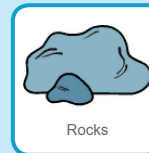
## Hiding Place

[scratch.mit.edu/hide](https://scratch.mit.edu/hide)

### GET READY

Choose a sprite to be a hiding place, like Rocks.

New sprite:    



Rocks

Then choose another sprite who will hide.

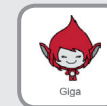


Giga

### ADD THIS CODE



Rocks



Giga



### TIP

Click the **Grow** or **Shrink** tool and then click the sprite to change its size.

Hide and Seek

6

SCRATCH



## Make a Card



1. Fold the card in half

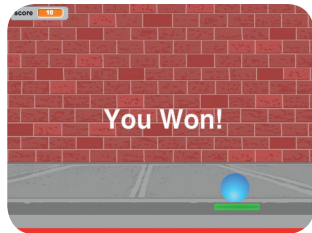
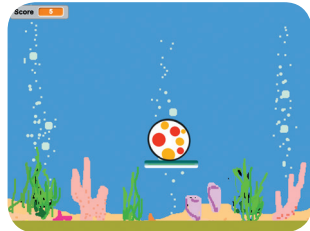
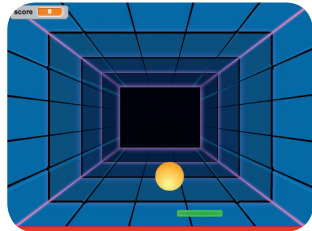


2. Glue the backs together



3. Cut along the dashed line

### Pong Game Cards



Make a bouncing ball game with sounds, points, and other effects.

### 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

[scratch.mit.edu/pong](https://scratch.mit.edu/pong)



[scratch.mit.edu/pong](https://scratch.mit.edu/pong)





# Make a Card



1. Fold the card in half



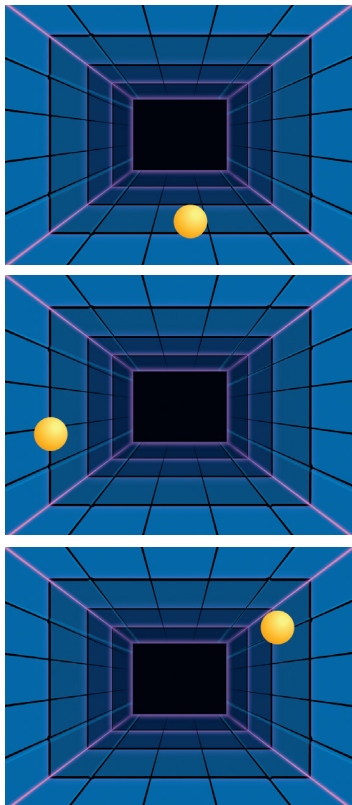
2. Glue the backs together



3. Cut along the dashed line

## Bounce Around

Make a ball move around the Stage.



Pong Game

1

SCRATCH

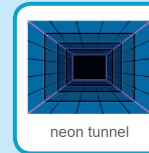
## Bounce Around

[scratch.mit.edu/pong](https://scratch.mit.edu/pong)

### GET READY

Choose a backdrop.

New backdrop:

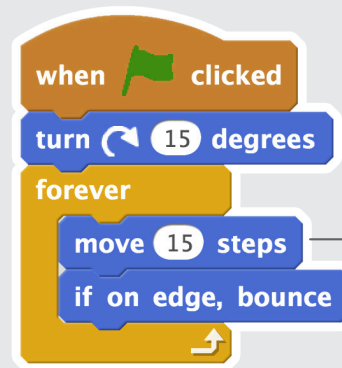


Choose a ball.

New sprite:



### ADD THIS CODE



Type a bigger number to move faster.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



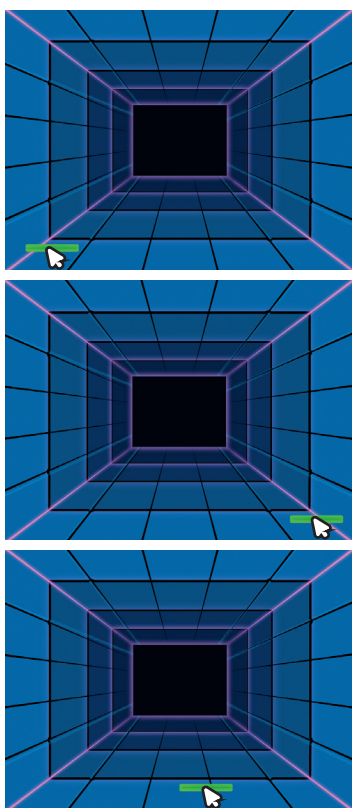
2. Glue the backs together



3. Cut along the dashed line

## Move the Paddle

Control a paddle by moving  
your mouse pointer.



Pong Game

2

SCRATCH

## Move the Paddle

[scratch.mit.edu/pong](http://scratch.mit.edu/pong)

### GET READY

Choose a sprite for hitting  
the ball, such as Paddle

New sprite:    



Paddle

Then, drag your paddle to the bottom of the Stage.

### ADD THIS CODE

Insert the **mouse x** block  
in the **set x to** block.

set x to **mouse x**

when  clicked

forever

set x to **mouse x**

### TRY IT

Click the green  
flag to start.



Move your mouse pointer  
to move the paddle.

### TIP

You can see the **x** position change as you  
move the mouse across the Stage.



# Make a Card



1. Fold the card in half



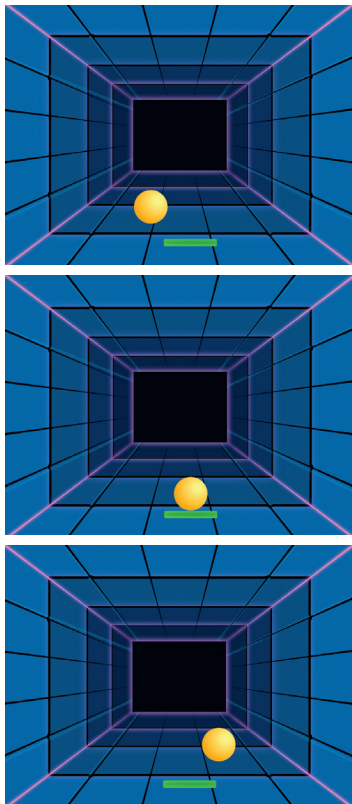
2. Glue the backs together



3. Cut along the dashed line

## Bounce Off the Paddle

Make the ball bounce off the paddle.



Pong Game

3

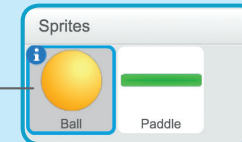
SCRATCH

## Bounce Off the Paddle

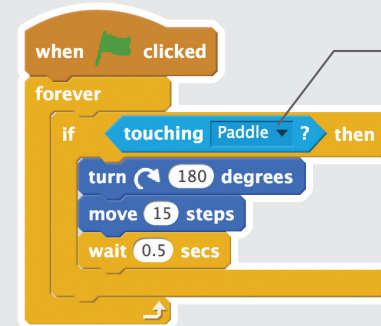
[scratch.mit.edu/pong](https://scratch.mit.edu/pong)

### GET READY

Click to select the **Ball** sprite.



### ADD THIS CODE



Choose the **Paddle** sprite from the menu.

### TRY IT

Click the green flag to start.



### TIP

Want the ball to turn randomly? Insert a **pick random** block into the turn block:



Type in numbers around 180.

# Make a Card



1. Fold the card in half



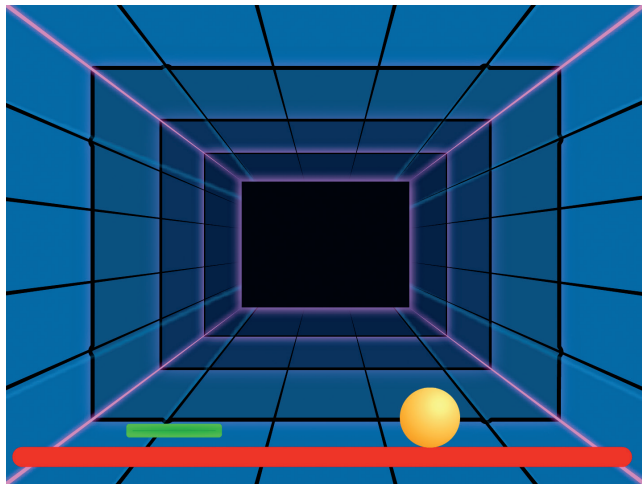
2. Glue the backs together



3. Cut along the dashed line

## Game Over

Stop the game if the ball hits the red line.



Pong Game

4

Scratch

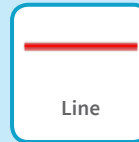
## Game Over

[scratch.mit.edu/pong](http://scratch.mit.edu/pong)

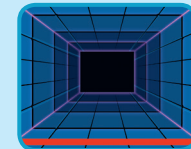
### GET READY

Choose a sprite called Line.

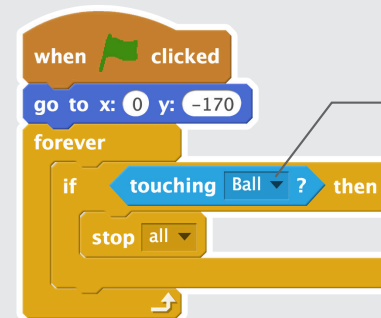
New sprite:   



Drag the Line to the bottom of the Stage.



### ADD THIS CODE



Choose the **Ball** sprite from the menu.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



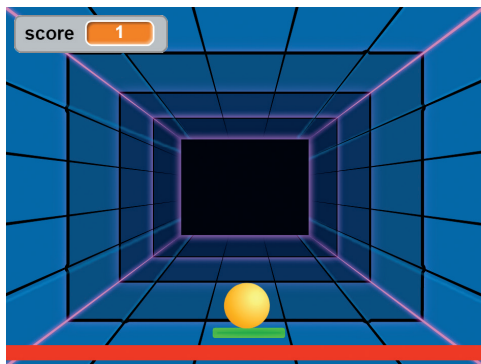
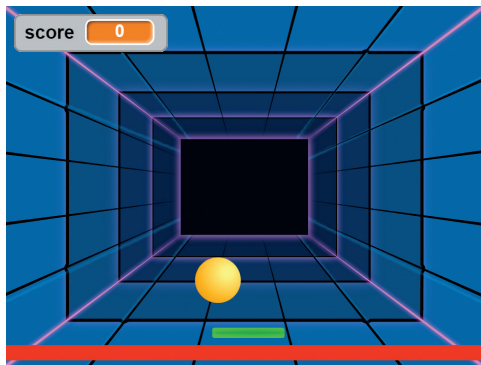
2. Glue the backs together



3. Cut along the dashed line

## Score Points

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



Pong Game

5

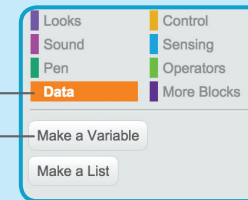
SCRATCH

## Score Points

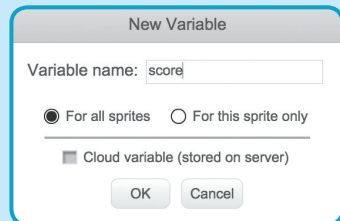
[scratch.mit.edu/pong](https://scratch.mit.edu/pong)

### GET READY

Choose **Data**.



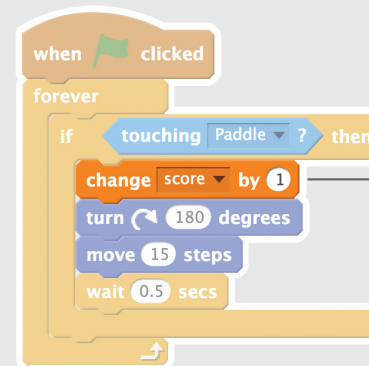
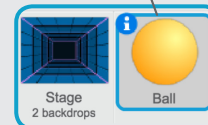
Click the **Make a Variable** button.



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

### ADD THIS BLOCK

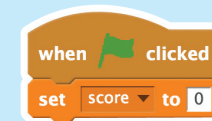
Click to select the **Ball** sprite.



Add this block to increase the score.

### TIP

Use a **set score to 0** block to reset the score when you click the green flag.



# Make a Card



1. Fold the card in half



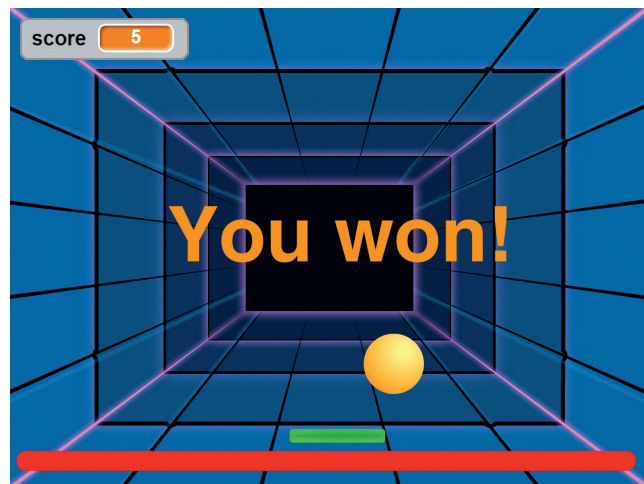
2. Glue the backs together



3. Cut along the dashed line

## Win the Game

When you score enough points,  
display a winning message!



Pong Game

6

SCRATCH

## Win the Game

[scratch.mit.edu/pong](https://scratch.mit.edu/pong)

### GET READY

Click the paintbrush  
to draw a new sprite.

New sprite:   

Bitmap Mode

Convert to vector

Click the **Convert  
to vector** button.

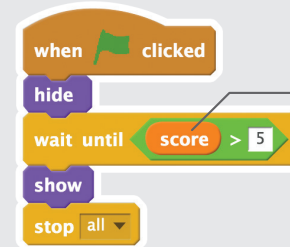
Use the **Text** tool to write  
a message, like "You won!"

**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!

## Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

### Fashion Game Cards



**Dress up a character with different clothes and styles.**

### Fashion Game Cards

**Start with the first card and then try the other cards in any order:**

- **Choose Your Character**
- **Play with Colors**
- **Change Styles**
- **Change Backdrops**
- **Lay Out Your Clothes**
- **Glide into Place**
- **Snap into Place**



# Make a Card



1. Fold the card in half



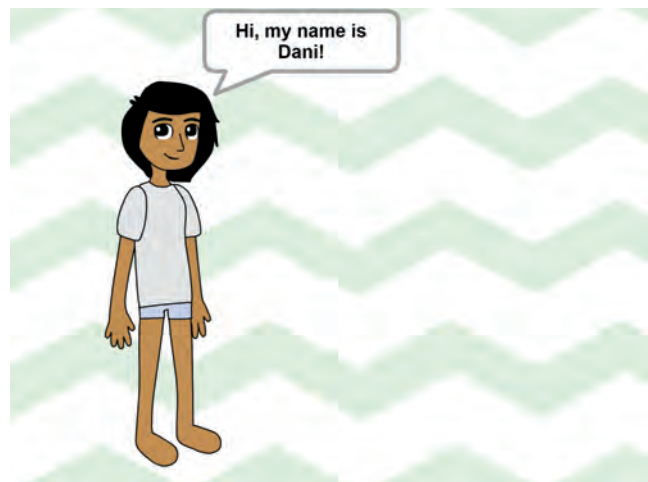
2. Glue the backs together



3. Cut along the dashed line

## Choose Your Character

Choose your character and have them say something.



Fashion Game

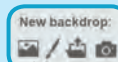
1

SCRATCH

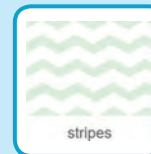
## Choose Your Character

[scratch.mit.edu/fashion](https://scratch.mit.edu/fashion)

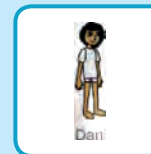
### GET READY



Choose a backdrop.



Choose a character from the Dress-Up theme.



Click the **Costumes** tab.

Then select the look you want.



You can use the paint bucket to change colors!

### ADD THIS CODE

Click the **Scripts** tab.



Set the starting position.

Type what you want your character to say.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



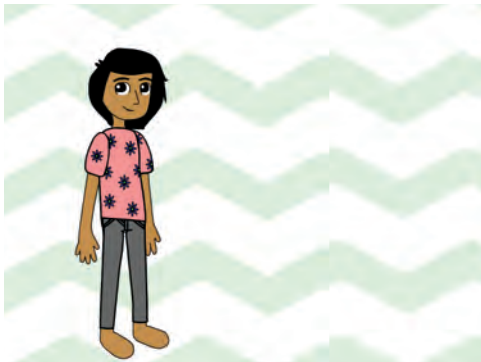
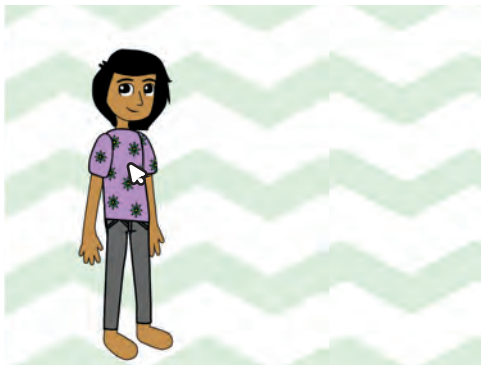
2. Glue the backs together



3. Cut along the dashed line

## Play with Colors

Click to change the color of clothing.



Fashion Game

2

Scratch

## Play with Colors

[scratch.mit.edu/fashion](http://scratch.mit.edu/fashion)

### GET READY

Choose a piece of clothing, like Shirt2.

New sprite:    



Drag the clothing onto your character.



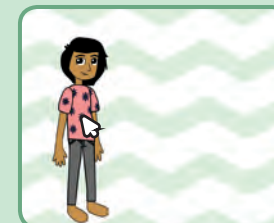
### ADD THIS CODE



when this sprite clicked  
change color ▾ effect by 25

### TRY IT

Click your clothing to make it change color.



# Make a Card



1. Fold the card in half



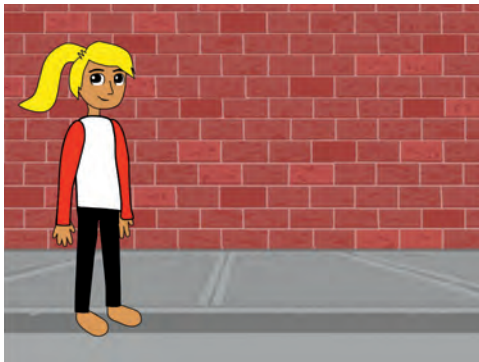
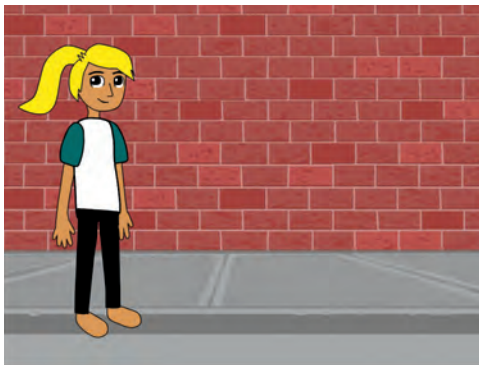
2. Glue the backs together



3. Cut along the dashed line

## Change Styles

Press a key to switch costumes.



Fashion Game

3





SCRATCH

## Change Styles

[scratch.mit.edu/fashion](https://scratch.mit.edu/fashion)

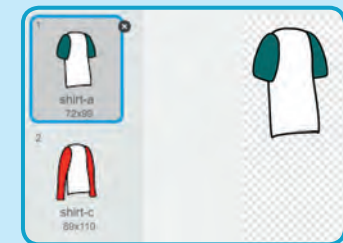
### GET READY

Choose a piece of clothing, like Shirt.

New sprite:    



Click the **Costumes** tab.



### ADD THIS CODE

Click the **Scripts** tab.



Switch between costumes.



Keep the shirt in front of your character.

### TRY IT

Click the green flag to start.



Press the **space** key to switch between styles.

# Make a Card



1. Fold the card in half



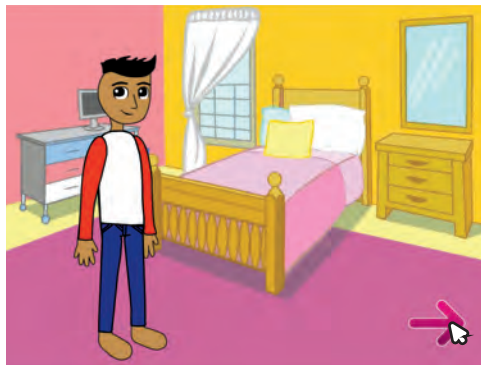
2. Glue the backs together



3. Cut along the dashed line

## Change Backdrops

Click a button to switch backdrops.



Fashion Game

4

Scratch

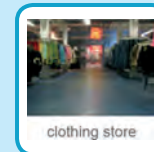
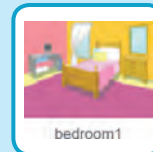
## Change Backdrops

[scratch.mit.edu/fashion](https://scratch.mit.edu/fashion)

### GET READY

New backdrop:

Choose two backdrops.



Choose a button sprite, like Arrow1.

New sprite:



### ADD THIS CODE



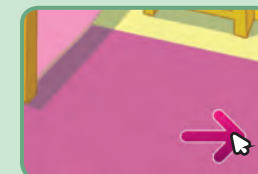
when this sprite clicked

switch backdrop to next backdrop

Choose **next backdrop** from the menu.

### TRY IT

Click your button to switch backdrops.



# Make a Card



1. Fold the card in half



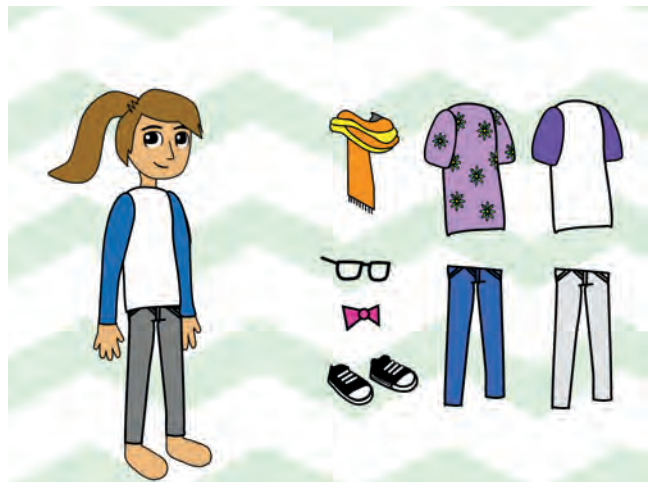
2. Glue the backs together



3. Cut along the dashed line

## Lay Out Your Clothes

Set out your clothes in their starting positions.



Fashion Game

5

SCRATCH

## Lay Out Your Clothes

[scratch.mit.edu/fashion](https://scratch.mit.edu/fashion)

### GET READY

Choose some clothes and accessories.

New sprite:    

Arrange them next to your character.



### ADD THIS CODE

Set the starting position for each piece of clothing.  
(Your numbers may be different.)



when  clicked

go to x: 170 y: 70

go to front



when  clicked

go to x: 170 y: -20

go to front

### TRY IT

Drag the clothes onto your character.

Click the green flag to reset.





# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Glide into Place

Make accessories glide to the right place.



Fashion Game

6

Scratch

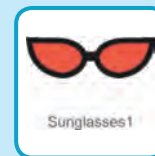
## Glide into Place

[scratch.mit.edu/fashion](https://scratch.mit.edu/fashion)

### GET READY

Choose a piece of clothing or an accessory, like Sunglasses1.

New sprite:    



### ADD THIS CODE

Set the starting position.



Drag the sunglasses onto your character and then add the **glide** block.



Your numbers may be different.

### TRY IT

Click the green flag to reset.



Click the sunglasses to make them glide to your character.

# Make a Card



1. Fold the card in half



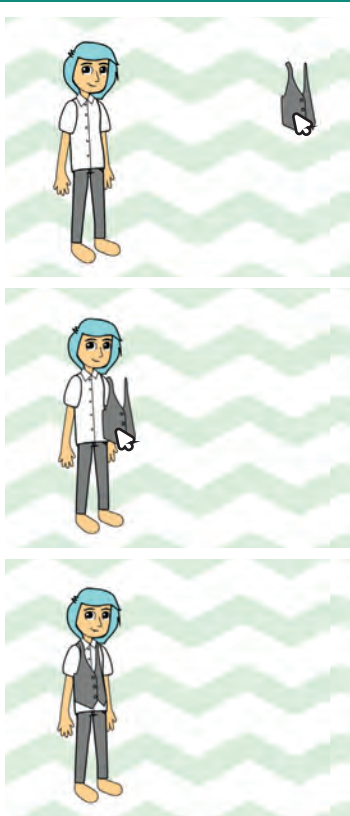
2. Glue the backs together



3. Cut along the dashed line

## Snap into Place

Make clothes snap into place.



Fashion Game

7

SCRATCH

## Snap into Place

[scratch.mit.edu/fashion](http://scratch.mit.edu/fashion)

### GET READY

Choose a piece of clothing or an accessory, like Vest.

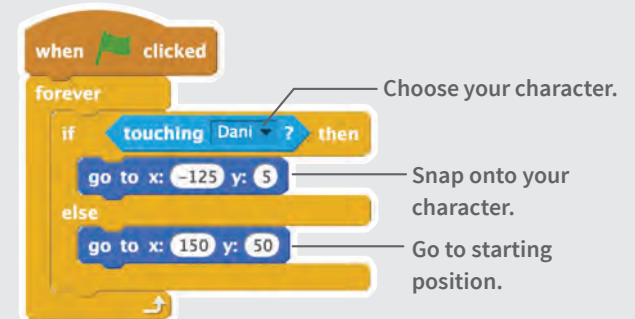
New sprite:    



Vest

### ADD THIS CODE

Drag the clothing onto your character and then add this code.



### TRY IT

Click the green flag to start.



Drag the clothing onto your character. Then it will snap into place!



## Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

### Create a Story Cards



Choose characters, add conversation, and bring your story to life.

### Create a Story Cards

Start with the first card and then try the other cards in any order:

- Start a Story
- Show a Character
- Make a Conversation
- Switch Scenes
- Glide to a Spot
- Appear in a Scene
- Make It Interactive
- Add Your Voice
- Click a Button

[scratch.mit.edu/story](https://scratch.mit.edu/story)



[scratch.mit.edu/story](https://scratch.mit.edu/story)



# Make a Card



1. Fold the card in half



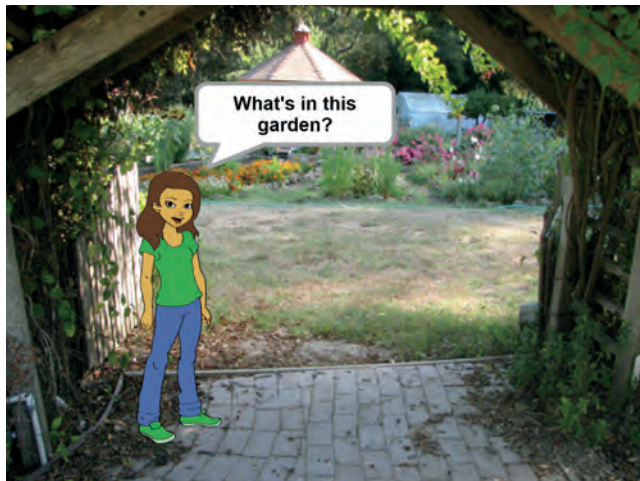
2. Glue the backs together



3. Cut along the dashed line

## Start a Story

Choose a scene and introduce a character.



Create a Story

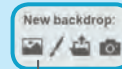
1

SCRATCH

## Start a Story

[scratch.mit.edu/story](https://scratch.mit.edu/story)

### GET READY



Choose a backdrop.

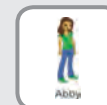


Choose a character.

New sprite:



### ADD THIS CODE



when clicked

switch backdrop to pathway

say What's in this garden? for 2 secs

Type what you want your character to say.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Show a Character

Make a new character appear in the scene.



Create a Story

2

SCRATCH

## Show a Character

[scratch.mit.edu/story](https://scratch.mit.edu/story)

### GET READY

Choose a character.

New sprite:



Click the Sounds tab.

New sound:



Then choose a sound, like fairydust.

### ADD THIS CODE

Click the Scripts tab.



### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



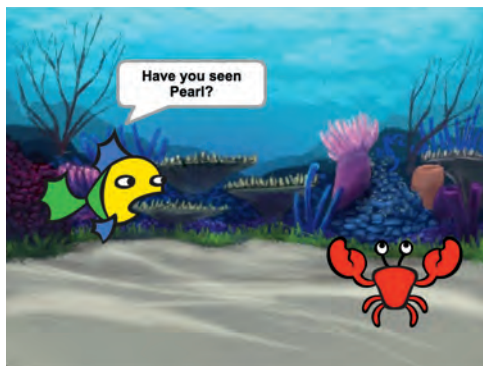
2. Glue the backs together



3. Cut along the dashed line

## Make a Conversation

Make your characters talk with each other.



Create a Story

3

SCRATCH

## Make a Conversation

[scratch.mit.edu/story](https://scratch.mit.edu/story)

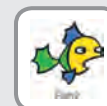
### GET READY

Choose two characters.

New sprite:    



### ADD THIS CODE



when  clicked

say Have you seen Pearl? for 2 secs

say I can't find her. for 2 secs

broadcast message1

Broadcast a message.



when I receive message1

Tell this character what to do when it receives the message.

say Yes! Follow me! for 2 secs

### TRY IT

Click the green flag to start.



### TIP

broadcast message1

message1

new message...

You can click the drop-down menu to add a new message.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Switch Scenes

Change the backdrop and make something happen.



Create a Story

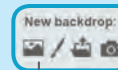
4

SCRATCH

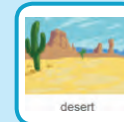
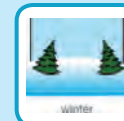
## Switch Scenes

[scratch.mit.edu/story](https://scratch.mit.edu/story)

### GET READY



Choose two backdrops.

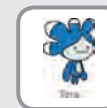


Choose a character.

New sprite:



### ADD THIS CODE



```
when clicked
  switch backdrop to winter
  say Brrrrr! It's so cold here! for 2 secs
  say I miss the sun! for 2 secs
  wait 1 secs
  switch backdrop to desert
```

Type what you want your character to say.

Make something happen when the backdrop switches.

```
when backdrop switches to desert
  say Ahh that's better! for 2 secs
```

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



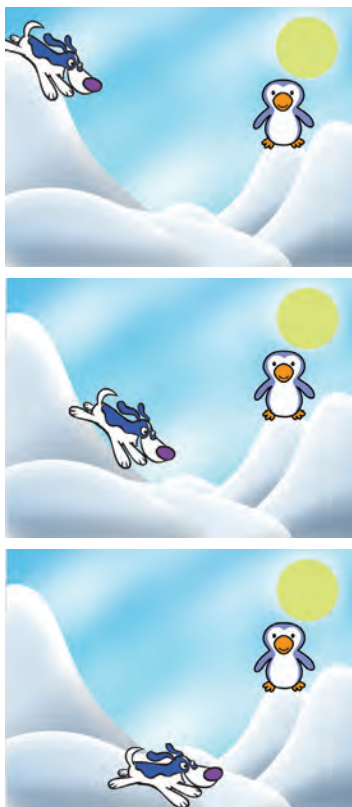
2. Glue the backs together



3. Cut along the dashed line

## Glide to a Spot

Make a character glide across the screen.



Create a Story

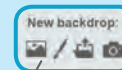
5

SCRATCH

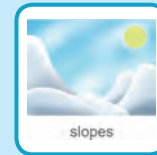
## Glide to a Spot

[scratch.mit.edu/story](https://scratch.mit.edu/story)

### GET READY



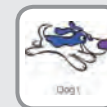
Choose a backdrop.



Choose a character.



### ADD THIS CODE



when clicked

point in direction 120

go to x: -190 y: 60

glide 1 secs to x: -20 y: -170

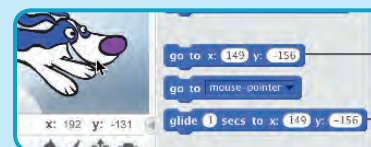
point in direction 90

Set a starting point.

Glide to another point.

### TIP

Drag your sprite to where you want it and then add a **go to** or a **glide** block to your script.



When you drag a sprite, its **x** and **y** position will update in the Blocks palette.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Appear in a Scene

Change the backdrop and make a new character appear.



Create a Story

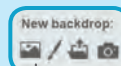
6

SCRATCH

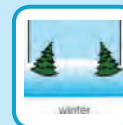
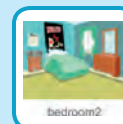
## Appear in a Scene

[scratch.mit.edu/story](https://scratch.mit.edu/story)

### GET READY

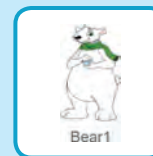


Choose two backdrops.

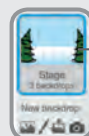


Choose a character.

New sprite:



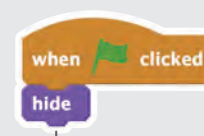
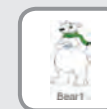
### ADD THIS CODE



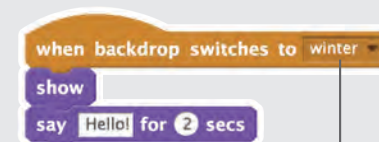
Click the Stage thumbnail.



Switch to this scene.



Hide at the beginning.



Appear in this scene.

### TRY IT

Click the green flag to start.





## Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Make It Interactive

Click a sprite to make it do something.



Create a Story

7

SCRATCH

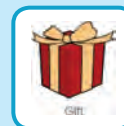
## Make It Interactive

[scratch.mit.edu/story](https://scratch.mit.edu/story)

### GET READY

Choose a sprite.

New sprite:



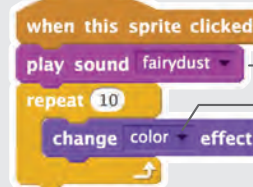
Click the **Sounds** tab.

New sound:

Then choose a sound from the Sound library.

### ADD THIS CODE

Click the **Scripts** tab.



Choose your sound.

You can select different effects from the menu.

### TRY IT

Click your sprite to start.

### TIP



To clear the effect, click the stop sign.

# Make a Card



1. Fold the card in half



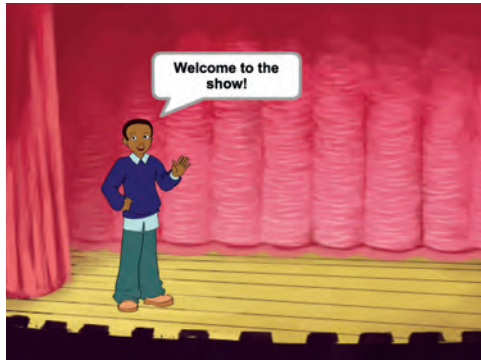
2. Glue the backs together



3. Cut along the dashed line

## Add Your Voice

Record your voice to make a character talk.



Create a Story

8

SCRATCH

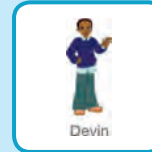
## Add Your Voice

[scratch.mit.edu/story](https://scratch.mit.edu/story)




### GET READY

Choose a character.

New sprite:    



Click the **Sounds** tab.

New sound:   

Click this icon.  
(You'll need a  
microphone.)



Click to record  
your voice.

### ADD THIS CODE

Click the **Scripts** tab.



### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Click a Button

Click a button to switch scenes.



Create a Story

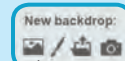
9

SCRATCH

## Click a Button

[scratch.mit.edu/story](https://scratch.mit.edu/story)

### GET READY



Choose two backdrops.



atom playground



basketball-court1-a

Choose a button sprite, like Arrow1.



Arrow1

### ADD THIS CODE



when this sprite clicked

switch backdrop to next backdrop

hide

wait 3 secs

show

Choose **next backdrop** from the menu.

Type how long to wait before showing the button.

### TRY IT

Click your button to start.

### TIP

Add this script to set the first scene. Then click the green flag to start.



## Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

### Let's Dance Cards



Design an animated dance scene with music and dance moves.

### Let's Dance Cards

Try these cards in any order:

- Dance Sequence
- Dance Loop
- Play Music
- Take Turns
- Starting Position
- Shadow Effect
- Leave a Trail
- Color Effect
- Bop a Bit
- Interactive Dance

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)



[scratch.mit.edu/dance](https://scratch.mit.edu/dance)



# Make a Card



1. Fold the card in half



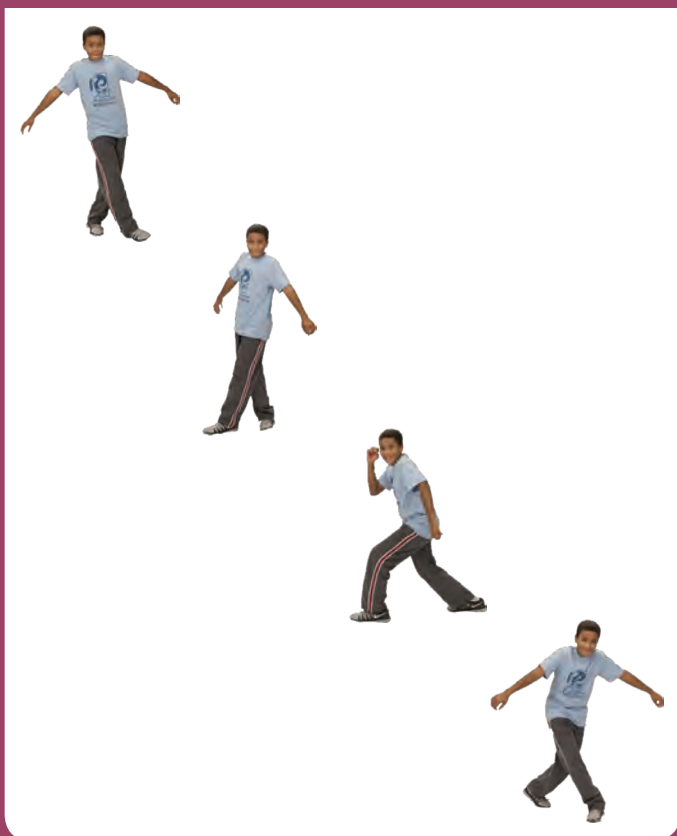
2. Glue the backs together



3. Cut along the dashed line

## Dance Sequence

Make an animated dance.



Let's Dance

1

Scratch

## Dance Sequence

[scratch.mit.edu/dance](http://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:



Click the **Costumes** tab to see the different dance moves.



### ADD THIS CODE

Click the **Scripts** tab.

when  clicked

switch costume to AZ top R step

Choose a dance move.

wait 0.5 secs

switch costume to AZ top L step

wait 0.5 secs

Type how long to wait.

switch costume to AZ top freeze

wait 0.5 secs

switch costume to AZ top R cross

wait 0.5 secs

### TRY IT

Click the green flag to start.





# Make a Card



1. Fold the card in half



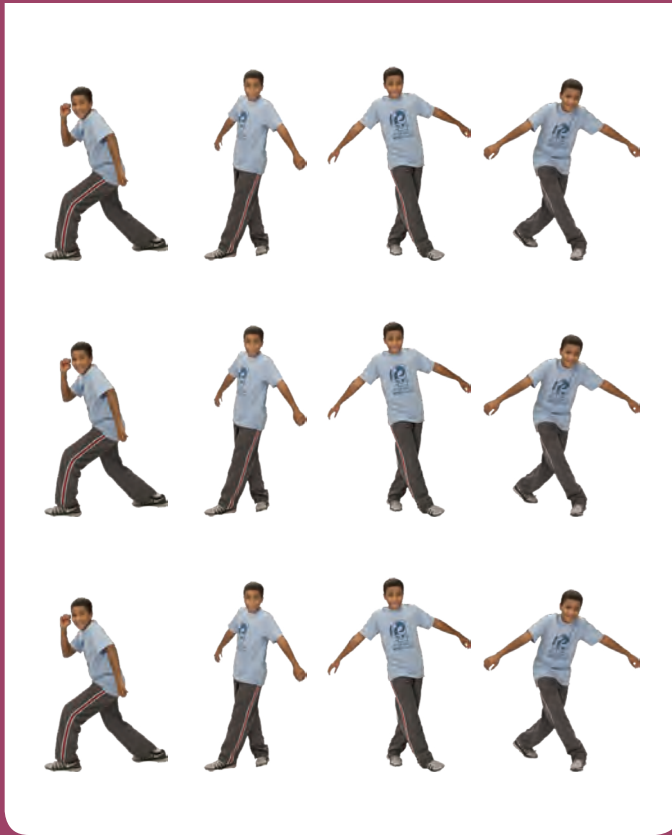
2. Glue the backs together



3. Cut along the dashed line

## Dance Loop

Repeat a series of dance steps.



Let's Dance

2

SCRATCH

## Dance Loop

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:



AZ Hip-Hop

### ADD THIS CODE

when green flag clicked

switch costume to AZ stance

Choose a dance pose.

wait 2 secs

repeat 4

Type how many times you want to repeat the dance.

switch costume to AZ top R step

wait 0.5 secs

switch costume to AZ top L step

wait 0.5 secs

switch costume to AZ top freeze

wait 0.5 secs

switch costume to AZ top R cross

wait 0.5 secs

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Play Music

Play and loop a song.



Let's Dance

3

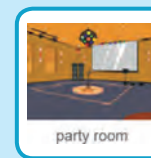
Scratch

## Play Music

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

New backdrop:  
Choose a backdrop.



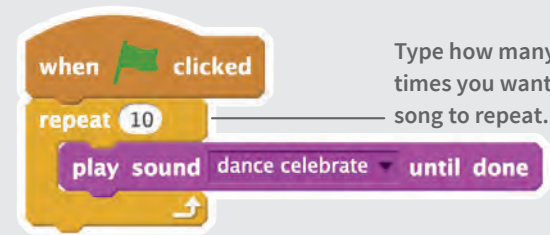
Click the **Sounds** tab.

New sound:  
Choose a song from the **Music Loops** category.

Or upload an MP3 or other sound file.

### ADD THIS CODE

Click the **Scripts** tab.



Type how many times you want the song to repeat.

### TIP

Make sure to use **play sound until done** (not **play sound**) or else the music won't finish playing before it begins again.



# Make a Card



1. Fold the card in half



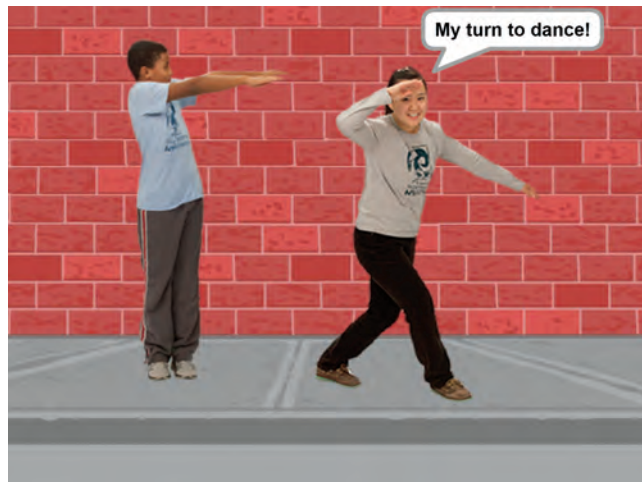
2. Glue the backs together



3. Cut along the dashed line

## Take Turns

Coordinate dancers so that one begins after the other.



Let's Dance

4

Scratch

## Take Turns

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

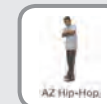
Choose two dancers from the Dance theme.

New sprite:    

AZ Hip-Hop

Anina Hip-Hop

### ADD THIS CODE



when  clicked

switch costume to AZ top L step

wait 0.5 secs

switch costume to AZ top R step

wait 0.5 secs

switch costume to AZ stance

broadcast message1 Broadcast a message.



when I receive message1

say My turn to dance! for 2 secs

repeat 4

next costume

wait 1 secs

Tell this dancer what to do when it receives the message.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Starting Position

Tell your dancers where to start.



Let's Dance

5

Scratch

## Starting Position

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

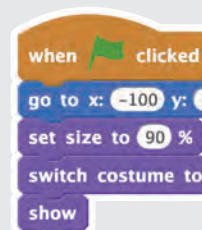
Choose a dancer that you want to start.

New sprite:



Jouvi Hip-Hop

### ADD THIS CODE



Tell it where to start.

Set its size.

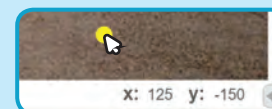
Choose the starting costume.

Make sure the sprite is showing (not hiding).

### TIP

Use **go to x: y:** to set a sprite's position on the Stage.

You can find an x and y position by pointing with the mouse pointer.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Shadow Effect

Make a dancing silhouette.



Let's Dance

6

SCRATCH

## Shadow Effect

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:    



Jouvi Hip-Hop

### ADD THIS CODE

Choose **brightness** from the menu.



Set the brightness to **-100**.



### TRY IT

Click the green flag to start.



Click the stop sign to stop.

# Make a Card



1. Fold the card in half



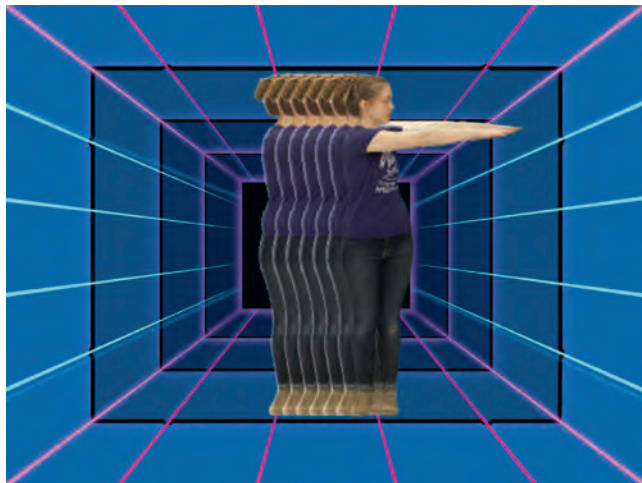
2. Glue the backs together



3. Cut along the dashed line

## Leave a Trail

Stamp a trail as your dancer moves.



Let's Dance

7

SCRATCH

## Leave a Trail

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

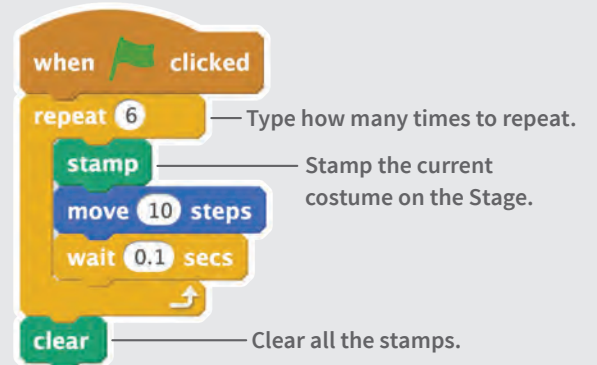
### GET READY

Choose a dancer from the Dance theme.

New sprite:    

LB Hip-Hop

### ADD THIS CODE



### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Color Effect

Make the backdrop change colors.



Let's Dance

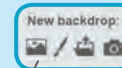
8

SCRATCH

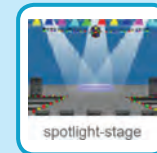
## Color Effect

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY



Choose a backdrop.



### ADD THIS CODE

Click the Scripts tab.



Try different numbers.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



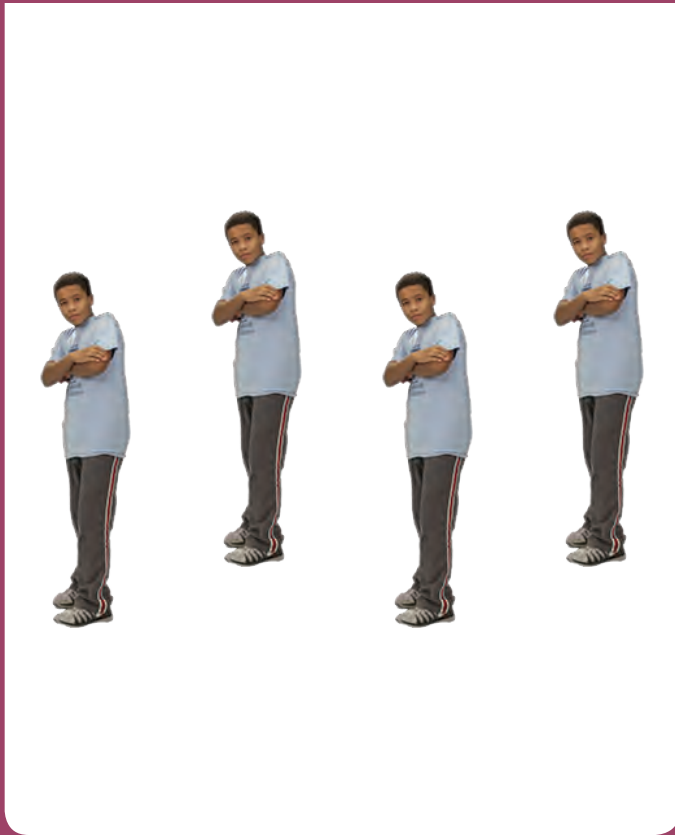
2. Glue the backs together



3. Cut along the dashed line

## Bop a Bit

Move your dancer up and down  
a little to look lively.



Let's Dance

9

Scratch

## Bop a Bit

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

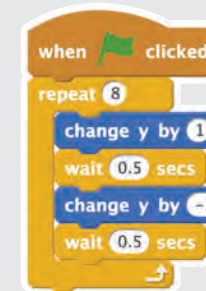
Choose a dancer from  
the Dance theme.

New sprite:



AZ Hip-Hop

### ADD THIS CODE



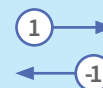
Type a positive number  
to move up.

Type a negative number  
to move down.

### TIP



To move up or down, you can use **change y by** .



To move left or right, you can use **change x by** .



# Make a Card



1. Fold the card in half



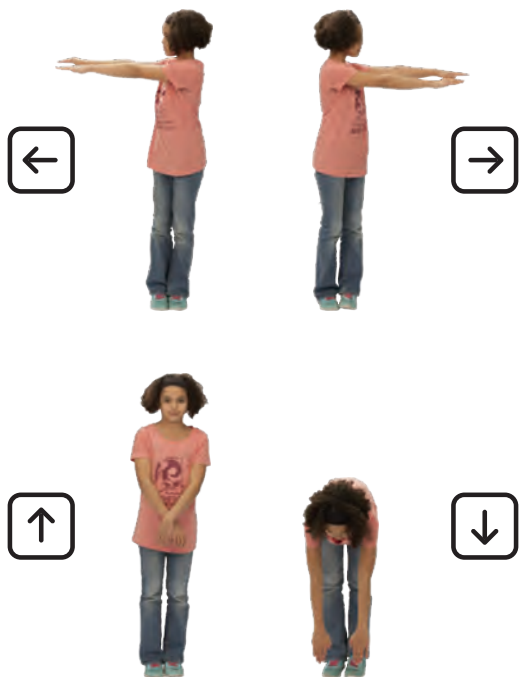
2. Glue the backs together



3. Cut along the dashed line

## Interactive Dance

Press keys to switch dance moves.



Let's Dance

10

Scratch

## Interactive Dance

[scratch.mit.edu/dance](https://scratch.mit.edu/dance)

### GET READY

Choose a dancer from the Dance theme.

New sprite:    



Jouvi Hip-Hop

### ADD THIS CODE

when left arrow key pressed

switch costume to jo pop left

when right arrow key pressed

switch costume to jo pop right

when up arrow key pressed

switch costume to jo top stand

when down arrow key pressed

switch costume to jo pop down

### TRY IT

Press the arrow keys to make your dancer move.



## Make a Card



1. Fold the card in half

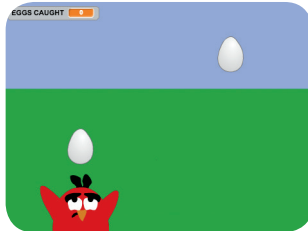
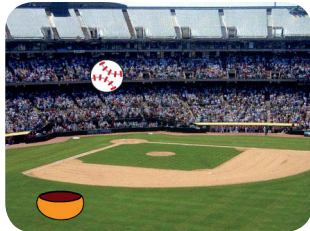
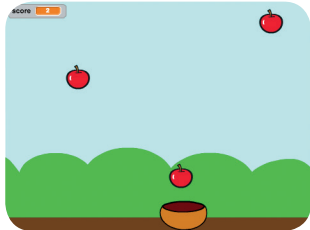


2. Glue the backs together



3. Cut along the dashed line

### Catch Game Cards



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

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

Scratch

### 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!

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

Scratch

# Make a Card



1. Fold the card in half



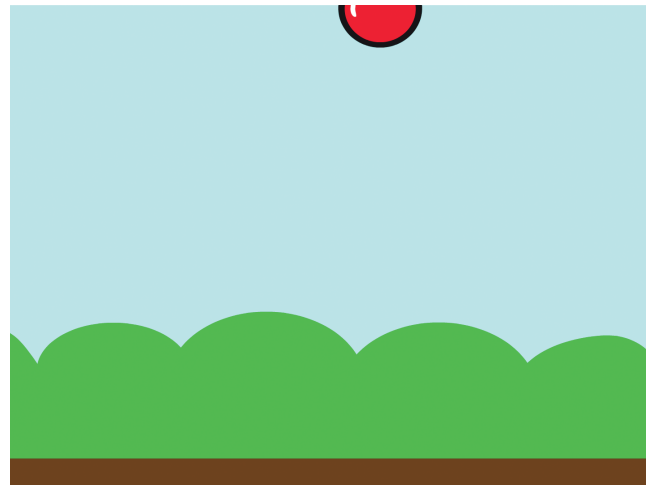
2. Glue the backs together



3. Cut along the dashed line

## Go to the Top

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



Catch Game

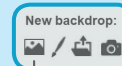
1

SCRATCH

## Go to the Top

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY



Choose a backdrop.



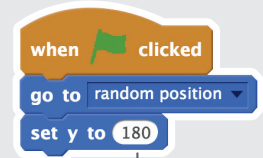
Choose a sprite, like Apple.



### ADD THIS CODE



Choose **random position**  
from the menu.



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

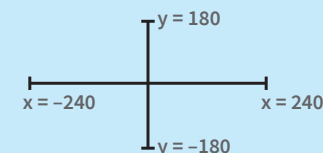
### TRY IT

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



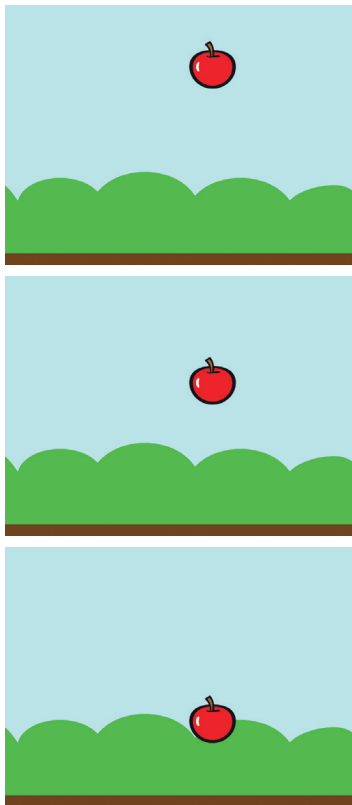
2. Glue the backs together



3. Cut along the dashed line

## Fall Down

Make your sprite fall down.



Catch Game

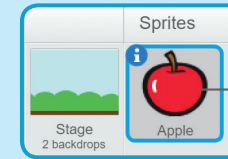
2

SCRATCH

## Fall Down

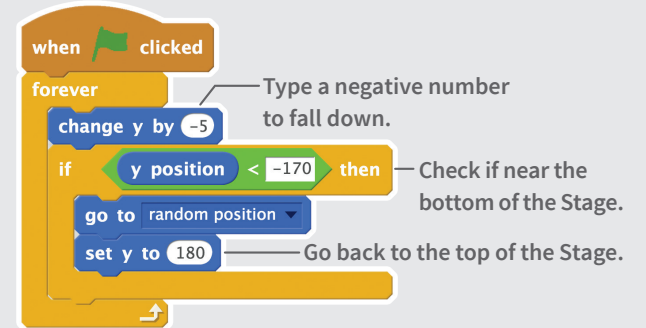
[scratch.mit.edu/catch](http://scratch.mit.edu/catch)

### 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



1. Fold the card in half



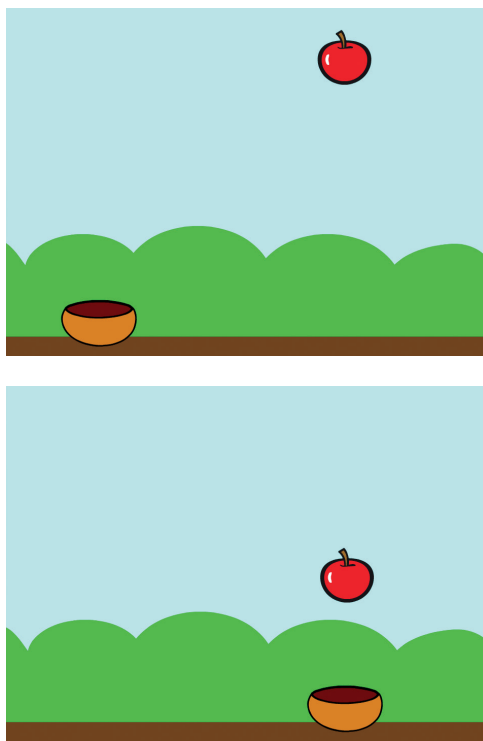
2. Glue the backs together



3. Cut along the dashed line

## Move the Catcher

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



Catch Game

3

SCRATCH

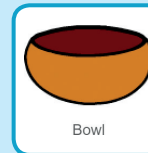
## Move the Catcher

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

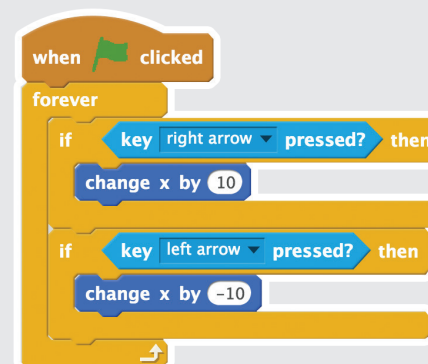
Choose a catcher, like Bowl.

New sprite:



Drag the Bowl to the bottom of the Stage.

### ADD THIS CODE



### TRY IT

Click the green flag to start.



Press the arrow keys to move the catcher.

# Make a Card



1. Fold the card in half



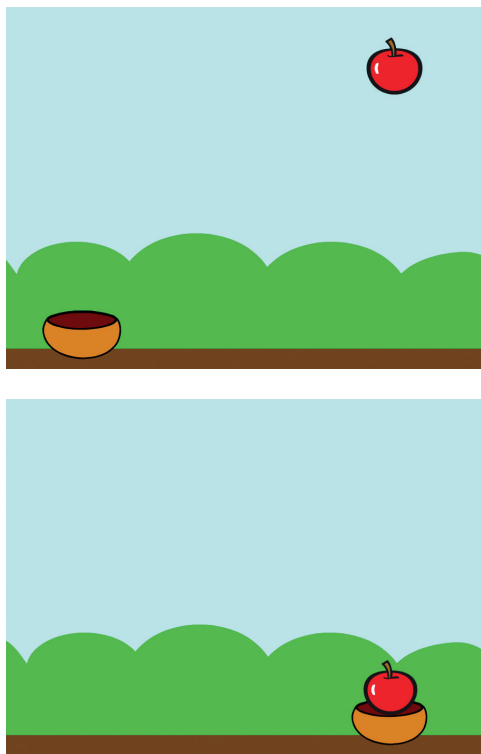
2. Glue the backs together



3. Cut along the dashed line

## Catch It!

Catch the falling sprite.



Catch Game

4

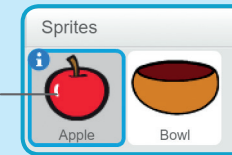
SCRATCH

## Catch It!

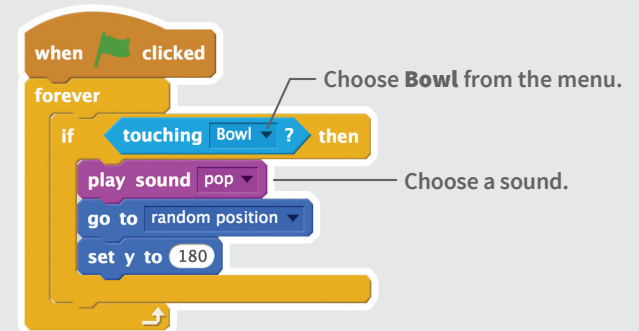
[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

Click to select the **Apple**.



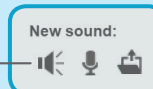
### ADD THIS CODE



### TIP

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

Then choose a sound from the Sound library.



# Make a Card



1. Fold the card in half



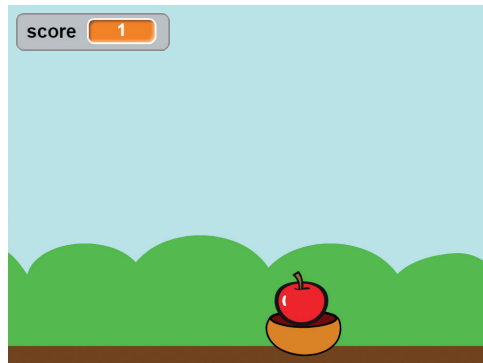
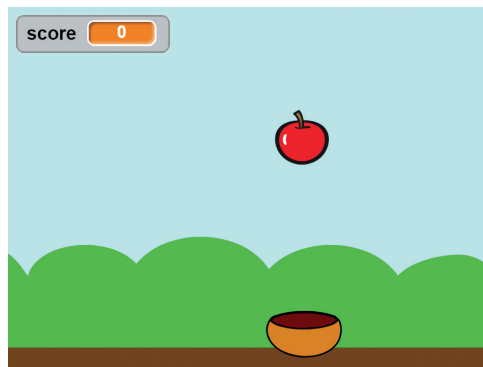
2. Glue the backs together



3. Cut along the dashed line

## Keep Score

Add a point each time you catch the falling sprite.



Catch Game

5

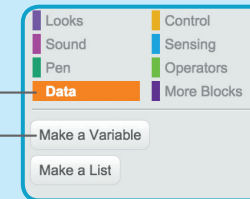
SCRATCH

## Keep Score

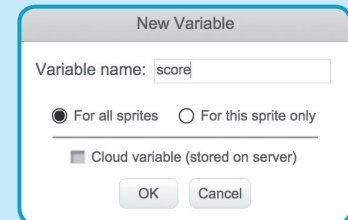
[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

Choose **Data**.



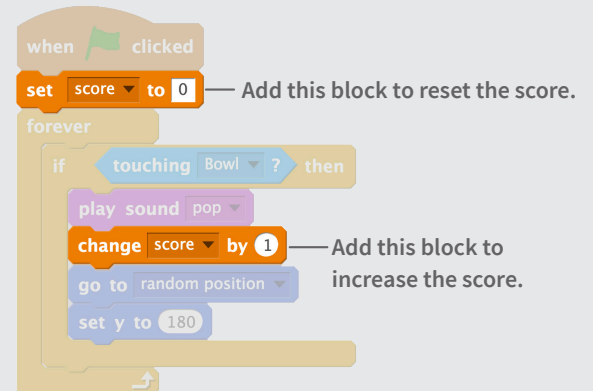
Click the **Make a Variable** button.



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

### ADD THESE BLOCKS

Add two new blocks to the script you made:



### TRY IT

Catch apples to score points!

# Make a Card



1. Fold the card in half



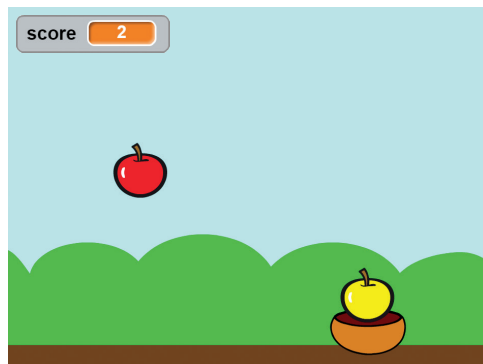
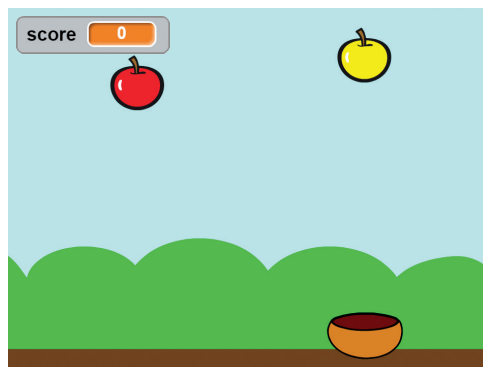
2. Glue the backs together



3. Cut along the dashed line

## Bonus Points

Get extra points when you catch a golden sprite.



Catch Game

6

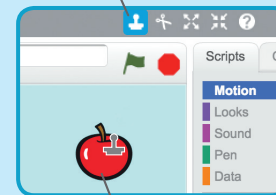
SCRATCH

## Bonus Points

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

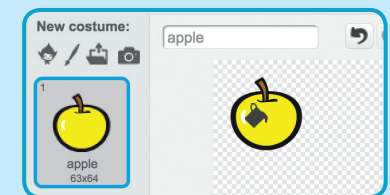
### GET READY

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.



Type how many points for the bonus sprite.

### TRY IT

Catch your bonus sprite to increase your score!



# Make a Card



1. Fold the card in half



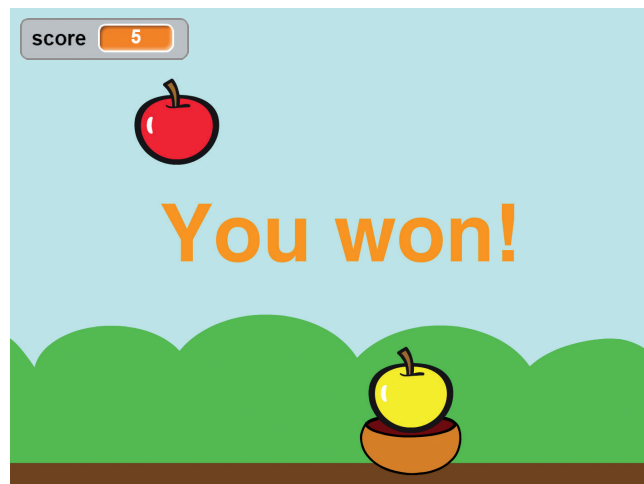
2. Glue the backs together



3. Cut along the dashed line

## You Win!

When you score enough points,  
display a winning message!



Catch Game

7

SCRATCH

## You Win!

[scratch.mit.edu/catch](https://scratch.mit.edu/catch)

### GET READY

Click the paintbrush  
to draw a new sprite.

New sprite:   

Bitmap Mode

Convert to vector

Click the **Convert  
to vector** button.

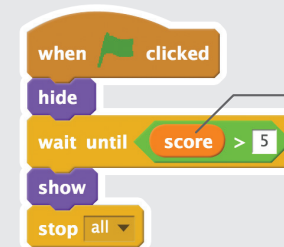
Use the **Text** tool to write  
a message, like "You won!"

**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!

# Make a Card



1. Fold the card in half

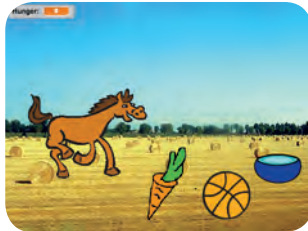


2. Glue the backs together



3. Cut along the dashed line

## Virtual Pet Cards



Create an interactive pet that can eat, drink, and play.

## Virtual Pet Cards

Use these cards in this order:

- 1 Introduce Your Pet
- 2 Animate Your Pet
- 3 Feed Your Pet
- 4 Give Your Pet a Drink
- 5 What Will It Say?
- 6 Time to Play
- 7 How Hungry?

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

Scratch

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

Scratch

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Introduce Your Pet

Choose a pet and have it say hello.



Virtual Pet

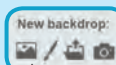
1

Scratch

## Introduce Your Pet

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

### GET READY



Choose a backdrop.

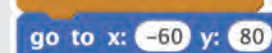


Choose a pet.



### ADD THIS CODE

Drag your pet to where you want it on the Stage.



Set its position.  
(Your numbers  
may be different.)



Type what your pet will say.

### TRY IT

Click the green flag to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Animate Your Pet

Bring your pet to life.



Virtual Pet

2

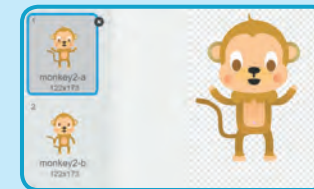
SCRATCH

## Animate Your Pet

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

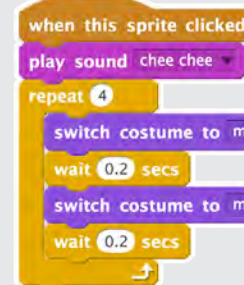
### GET READY

Click the **Costumes** tab to see your pet's costumes.



### ADD THIS CODE

Click the **Scripts** tab.



— Choose a costume.

— Choose a different costume.

### TRY IT

Click your pet to start.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Feed Your Pet

Click the food to feed your pet.



Virtual Pet

3

Scratch

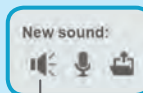
## Feed Your Pet

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

### GET READY



Click the **Sounds** tab.



Choose a sound from the Sound library, like **chomp**.

Choose a food sprite.

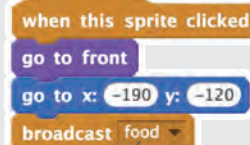
New sprite:



### ADD THIS CODE

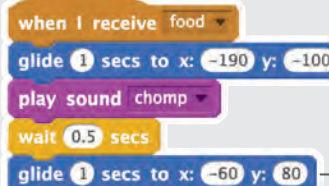
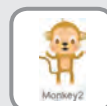


Select a **new message** and name it **food**.



Broadcast the **food** message.

Tell your pet what to do when it receives the message.



— Glide to the food.

— Glide back.

### TRY IT

Click the food to start.



# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## Give Your Pet a Drink

Give your pet some water to drink.



Virtual Pet

4

Scratch

## Give Your Pet a Drink

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

### GET READY

Choose a drink sprite, like Glass Water.

New sprite:    



### ADD THIS CODE



when this sprite clicked

go to front

go to x: -80 y: -120

broadcast drink

Broadcast a new message.

wait 1 secs

switch costume to glass water-b

Switch to the empty glass.

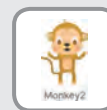
play sound water drop

wait 1 secs

switch costume to glass water-a

Switch to the full glass.

Tell your pet what to do when it receives the message.



when I receive drink

glide 1 secs to x: -80 y: -100

Glide to the drink.

wait 1 secs

glide 1 secs to x: -60 y: 100

Glide back.

### TRY IT

Click the drink to start.



# Make a Card



1. Fold the card in half



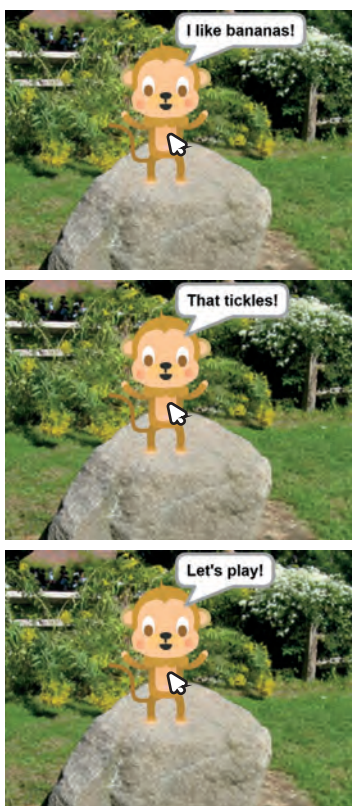
2. Glue the backs together



3. Cut along the dashed line

## What Will It Say?

Let your pet choose what it will say.



Virtual Pet

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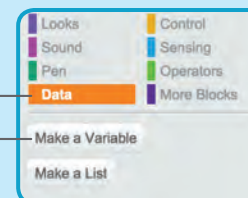
SCRATCH

## What Will It Say?

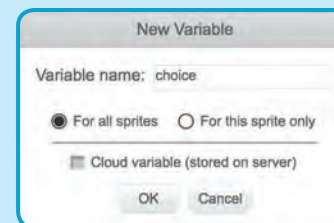
[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

### GET READY

Choose **Data**.

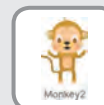


Click the **Make a Variable** button.



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

### ADD THIS CODE



### TRY IT

Click your pet to see what it says.

# Make a Card



1. Fold the card in half



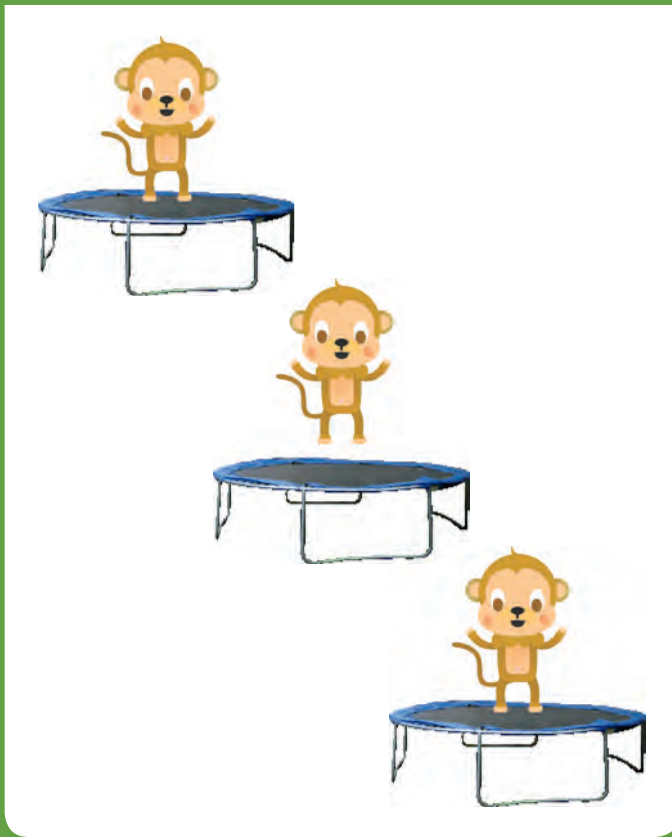
2. Glue the backs together



3. Cut along the dashed line

## Time to Play

Have your pet jump on a trampoline.



Virtual Pet

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Scratch

## Time to Play

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

### GET READY

Choose the Trampoline.

New sprite:    

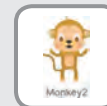


Trampoline

### ADD THIS CODE



when this sprite clicked  
go to x: 130 y: -120  
broadcast play



when I receive play  
go to front  
glide 1 secs to x: 120 y: -40  
repeat 4  
change y by 20 — A positive number makes your pet jump up.  
wait 0.3 secs  
change y by -20 — A negative number brings your pet back down.  
wait 0.3 secs  
glide 1 secs to x: -60 y: 100

### TRY IT

Click the trampoline.

# Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

## How Hungry?

Keep track of how hungry your pet is.



Virtual Pet

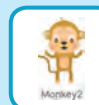
7

SCRATCH

## How Hungry?

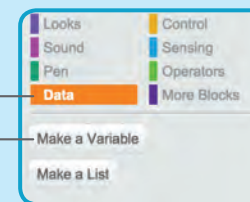
[scratch.mit.edu/pet](https://scratch.mit.edu/pet)

### GET READY

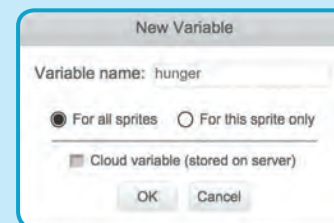


First, add food using the **Feed Your Pet** card.  
Then, click to select your pet.

Choose **Data**.

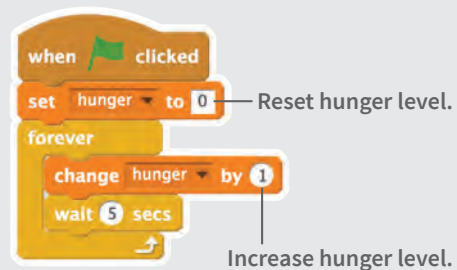


Click the **Make a Variable** button.



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

### ADD THIS CODE



Type a negative number  
to make your pet less  
hungry.

### TRY IT

Click the green  
flag to start.



Then click  
the food.

