

# Step by Step Scratch Tutorial

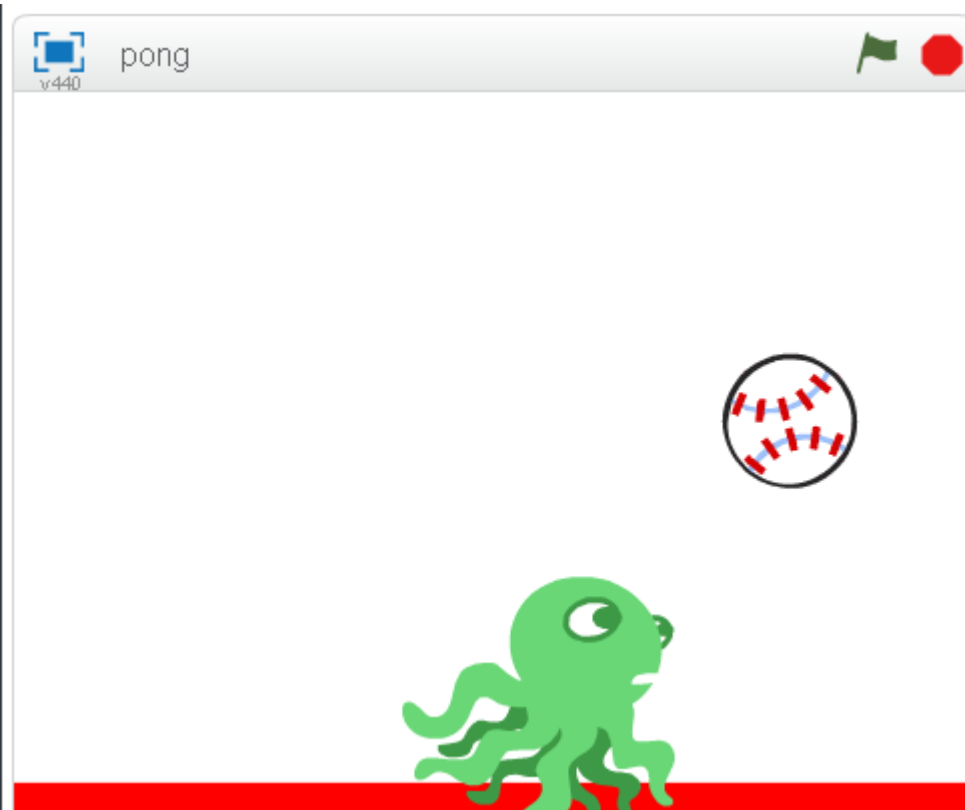
## Create an Animal Pong Game

Create a simple Pong type game to bounce the ball off of the animal. If the ball touches the red out of bounds line, it's **GAME OVER!**

Programming Difficulty Level = Easy

Fun Level = Fun to build, fun to play.

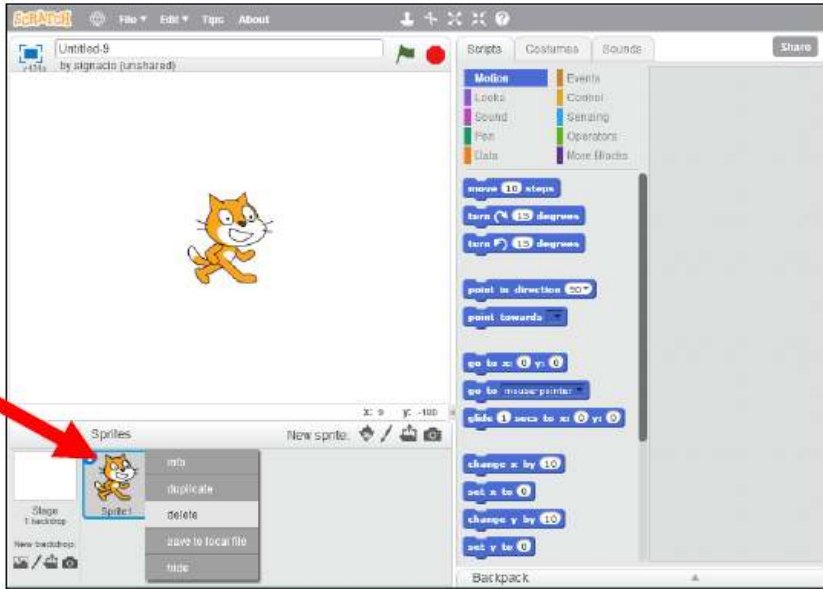
Age Level = 8 years +



# First: We Create the Animal That Will be the Pong "Paddle"

1

Open Scratch.  
Delete the cat.  
(right click, delete)



2

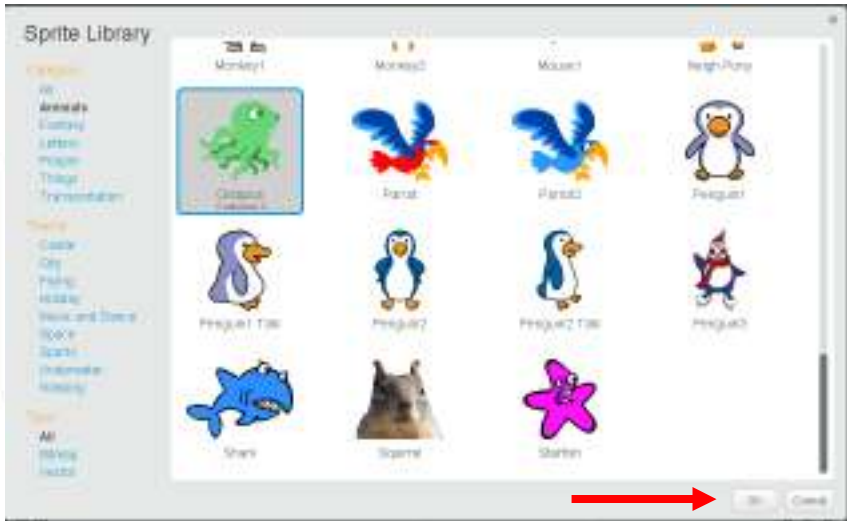
Click the icon (New Sprite).

Under Category, click Animals



3

Choose a new sprite from the Sprite Library.  
(click on it).  
Then click OK.



## Next: We Program our Animal Paddle to Move Left and Right

# 4

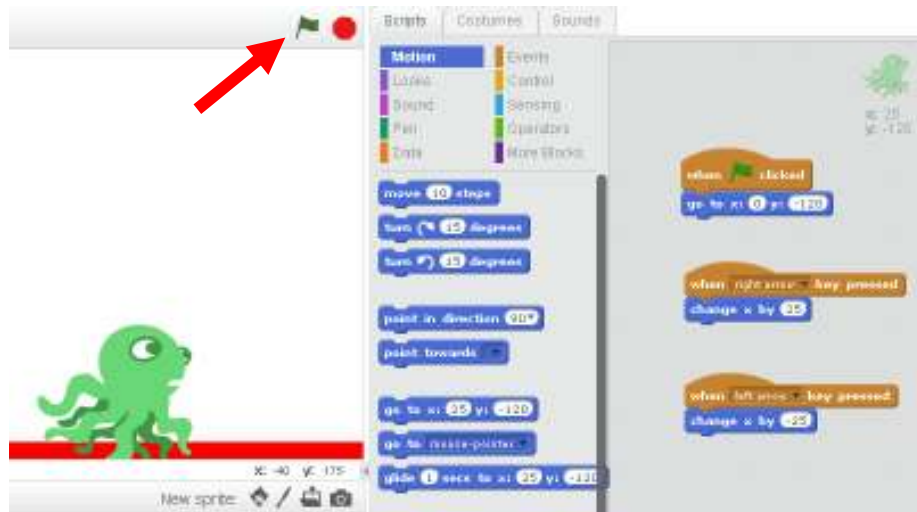
Drag and drop this code for your paddle from the left side (scripts menu) to the right side.

The image shows the Scratch Scripts menu on the left and the stage on the right. The Scripts menu is open to the Events category, showing several event blocks: 'when green flag clicked', 'when space key pressed', 'when this sprite clicked', 'when backdrop switches to backdrop', 'when loudness > 10', 'when I receive Game Over', 'broadcast Game Over', and 'broadcast Game Over and wait'. The stage on the right shows a green frog sprite with coordinates x: 25 and y: -120. The code on the stage includes: 'when green flag clicked' followed by 'go to x: 0 y: -120'; 'when right arrow key pressed' followed by 'change x by 25'; and 'when left arrow key pressed' followed by 'change x by -25'.

The image shows the Scratch Scripts menu on the left and the stage on the right. The Scripts menu is open to the Motion category, showing several motion blocks: 'move 10 steps', 'turn 15 degrees', 'turn 15 degrees', 'point in direction 90', 'point towards', 'go to x: 0 y: -120', 'go to mouse pointer', 'glide 1 secs to x: 0 y: -120', 'change x by 10', 'set x to 0', 'change y by 10', and 'set y to 0'. The stage on the right shows a green frog sprite with coordinates x: 25 and y: -120. The code on the stage includes: 'when green flag clicked' followed by 'go to x: 0 y: -120'; 'when right arrow key pressed' followed by 'change x by 25'; and 'when left arrow key pressed' followed by 'change x by -25'.

5

Click the Green Flag, then test your code using the right and left arrow keys. Does the "paddle" move? Check your code if it doesn't.



Now: We Create the Ping Pong Ball and Make it Move

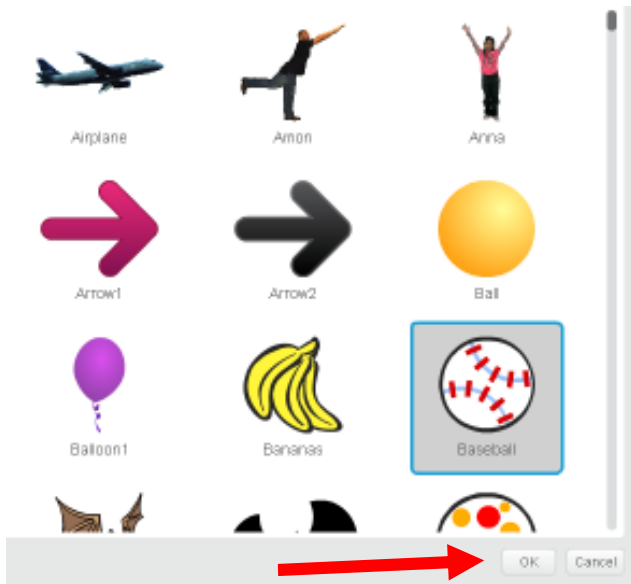
6

Click the icon (New Sprite).



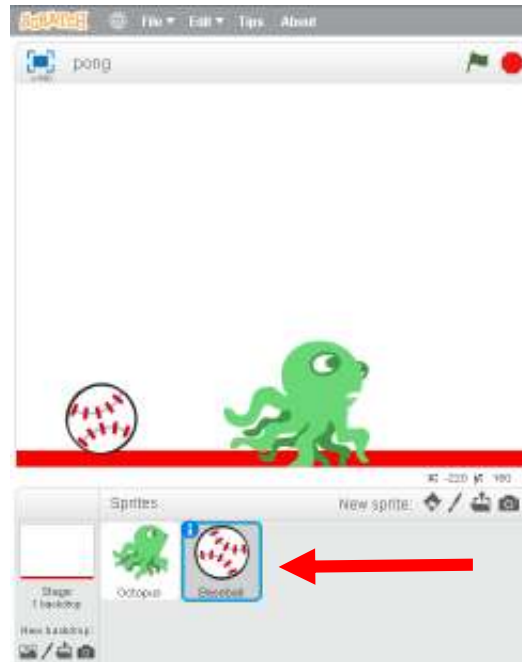
7

Choose a sprite to be the ping pong ball then click OK.



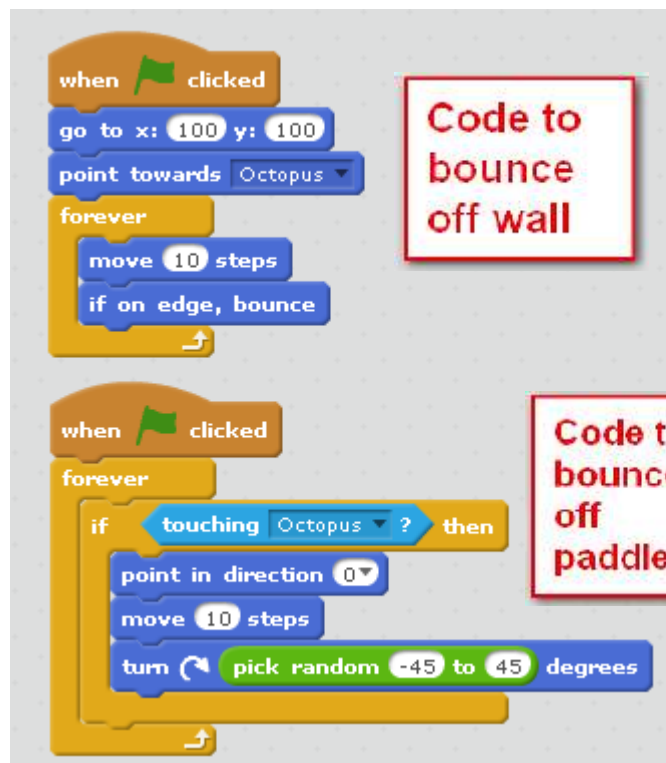
8

Click your ping pong ball so we can add the code to make it move.



9

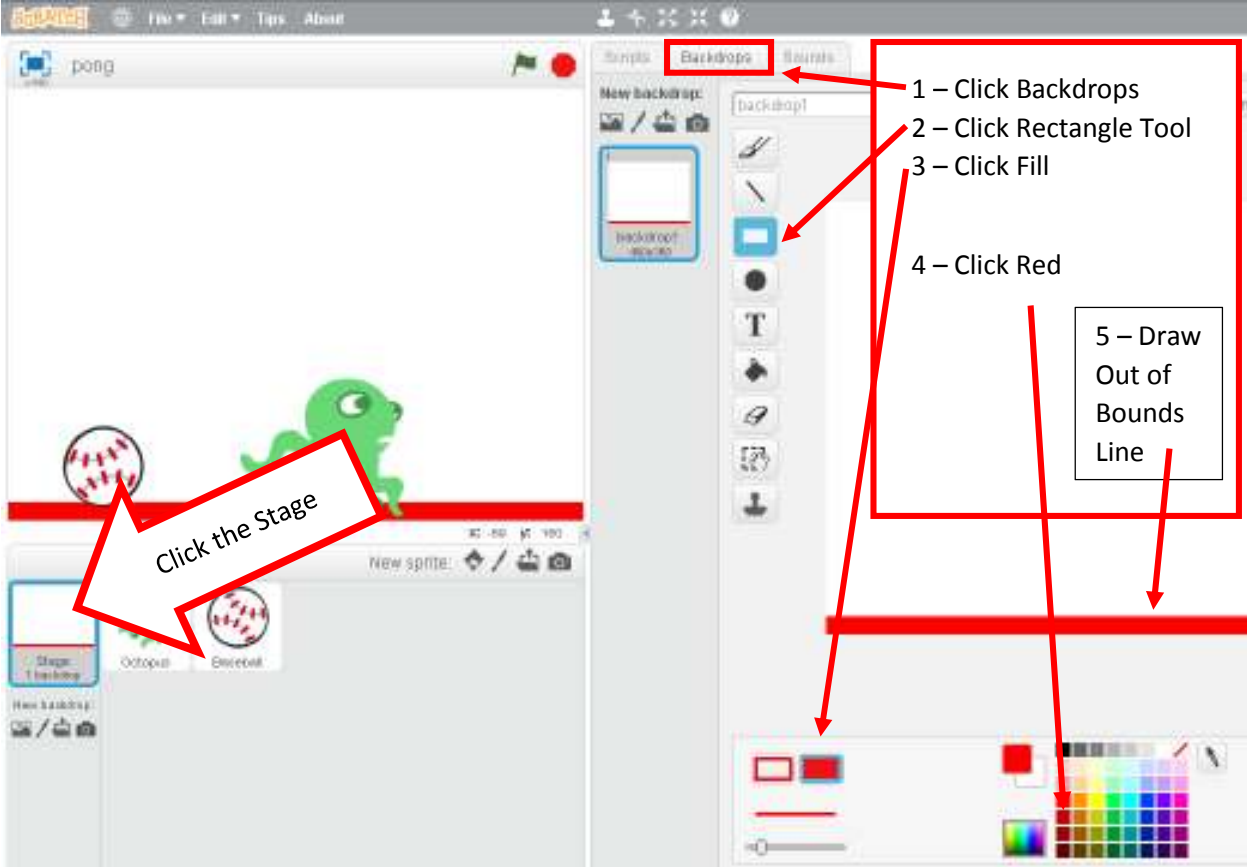
Add this code to the ball.



# Create the Out of Bounds Line and Add Code to End Game

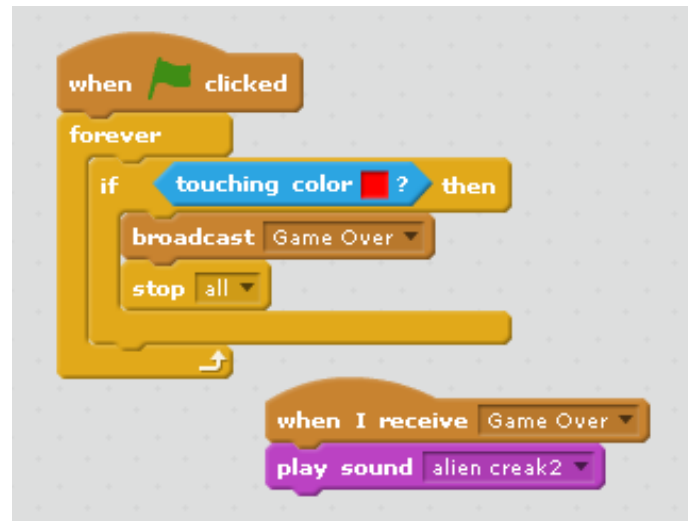
# 10

## Draw the Out of Bounds Line.



11

Click the pong ball, then add this code to end the game (Game Over). Test your game. *Play Animal Pong!*



\*Special thanks to Oakdome.com – K5 Computer Lab