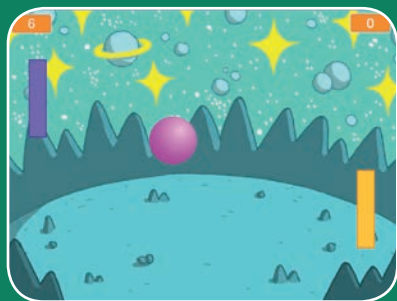
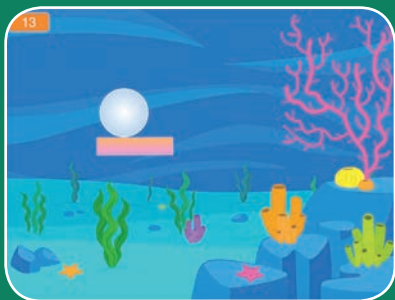
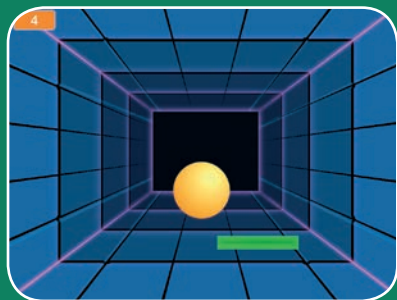


Pong Game Cards



Make a bouncing ball game and score points to win!

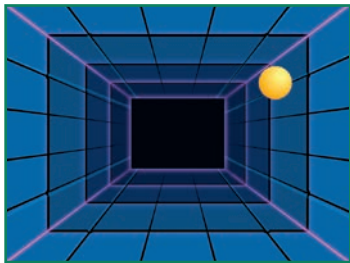
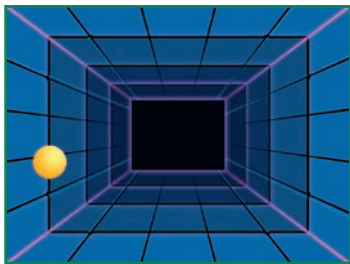
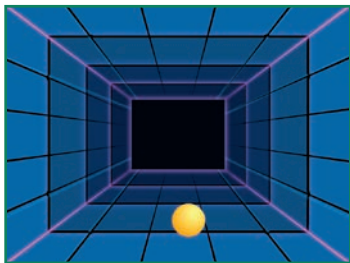
Pong Game Cards

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**

Bounce Around

Make a ball move around the Stage.



Bounce Around

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GET READY



Choose a backdrop.



Neon Tunnel



Choose a ball.



Ball

ADD THIS CODE



Ball



Type a larger number to move faster.

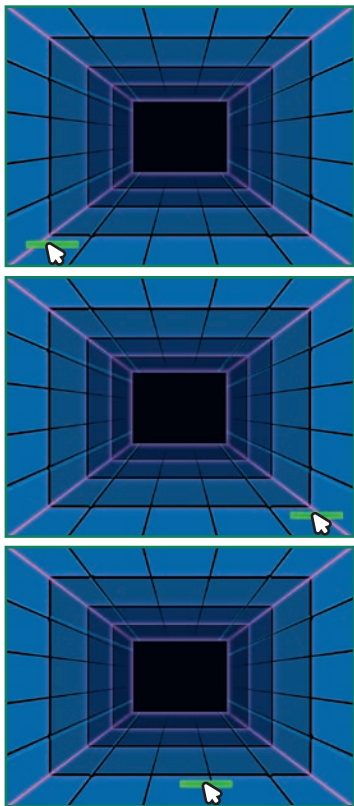
TRY IT

Click the green flag to start.



Move the Paddle

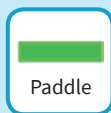
Control a paddle by moving
your mouse pointer.



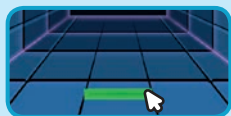
Move the Paddle

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GET READY

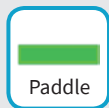


Choose a sprite for hitting the ball, like Paddle.



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

ADD THIS CODE



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



TRY IT

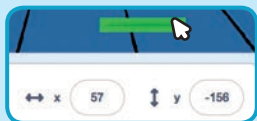
Click the green flag to start.



Move your mouse pointer to move the paddle.

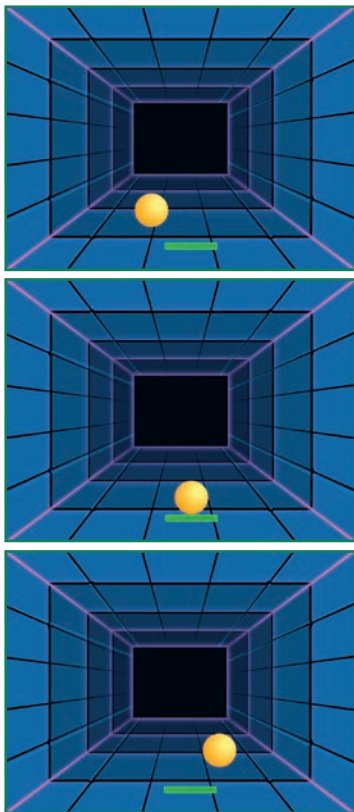
TIP

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



Bounce off the Paddle

Make the ball bounce off the paddle.

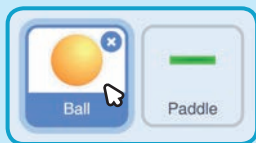


Bounce off the Paddle

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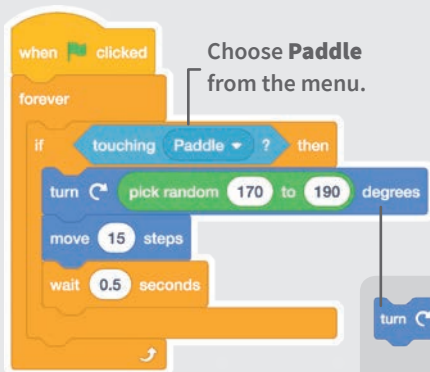
GET READY

Click to select
the Ball sprite.



ADD THIS CODE

Add this new stack of blocks to your Ball sprite.



Insert the **pick random** block
and type in 170 to 190.

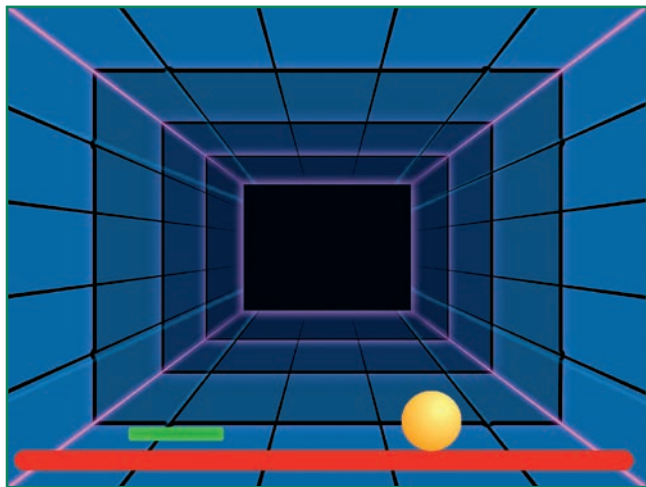
TRY IT

Click the green flag to start.



Game Over

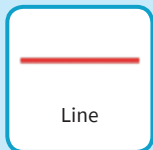
Stop the game if the ball hits the red line.



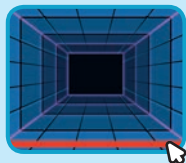
Game Over

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GET READY

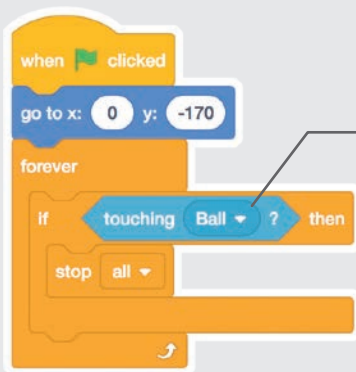


Choose the sprite called Line.



Drag the Line sprite to the bottom of the Stage.

ADD THIS CODE



Choose **Ball** from the menu.

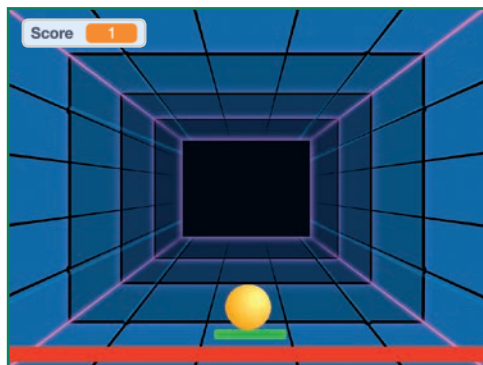
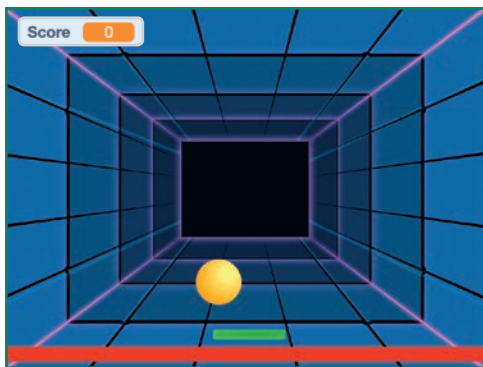
TRY IT

Click the green flag to start.



Score Points

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



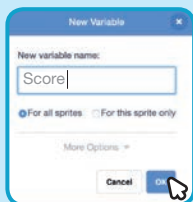
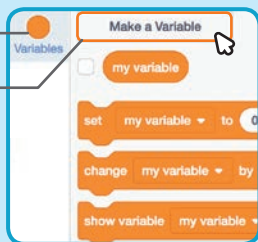
Score Points

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GET READY

Choose **Variables**.

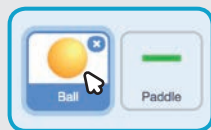
Click the **Make a Variable** button.



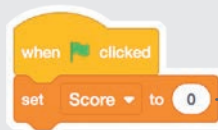
Name this variable **Score** and then click **OK**.

ADD THIS CODE

Click to select the **Ball** sprite.



Add this block and choose **Score** from the menu.



Use this block to reset the score. Choose **Score** from the menu.

Win the Game

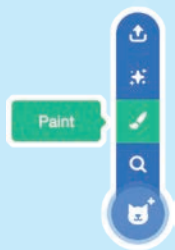
When you score enough points,
display a winning message!



Win the Game

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GET READY



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

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



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

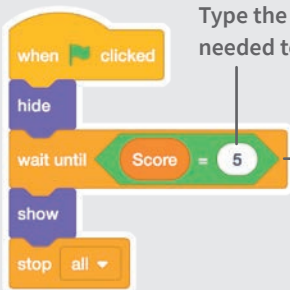
ADD THIS CODE



Click the **Code** tab.



You Won!



Type the number of points needed to win the game.



Insert the **Score** block into the **equals** block from the Operators category.

TRY IT

Click the green flag to start.



Play until you score enough points to win!