Scratch Programming Lesson 3

1. Open Scratch: scratch.mit.edu

2. Fill the background in one colour with a line at the bottom.

3. Right-click on the cat to delete it.

4. Paint a ball and a paddle sprite:

   - New sprite: Hold SHIFT!
   - ball
   - paddle
   
   Set their costume centres.

   Click this button at the top of the screen to shrink them if needed.

5. Make two variables:
6. Click on the scripts tab and then copy these commands:

- **Click on the paddle first!**

  **'Paddle' Sprite**

  ![Paddle Sprite Code](image)

  - **when clicked**
  - **forever**
  - **set x to mouse x**

  Moves the paddle as you move the mouse.

- **Click on the ball first!**

  **'Ball' Sprite**

  ![Ball Sprite Code](image)

  - **when clicked**
  - **set Speed to 4**
  - **forever**
  - **if on edge, bounce**
  - **move Speed steps**

  Makes the ball move around and bounce off the edges.

  - **when clicked**
  - **go to x: 0 y: 100**
  - **point in direction 100**
  - **wait until touching color ?**
  - **stop all**

  Starts the ball at the top.

  - **when clicked**
  - **set Score to 0**
  - **forever**
  - **if touching Paddle ?**
  - **then**
  - **change Score by 1**
  - **change Speed by 0.25**
  - **point in direction 180 - direction**
  - **move 5 steps**

  Mako the ball bounce of the paddle.

**Test your game regularly to check it works and so you can debug any mistakes!**

Can you make the game easier or harder to play?

Can you paint a more interesting backdrop?

Can you add any sound effects?