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!

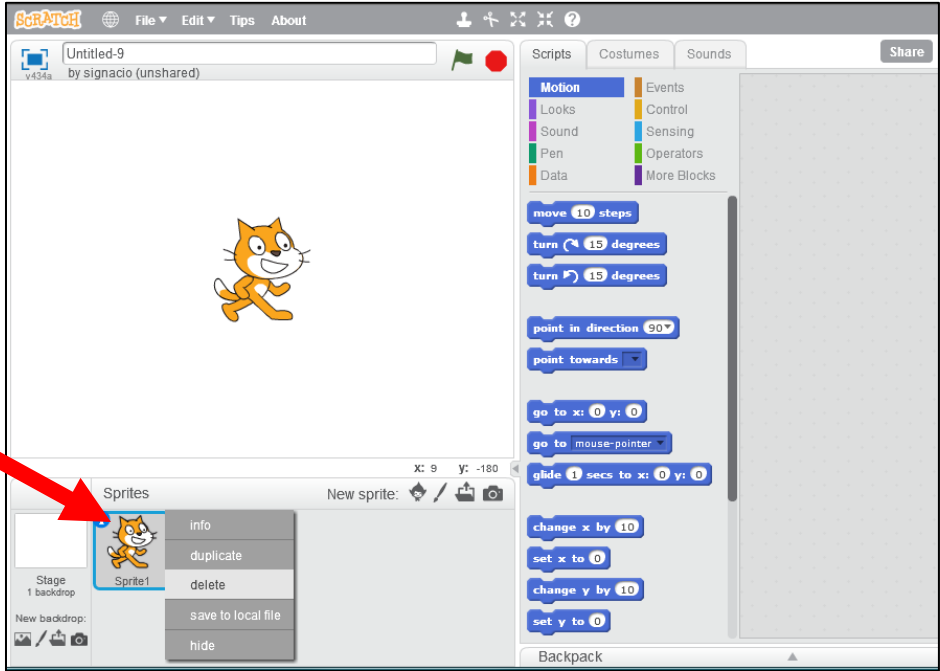Programming Difficulty Level = Easy

Fun Level = Fun to build, fun to play.

Age Level = 8 years +

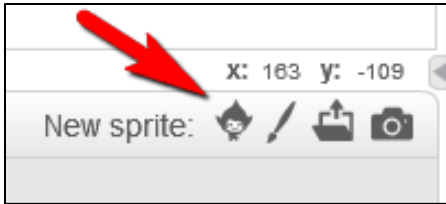# First: We Create the Animal That Will be the Pong "Paddle"

1

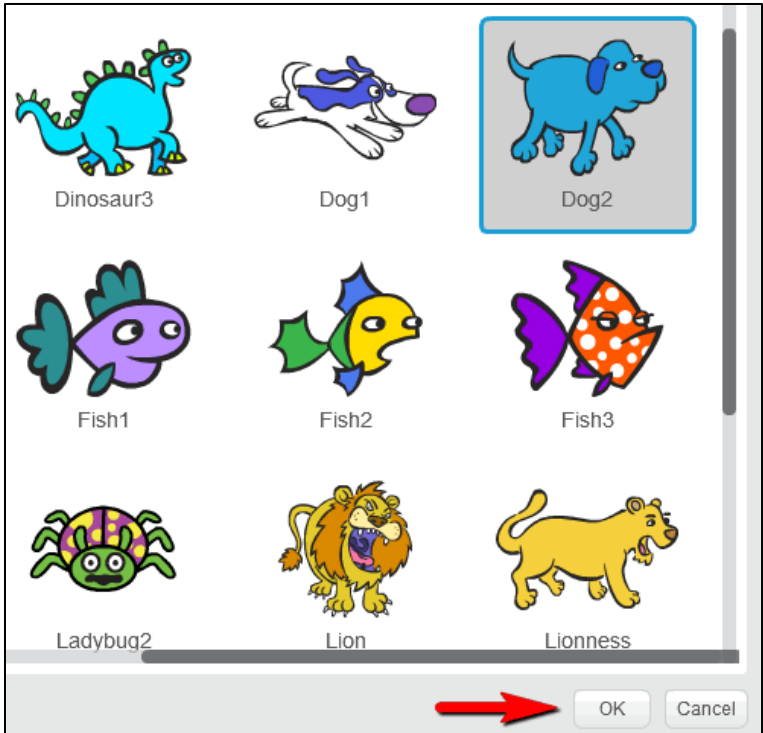**Open Scratch.**

Delete the cat.

(right click, delete)

2

Click the icon (New Sprite).

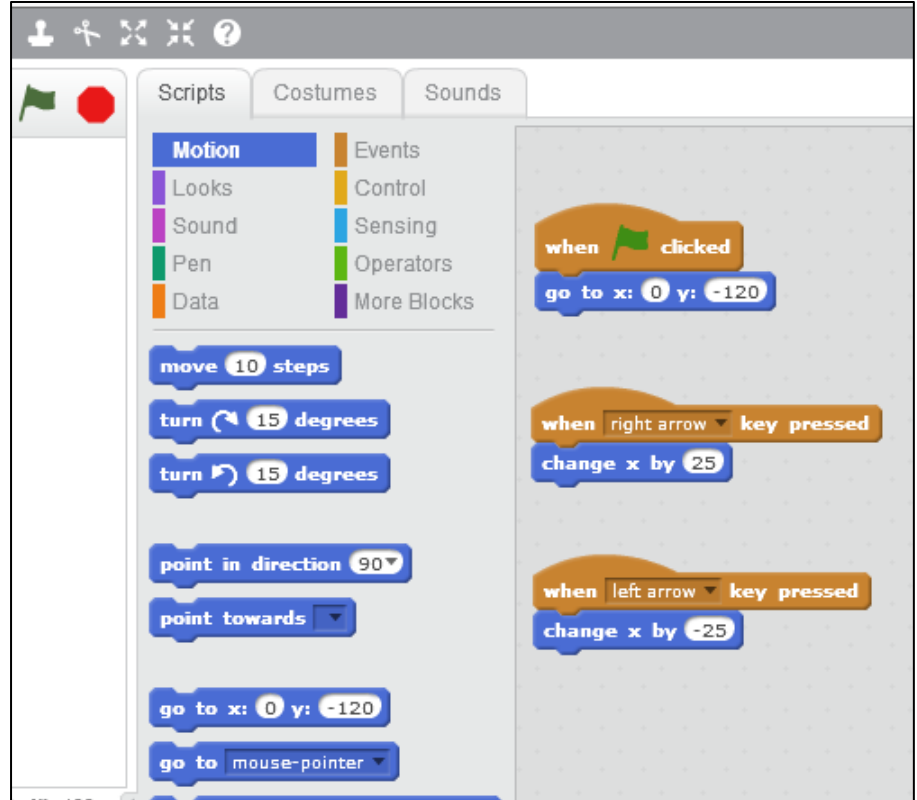**3**

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

Then click OK.

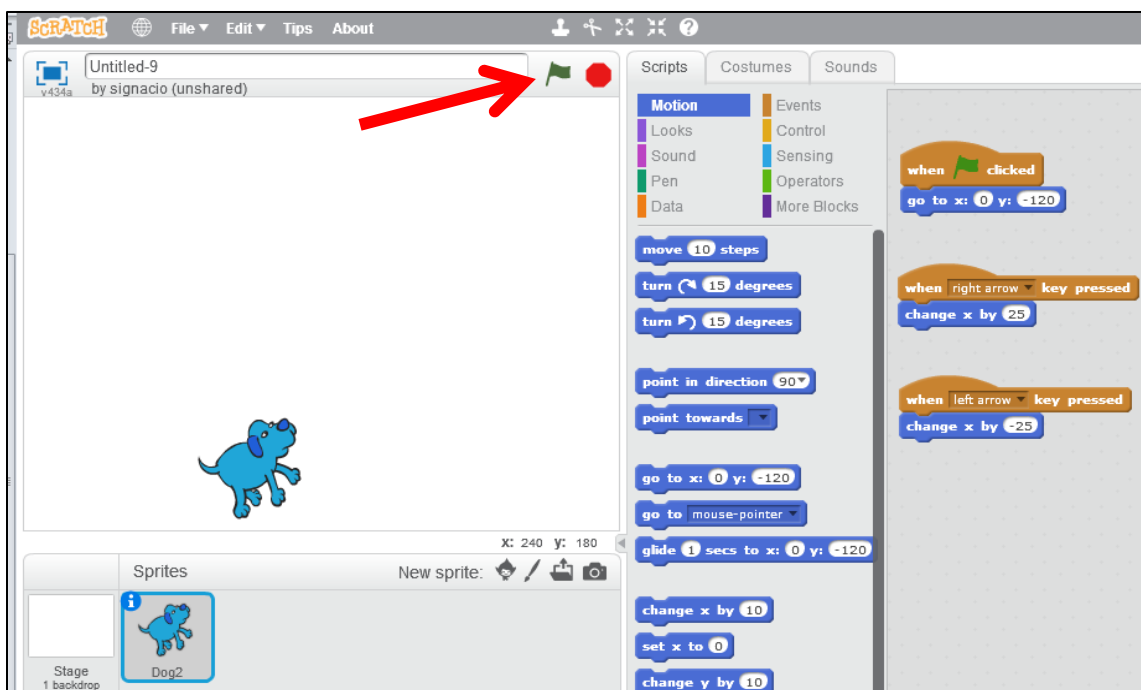## Next: We Program our Animal Paddle to Move Left and Right

4

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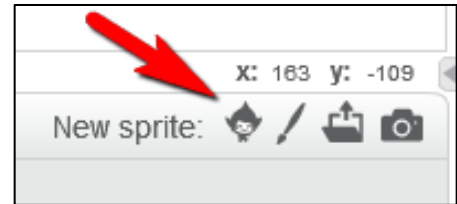

5

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).

x: 163 y: -109

New sprite:

7

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

Apple   Arrow1   Arrow2   Ball

Basketball   Bat1   Bat2   Beachball

Bells   Boy1   Boy2   Boy3

Breakdancer1   Bus   Butterfly1   Butterfly2

OK   Cancel

8

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

SCRATCH   File ▾ Edit ▾ Tips About

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v.434a   by signacio (unshared)

x: 240 y: 180

Sprites   New sprite:

Stage
1 backdrop   Dog2   Beachball

9

Add this code to the ball.

Scripts   Costumes   Sounds

Motion   Events
Looks   Control
Sound   Sensing
Pen   Operators
Data   More Blocks

○ + ○
○ - ○
○ * ○
○ / ○

pick random 1 to 10

☐ < ☐
☐ = ☐
☐ > ☐

and

when 🏳 clicked
go to x: 100 y: 100
point towards Dog2 ▾
forever
  move 10 steps
  if on edge, bounce

Code to bounce off wall

when 🏳 clicked
forever
  if touching Dog2 ▾ ? then
    point in direction 0 ▾
    move 10 steps
    turn ↺ pick random -45 to 45 degrees

Code to bounce off paddle

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

10 Draw the Out of Bounds Line.

Click the Stage

1) Click the Backdrops tab.

2) Choose the rectangle tool.

3) Draw the out of bounds line.
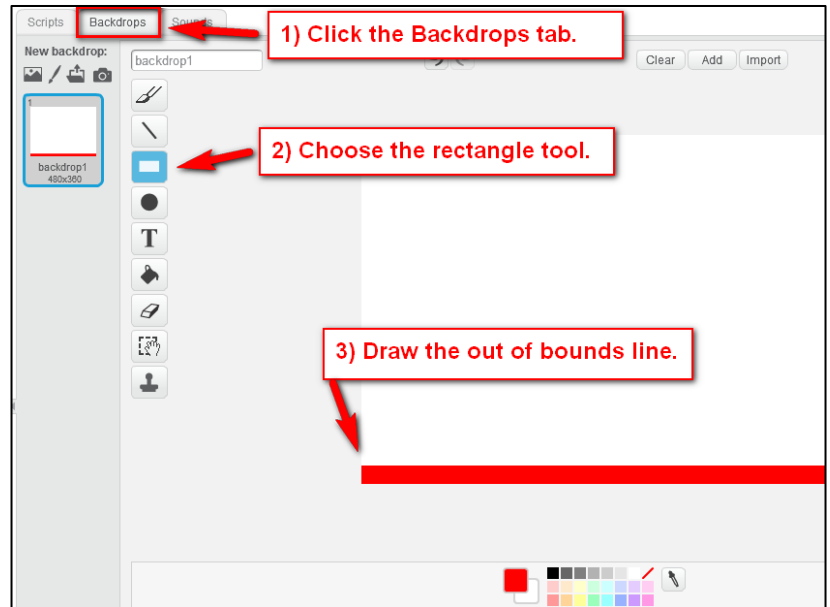
11 Click the pong ball, then add this code to end the game (Game Over). Test your game. *Play Animal Pong!*

when 🏳 clicked
forever
    if < touching color 🟥 ? > then
        broadcast Game Over ▾
        stop all ▾

when I receive Game Over ▾
say Game Over! for 2 secs