

Building A Scratch Game

“Catch”

[How to Make a Catch Game in Scratch |
Tutorial \(youtube.com\)](#)



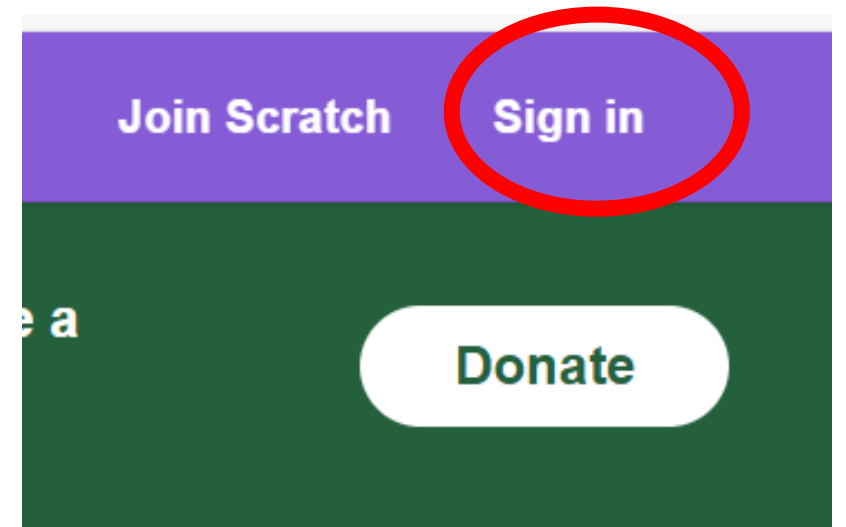
Login to Scratch

[Scratch - Imagine, Program, Share \(mit.edu\)](#)

scratch.mit.edu

cws2025##

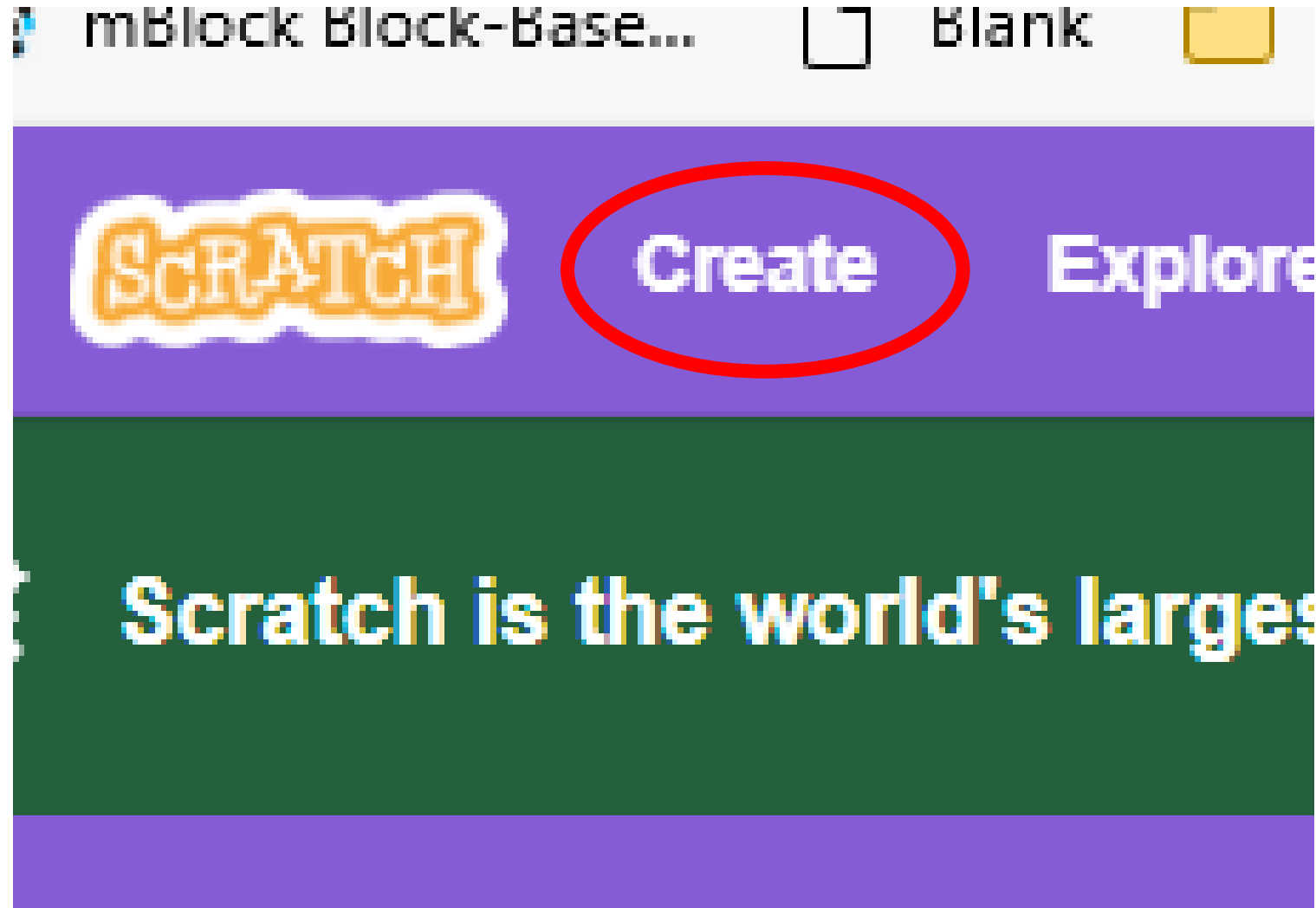
(Login ID)

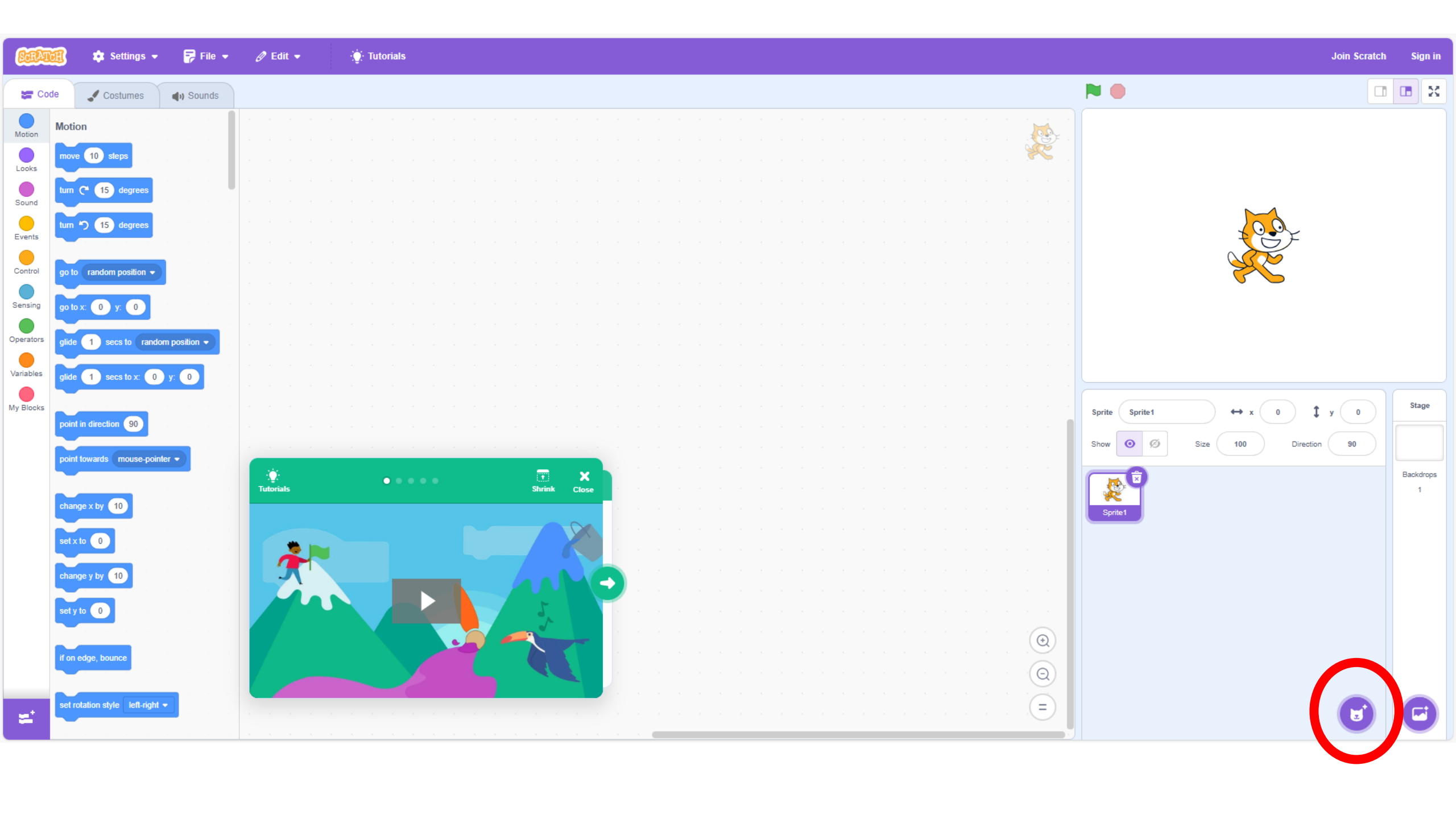


##password

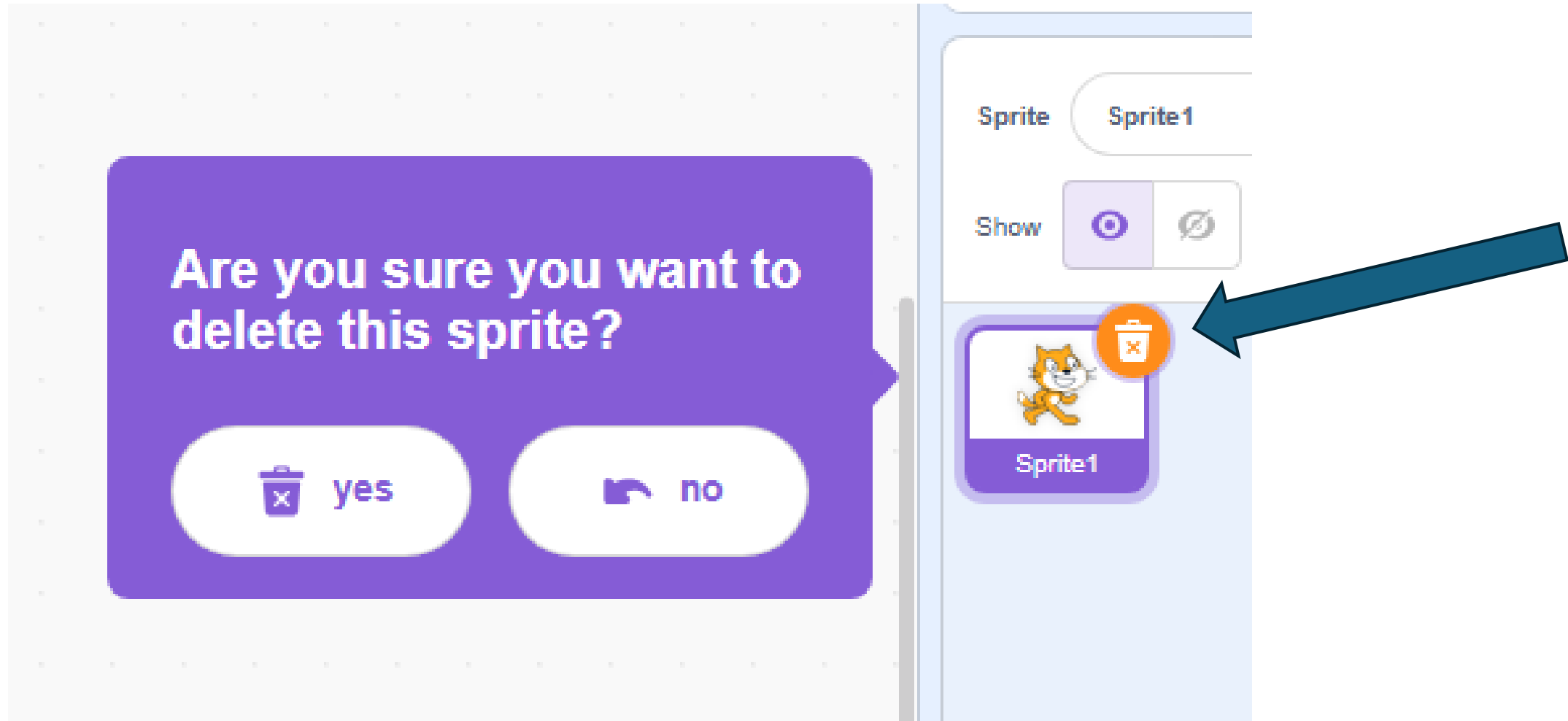
(password)

Click on the 'Create' Button



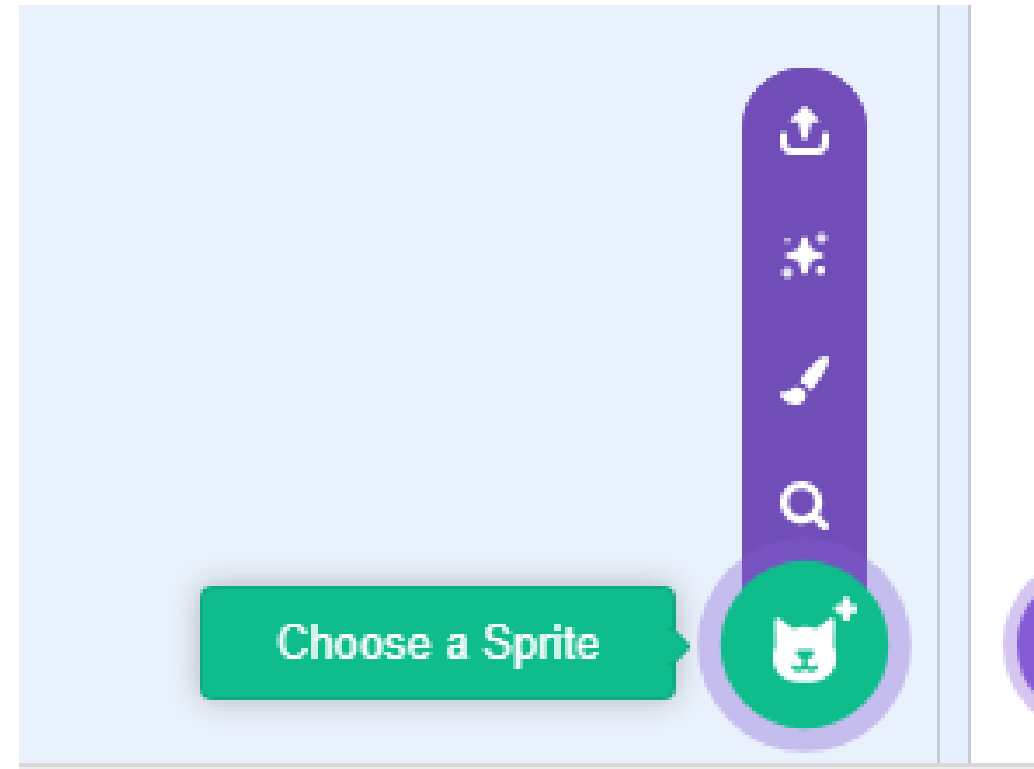


Delete the Sprite 1 “The Cat”










































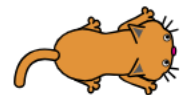










Make the Catcher - 1

- Click On
Choose a Sprite



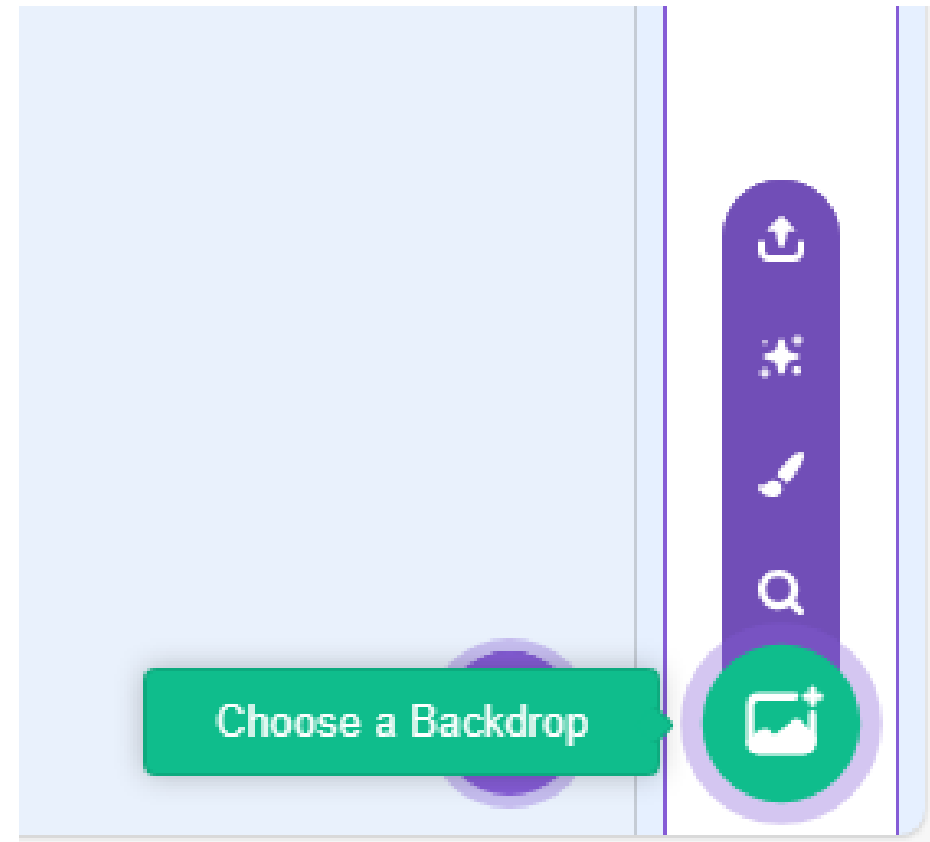
Search

- All
- Animals
- People
- Fantasy
- Dance
- Music
- Sports
- Food
- Fashion
- Letters

 Abby	 Amon	 Andie	 Anina Dance	 Apple	 Arrow1	 Avery	 Avery Walk...	 Ball	 Ballerina
 Balloon1	 Bananas	 Baseball	 Basketball	 Bat	 Batter	 Beachball	 Bear	 Bear-walking	 Beetle
 Bell	 Ben	 Bowl	 Bowtie	 Bread	 Broom	 Buildings	 Butterfly 1	 Butterfly 2	 Button1
 Button2	 Button3	 Button4	 Button5	 Cake	 Calvrett	 Casey	 Cassy Dance	 Cat	 Cat 2
									

Make the Backdrop (Background) - 2

- Add a Backdrop



← Back

Choose a Backdrop

Search

All

Fantasy

Music

Sports





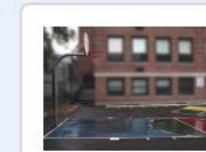






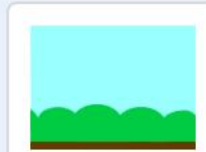





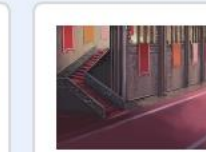


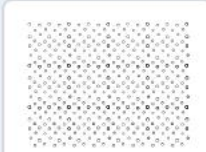






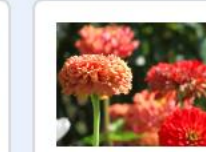

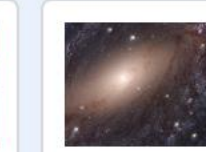






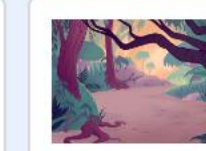













Outdoors

Indoors

Space

Underwater

Patterns

 <p>Arctic</p>	 <p>Baseball 1</p>	 <p>Baseball 2</p>	 <p>Basketball 1</p>	 <p>Basketball 2</p>	 <p>Beach Malibu</p>	 <p>Beach Rio</p>	 <p>Bedroom 1</p>	 <p>Bedroom 2</p>	 <p>Bedroom 3</p>
 <p>Bench With...</p>	 <p>Blue Sky</p>	 <p>Blue Sky 2</p>	 <p>Boardwalk</p>	 <p>Canyon</p>	 <p>Castle 1</p>	 <p>Castle 2</p>	 <p>Castle 3</p>	 <p>Castle 4</p>	 <p>Chalkboard</p>
 <p>Circles</p>	 <p>City With W...</p>	 <p>Colorful City</p>	 <p>Concert</p>	 <p>Desert</p>	 <p>Farm</p>	 <p>Field At Mit</p>	 <p>Flowers</p>	 <p>Forest</p>	 <p>Galaxy</p>
 <p>Garden-rock</p>	 <p>Greek The...</p>	 <p>Hall</p>	 <p>Hay Field</p>	 <p>Hearts</p>	 <p>Hill</p>	 <p>Jungle</p>	 <p>Jurassic</p>	 <p>Light</p>	 <p>Metro</p>
									

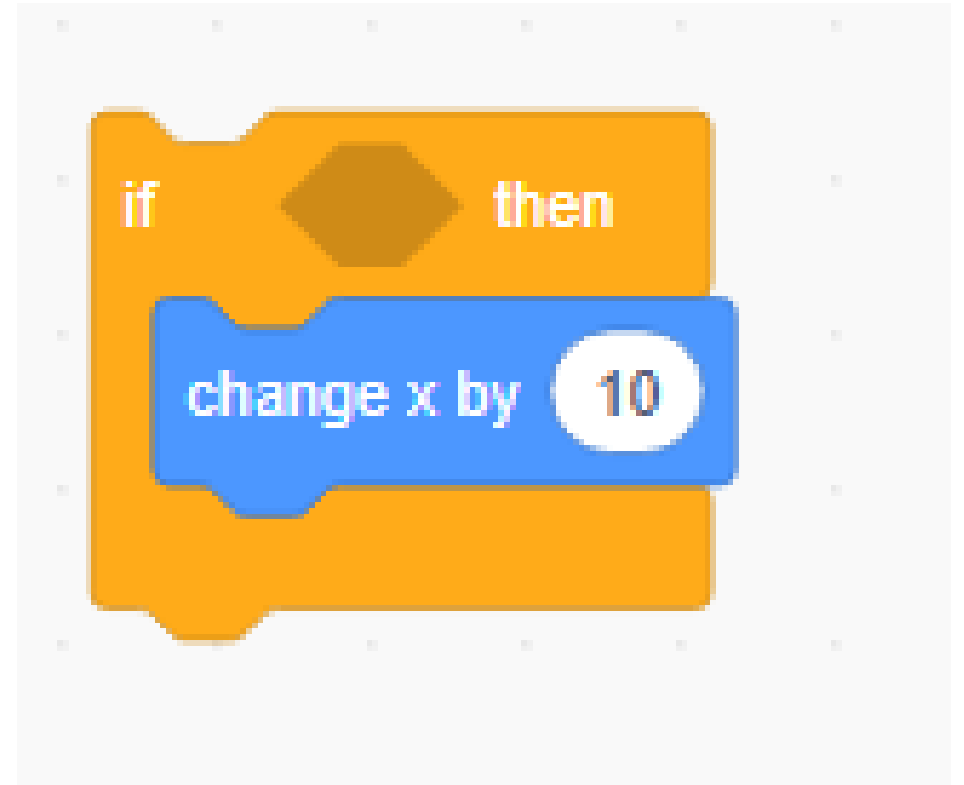
Move the Catcher - 3

- Click and Add Block
- ‘Change x’



Move the Catcher - 4

- Add and attach the 'If...Then' block



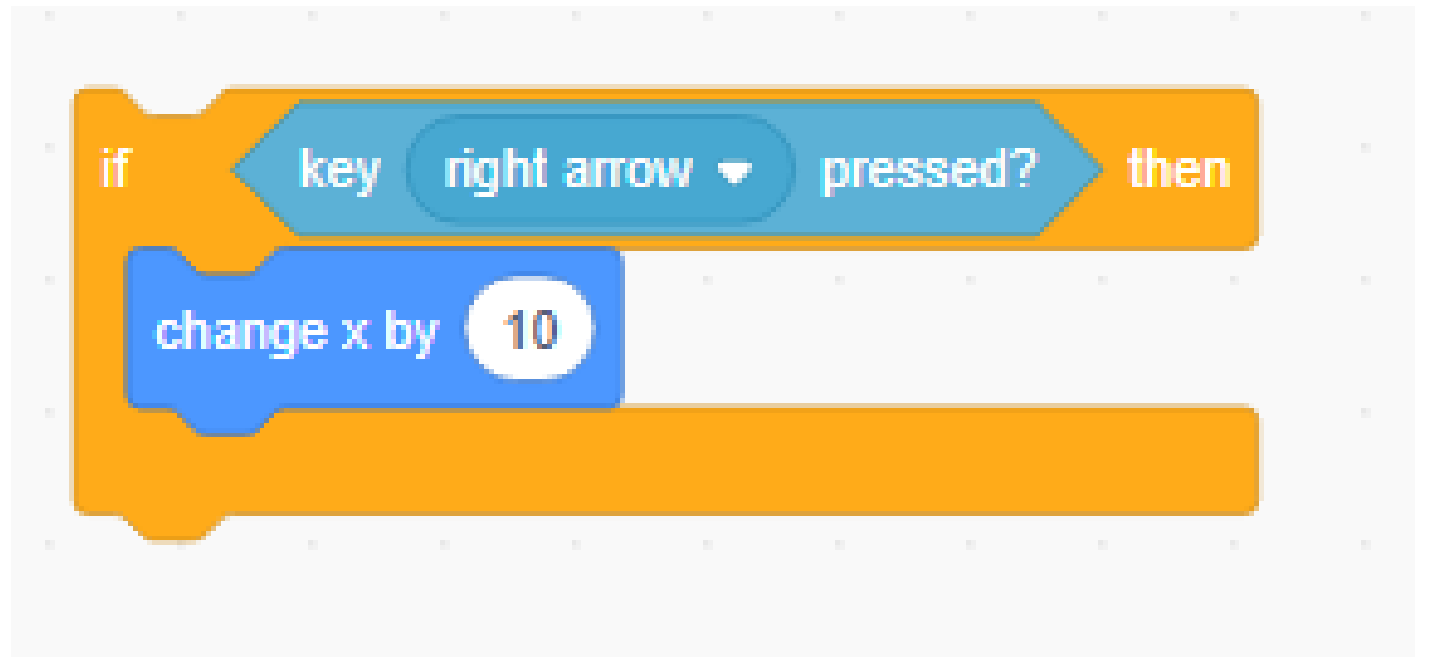
Move the Catcher - 5

Add the 'Key space pressed?'



Move the Catcher - 6

- Change the 'key' to 'Right Arrow'



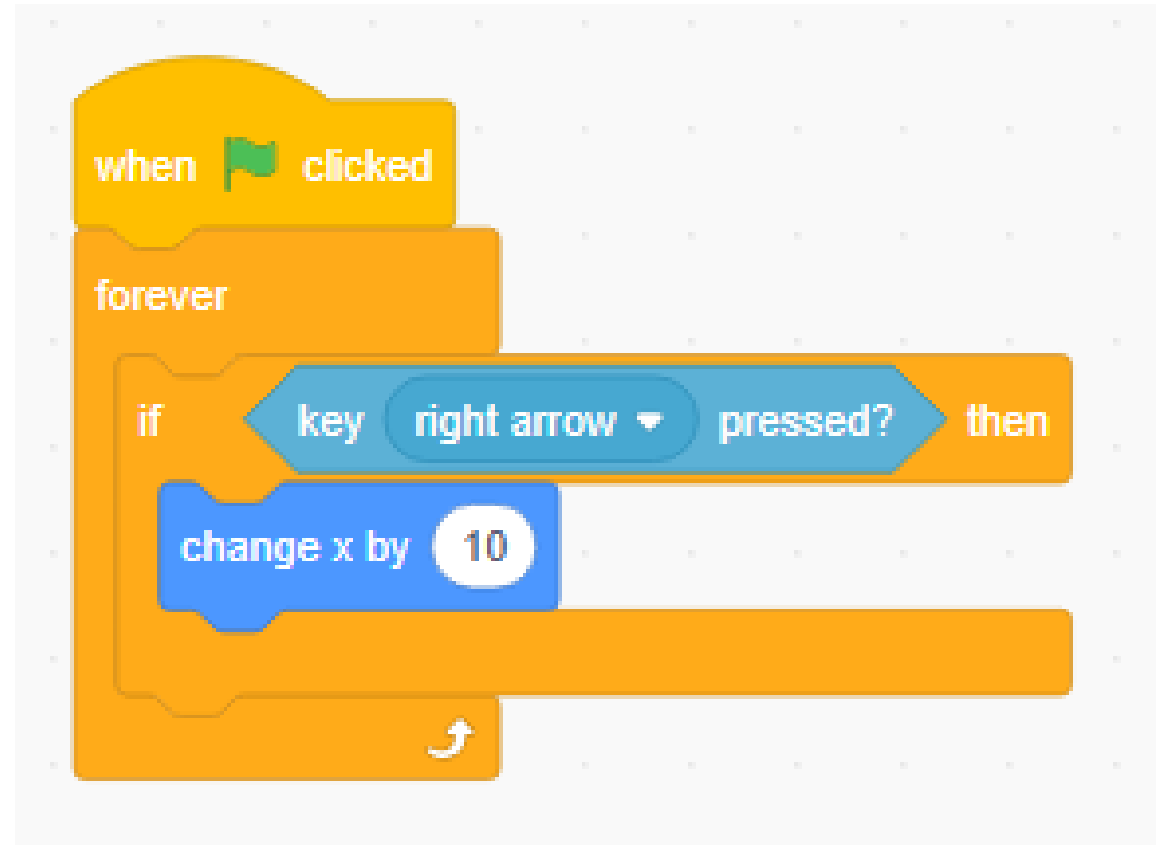
Move the Catcher - 7

- Add 'When Click' block



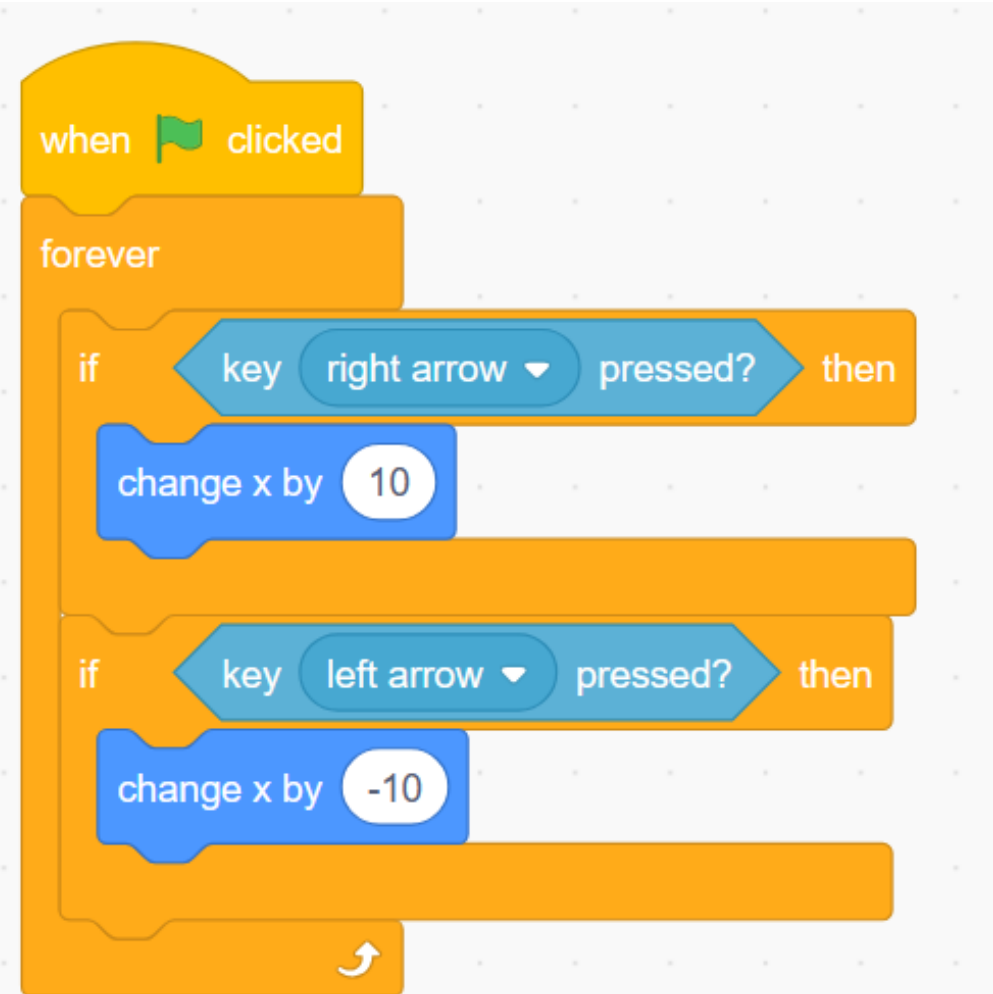
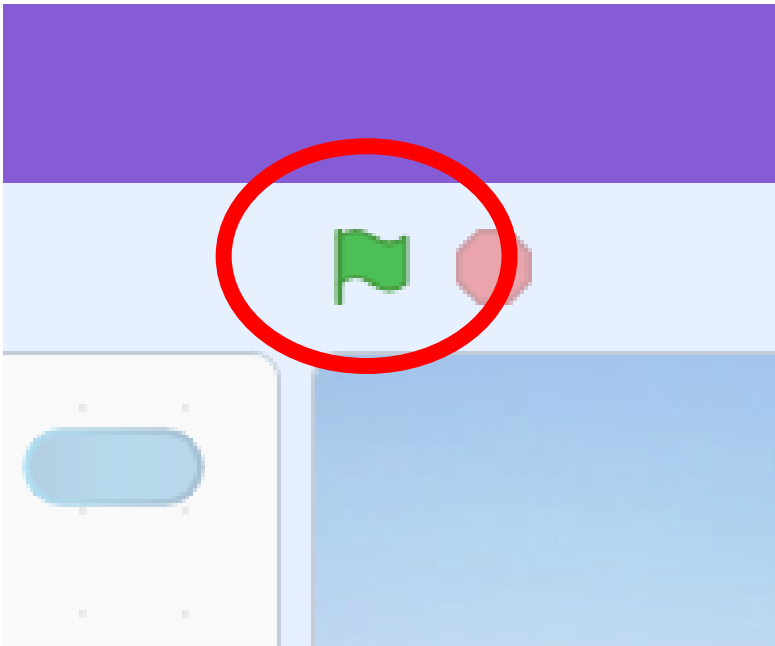
Move the Catcher - 8

- Add the 'Forever Loop'
- You do: Add the Left Arrow Key functions



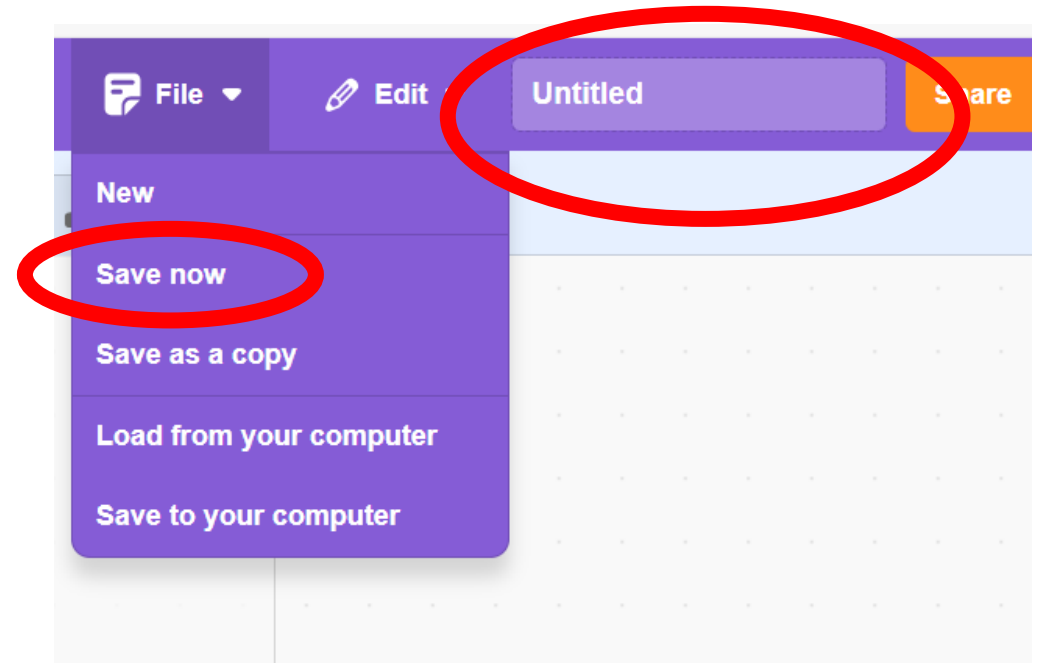
Move the Catcher – 9 (Full)

- Test your catcher



Save Your Project

- Change “Untitled”
- To: “Catch game”
- Click ‘File’
- Click ‘Save Now’



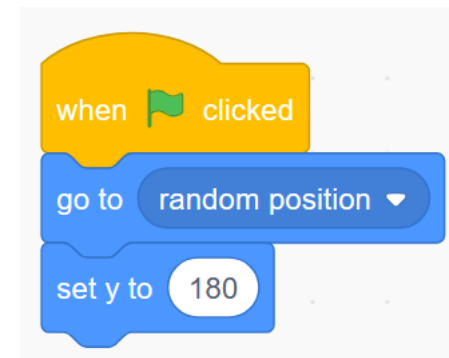
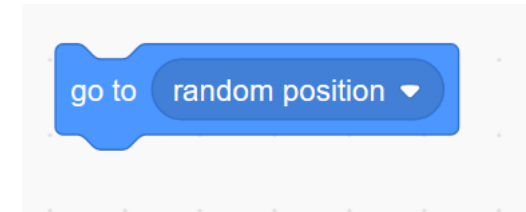
Catch Game

End – Part 1

Create the Falling Object

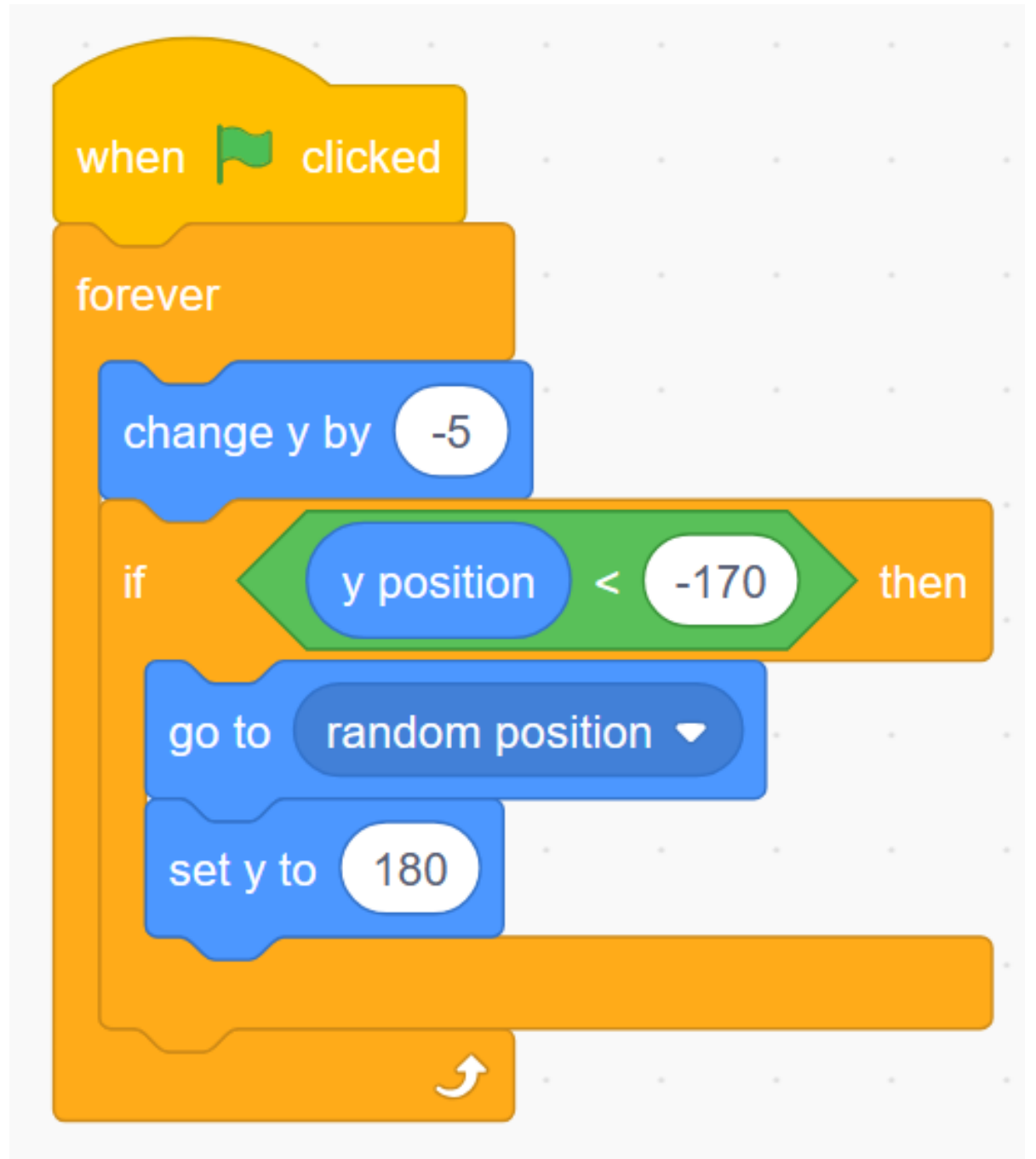
Go to The Top - 1

- Pick **an object** from the Sprite Collection
 - (Make sure the object is selected in the right menu)
- Pick up the block 'go to random position'
- Add 'When Clicked' and 'set y to...'



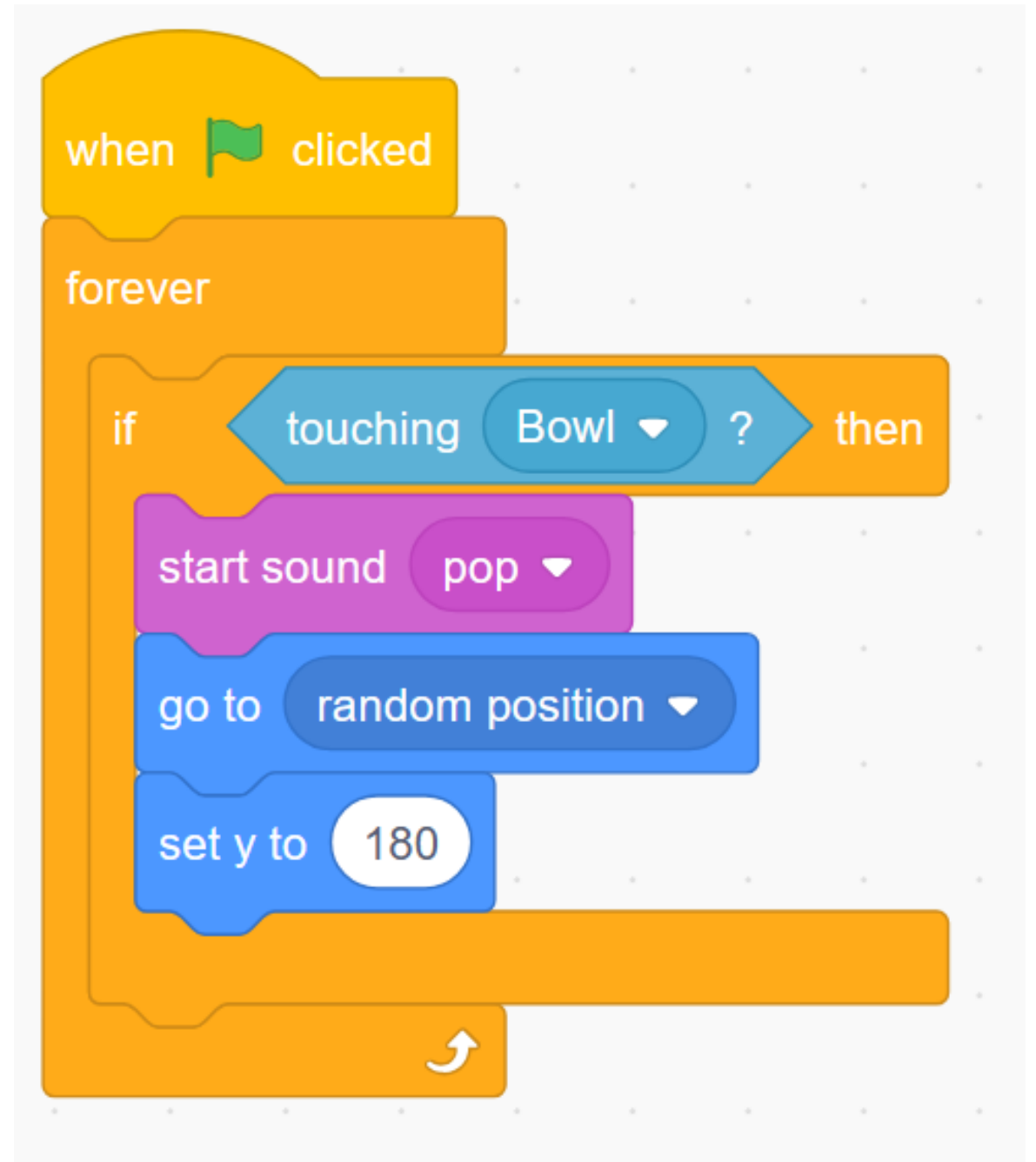
Falling Object Movements

- Add the following Blocks
- Click on the Top Green Flag to test the program

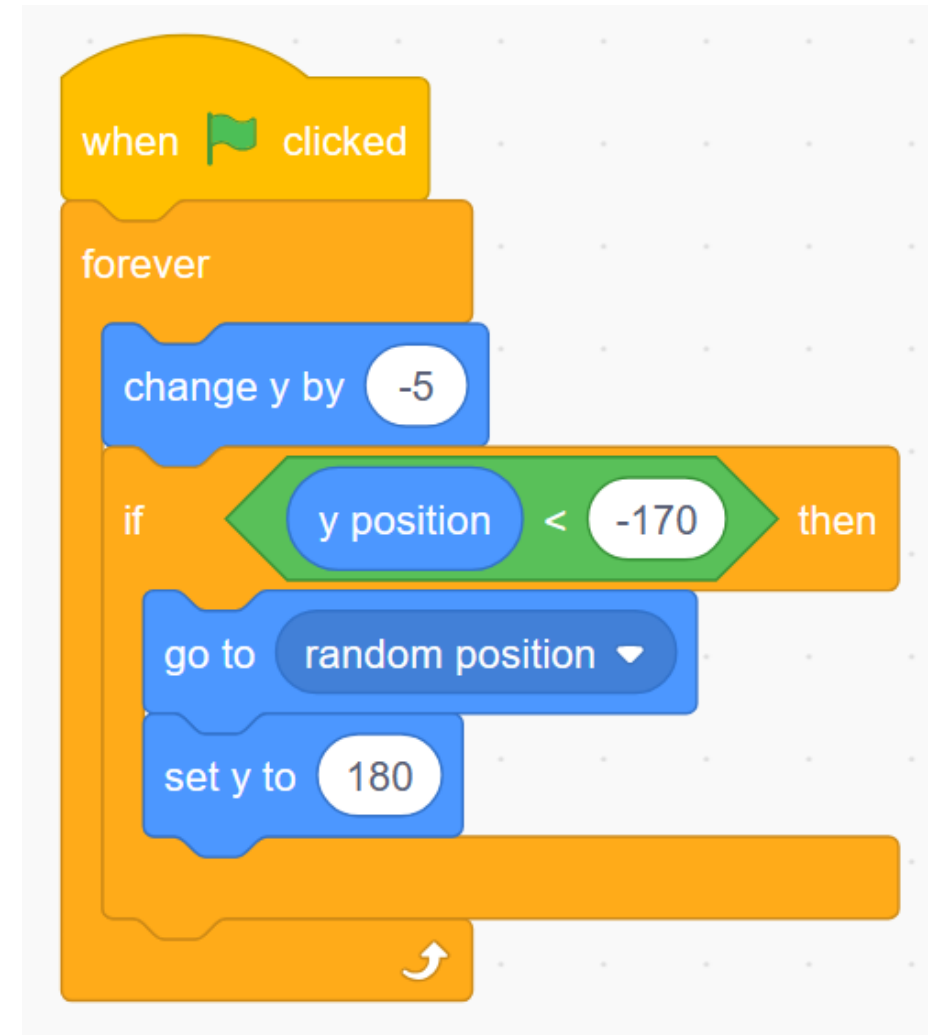
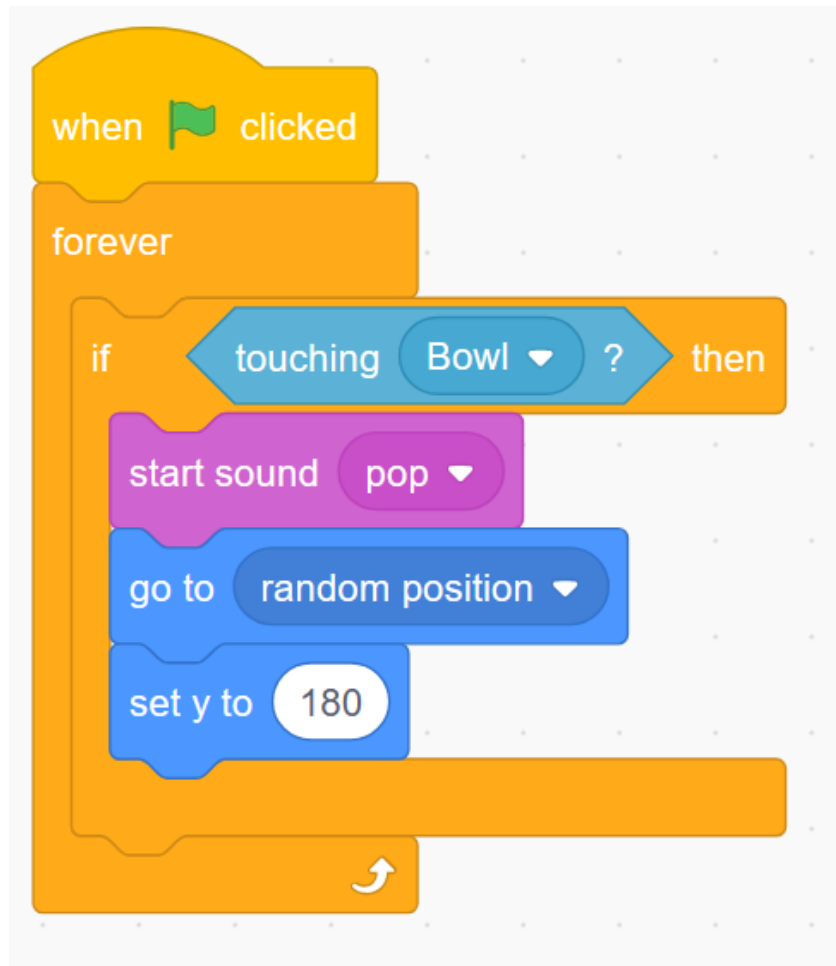


To Catch the Fall Objects

- Click on the **Falling Sprite**
- Add the following blocks:



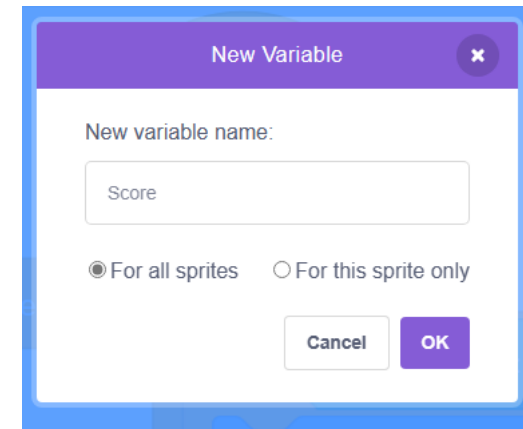
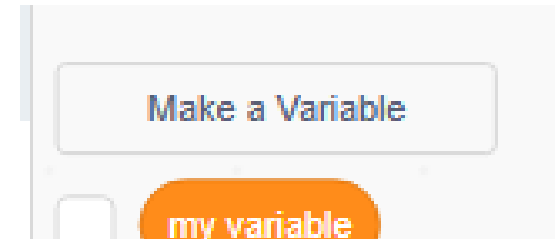
This is Falling Objects – Final Codes



Test the Game!!!

Keep Score (Optional) – 1

- Goto ‘Variables’
- Click on ‘Make a Variable’
- Type in the word ‘Score’



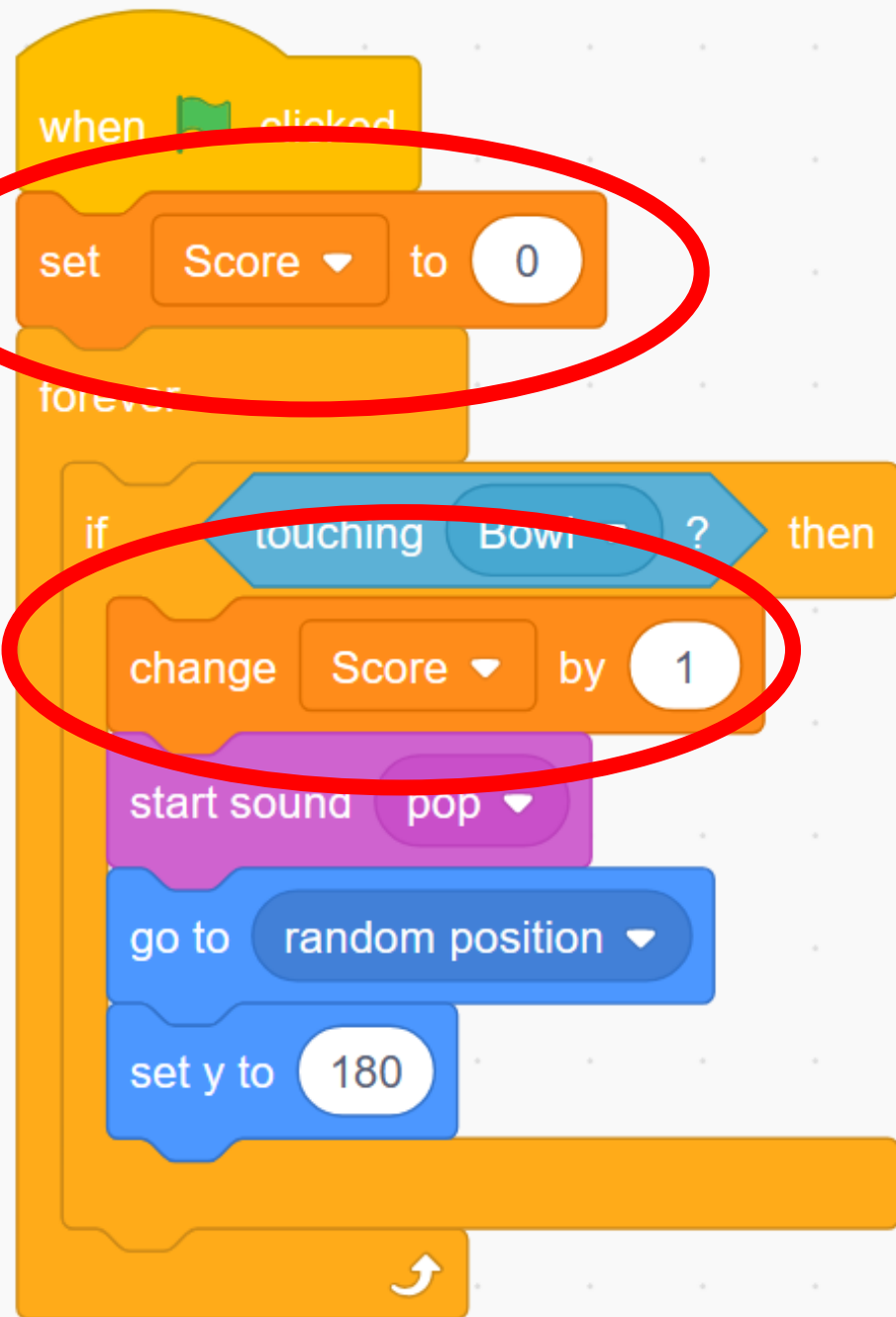
Keep Score - 2



- Click on the Falling Sprite



- Add these blocks



Play the Game!!!

For A++ students

- **Add functions and blocks to move the 'bowl' (Catch Sprite) to Up and down with the arrow keys**

