Make a Card

1. Fold the card in half
2. Glue the backs together
3. Cut along the dashed line

Hide and Seek Cards

Make a hide-and-seek game with characters that appear and disappear.

Hide and Seek Cards

Use these cards in this order:

1. Disappear
2. Click and Say
3. Surprise Timing
4. Go Random!
5. Click for Points
6. Hiding Place

scratch.mit.edu/hide
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Disappear

Make a sprite disappear and appear again.

GET READY

Choose a backdrop.

Choose a sprite to hide.

New backdrop: space

ADD THIS CODE

when green flag clicked
forever
hide
wait 1 secs
set gobo to new sprite: gobo
show
wait 1 secs

TRY IT

Click the green flag to start.
Click and Say

Make a sprite speak when you click it.

Click to select your sprite.

Click the Sounds tab.

Then choose a sound from the Sound library.

ADD THIS CODE

Click the Scripts tab.

when this sprite clicked

play sound hey

say You found me! for 1 secs

Type what you want your sprite to say.

TRY IT

Click your sprite.
Surprise Timing

Make a sprite wait for a random amount of time before appearing again.

GET READY

Click to select your sprite.

Click the Costumes tab and choose the costume you want.

ADD THIS BLOCK

Click the Scripts tab.

when [green flag] clicked

forever

hide

wait [pick random] 1 to 5 secs

show

wait 1 secs

TIP

Play with the timing! Try typing in a different range of numbers.

wait [pick random] 0.5 to 1.5 secs
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**Go Random!**

Make a sprite jump to random spots on the Stage.

Get Ready

Click to select your sprite.

Add This Block

- Choose **random position** from the menu.
- Add this block.

Try It

Click the green flag to start.
**Click for Points**

Add a point each time you click a sprite.

1. Choose Data.
2. Click the Make a Variable button.
3. Name this variable `score` and then click OK.
4. Click the button `when this sprite clicked`.
5. Add the block `play sound hey`.
6. Add the block `say You found me! for 1 secs`.
7. Add the block `change score by 1`.

**TIP**

Add this script to make the score reset to 0 when you click the green flag.

```
when [clicked] of green flag
set [score v] to (0)
```
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### Hiding Place

Make a sprite hide behind something.

- Choose a sprite to be a hiding place, like Rocks.
- Then choose another sprite who will hide.

#### GET READY

New sprite: Rocks

#### ADD THIS CODE

- When clicked
- Go to Rocks
- Move pick random -100 to 100 steps
- Hide
- Wait pick random 1 to 5 secs
- Show
- Wait 1 secs

#### TIP

Click the Grow or Shrink tool and then click the sprite to change its size.