Jumping Game
Cards

Make a character jump over moving obstacles.
Jumping Game Cards

Use these cards in this order:

1. Jump
2. Go to Start
3. Moving Obstacle
4. Add a Sound
5. Stop the Game
6. Add More Obstacles
7. Score
Jump

Make a character jump.
GET READY

Choose a backdrop.
Choose a character, like Chick.

ADD THIS CODE

when space key pressed
repeat 10
change y by 10
repeat 10
change y by -10

Type a minus sign to go back down.

TRY IT

Press the space key on your keyboard.
Go to Start

Set the starting point for your sprite.
GET READY

Drag your character to where you want it.

When you move your character, its x and y position will update in the blocks palette.

Now when you drag out a go to block, it will set to your character’s new position.

ADD THIS CODE

Set the starting position.
(Your numbers may be different.)

TIP

Change the size of a sprite by typing a smaller or larger number.
Moving Obstacle

Make an obstacle move across the Stage.
GET READY

Choose a sprite to be an obstacle, such as Egg.

ADD THIS CODE

Start at the right edge of the Stage.

Glide to the left edge of the Stage.

Type a smaller number to go faster.

TRY IT

Click the green flag to start.

Press the space key on your keyboard.
Add a Sound

Play a sound when your sprite jumps.
**Add a Sound**

Click to select the Chick sprite.

**GET READY**

**ADD THIS CODE**

Add the `start sound` block, and then select a sound.

**TRY IT**

Click the green flag to start.

Press the `space` key on your keyboard.
Stop the game if your sprite touches the egg.
Get Ready

Click to select the Egg sprite.

Click the Costumes tab to see the Egg sprite’s costumes.

Add This Code

Click the Code tab and add this code.

Choose a second costume for the Egg sprite to change to.

Insert the touching block and choose Chick from the menu.

Try It

Click the green flag to start.

Press the space key on your keyboard.
Add More Obstacles

Make the game harder by adding more obstacles.
Add More Obstacles
scratch.mit.edu

GET READY

To duplicate the Egg sprite, right-click (Mac: control-click) on the thumbnail, and then choose duplicate.

Click to select Egg2.

ADD THIS CODE

Add these blocks to wait before showing the second egg.

TRY IT

Click the green flag to start.
Score

Add a point each time your sprite jumps over an egg.
GET READY

Choose Variables. Click the Make a Variable button.

Name this variable Score and then click OK.

ADD THIS CODE

Click the Chick sprite and add two blocks to your code:

Add this block and then choose Score from the menu.

Add this block to increase the score. Choose Score from the menu.

TRY IT

Jump over the eggs to score points!