Pong Game Cards

Make a bouncing ball game and score points to win!
Pong Game Cards

Use these cards in this order:

1. Bounce Around
2. Move the Paddle
3. Bounce off the Paddle
4. Game Over
5. Score Points
6. Win the Game
Bounce Around

Make a ball move around the Stage.
Bounce Around
scratch.mit.edu

GET READY

Choose a backdrop.

Neon Tunnel

Choose a ball.

ADD THIS CODE

when green flag clicked

turn 15 degrees

forever

move 15 steps

if on edge, bounce

Type a larger number to move faster.

TRY IT

Click the green flag to start.
Move the Paddle

Control a paddle by moving your mouse pointer.
Move the Paddle

Get Ready

Choose a sprite for hitting the ball, like Paddle.

Then, drag your paddle to the bottom of the Stage.

Add This Code

Insert the `mouse x` block into the `set x to` block.

Try It

Click the green flag to start.

Move your mouse pointer to move the paddle.

Tip

You can see the x position of the paddle change as you move the mouse pointer across the Stage.
Bounce Off the Paddle

Make the ball bounce off the paddle.
Bounce Off the Paddle

GET READY

Click to select the Ball sprite.

ADD THIS CODE

Add this new stack of blocks to your Ball sprite.

Choose Paddle from the menu.

Insert the pick random block and type in 170 to 190

TRY IT

Click the green flag to start.
Stop the game if the ball hits the red line.
GET READY

Choose the sprite called Line.

Drag the Line sprite to the bottom of the Stage.

ADD THIS CODE

Set the position of the Line.

Choose Ball from the menu.

TRY IT

Click the green flag to start.
Score Points

Add a point each time you hit the ball with the paddle.
Score Points
scratch.mit.edu

GET READY

Choose **Variables**.

Click the **Make a Variable** button.

Name this variable **Score** and then click **OK**.

ADD THIS CODE

Click to select the Ball sprite.

Add this block and choose **Score** from the menu.

Use this block to reset the score. Choose **Score** from the menu.
Win the Game

When you score enough points, display a winning message!

Pong Game
Win the Game
scratch.mit.edu

GET READY

Click the Paint icon to make a new sprite.

Use the Text tool to write a message, like “You Won!”

You can change the font color, size, and style.

ADD THIS CODE

Click the Code tab.

Type the number of points needed to win the game.

Insert the Score block into the equals block from the Operators category.

TRY IT

Click the green flag to start.

Play until you score enough points to win!