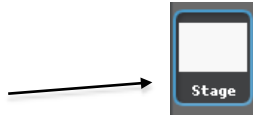


## Scratch Exercise #2: Pong

1) Open Scratch.

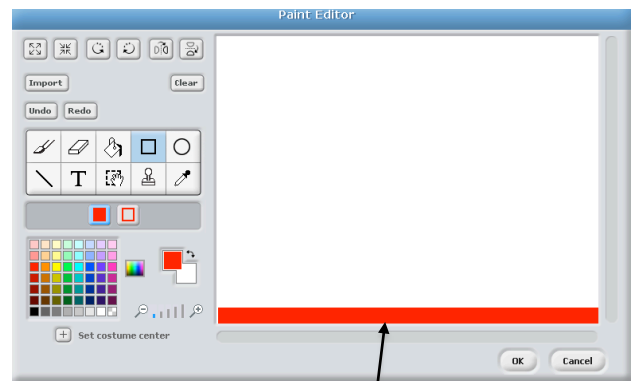
2) Click on Stage.



3) Click the Backgrounds tab.

4) Click the Edit button.

5) Choose the box tool and the color red. Then paint a red box on the bottom of the window.



6) Hit OK.

7) Click the **paint new sprite** button.

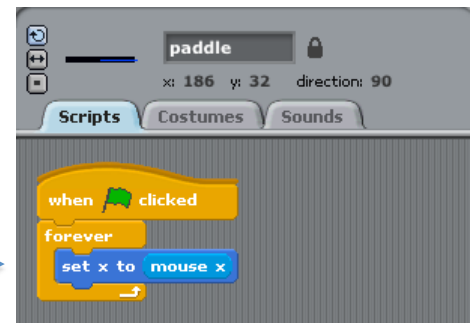


8) Paint a black box about half the width of the window.

9) Name the sprite *paddle*.

10) Delete the cat by choosing the scissors and clicking the cat.

11) Create this script for it.



*This will set the paddle so it will only move along the x axis (left and right).*

12) Click the **choose new sprite** button.



13) Choose **Things**, and pick a ball. Hit OK.

14) Name it ball.

15) Create these 3 parts of the script:

### Part 1

- Ball begins at the top.
- Points downward.
- If it touches the red, game over.

### Part 2

- If the ball touches the paddle, it bounces up at random,
- It moves,
- and a drum beats.
- This repeats forever.

### Part 3

- If ball hits edge, it will bounce and move 5 steps.
- This repeats forever.

