Creating a Basic Pong Game:

1. Open Scratch

2. Delete the Cat. (Click the scissors and then click on the Cat.)

3. Create a Paddle Sprite and Label it as “Paddle”
   a. Click “Paint new sprite” icon
   b. Draw a rectangle with the rectangle tool
   c. Click “OK”
   d. Name the Sprite “Paddle”

4. Create a Ball Sprite
   a. Click “Choose new sprite from file” icon
   b. Double click on “Things” folder
   c. Select one of the ball icons.
   d. Click Ok
   e. Name the Sprite “Ball”

5. Create the Scripts for the Ball Sprite:
   a. Drag a “When Green Flag Clicked” into the scripts field
   b. Drag a blue “point in direction” and connect it the Green Flag Script
   c. Put a green “pick random 0 to 360” inside the “point in direction” script.
   d. Drag a yellow “forever” and connect it to the above scripts.
   e. Put blue “move 5 steps” inside the “forever”
   f. Put blue “if on edge, bounce” inside the “forever.”
g. Drag another “When Green Flag Clicked” into the scripts pane.

Your Script should look mostly like this:
6. Create the paddle Scripts to look like this: This allows the paddle to follow the mouse.

![Paddle Scripts](image)

7. Click the green flag. Your game should work!

For a challenge, can you make your paddle move up and down and left and right.

Challenge #2: -> Turn this into a soccer game. Add two players?