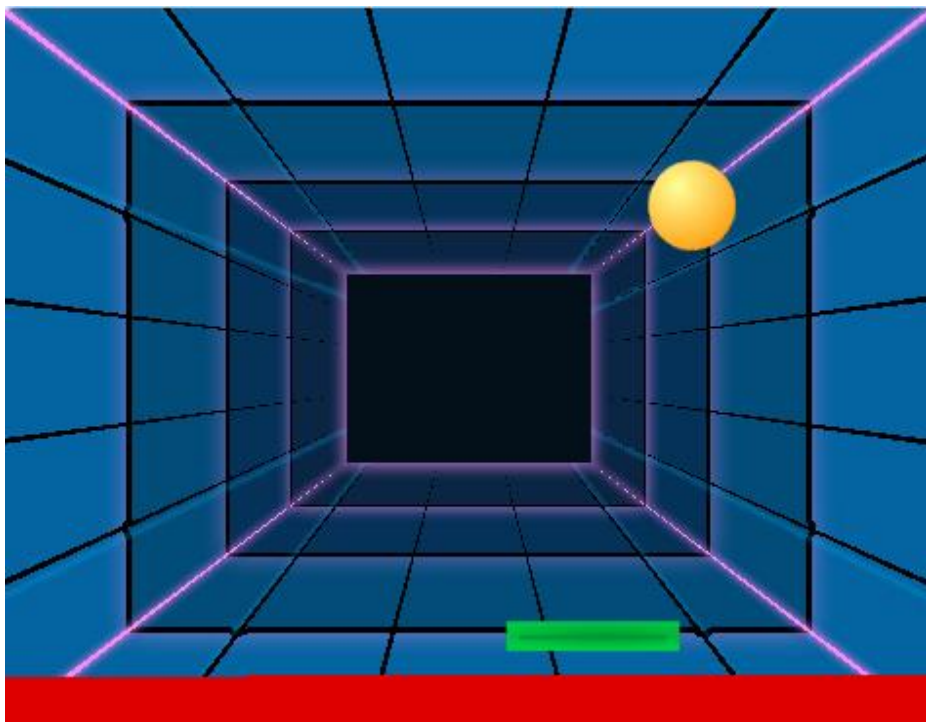


# Paddle Ball

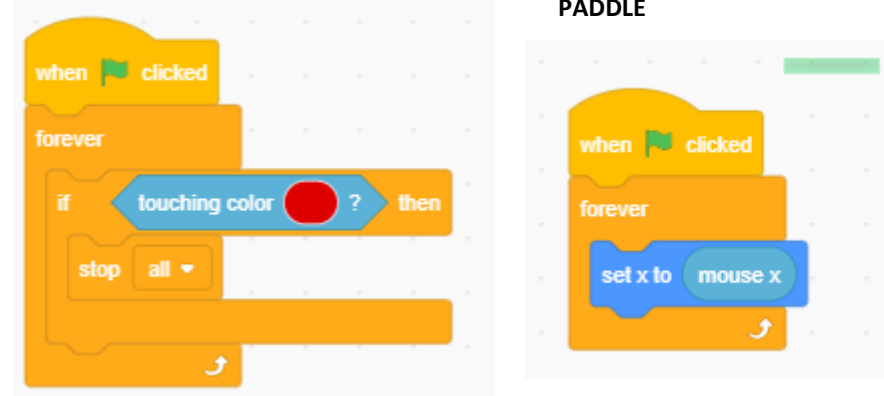
A ball catching game



## BALL



## PADDLE



## WHAT YOU LEARNT

- Understand the need for pauses between actions within loops
- Use code to generate random numbers in Scratch
- Add a variable to store a game score in Scratch

## Challenge: make your game more difficult

Can you add other sprites to your game? How about a sprite like the ball, but you mustn't touch this sprite? Maybe you can change things up, consider:

- How big should the sprite be?
- Should it bigger or smaller than the ball sprite?
- What does it look/sound like when it touches the paddle?
- Can you add a score to your game?