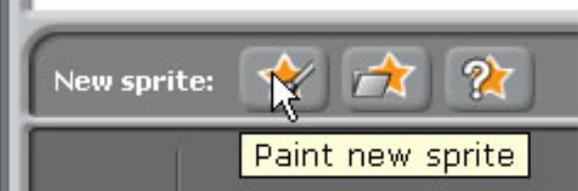
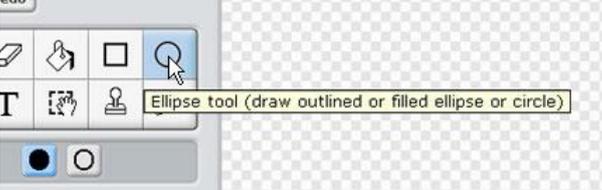
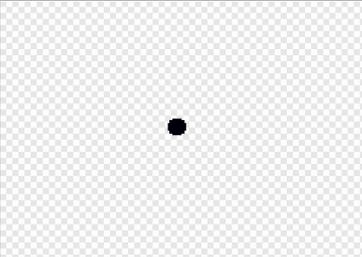
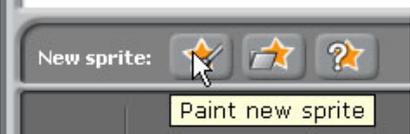
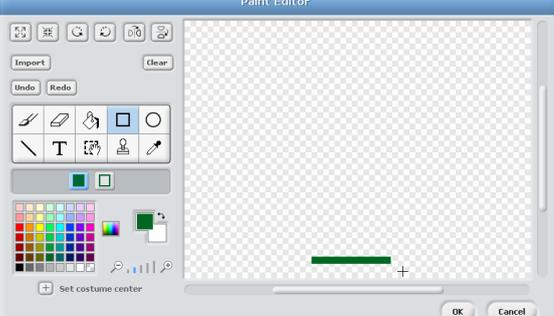
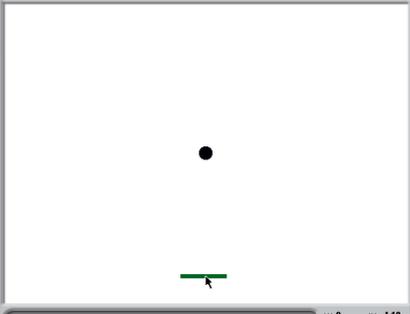
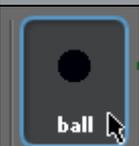
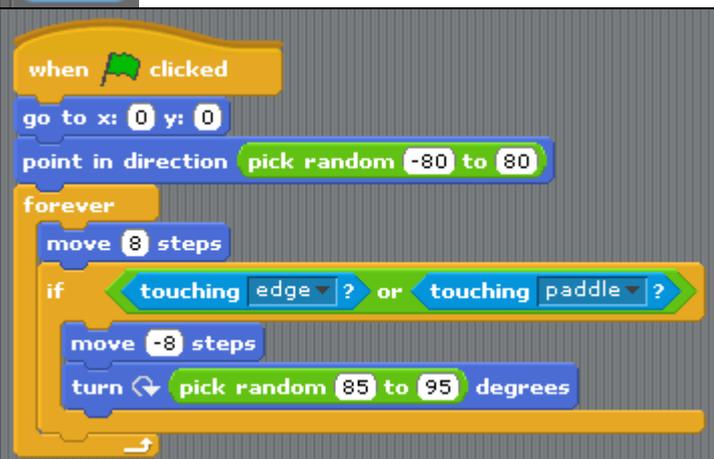
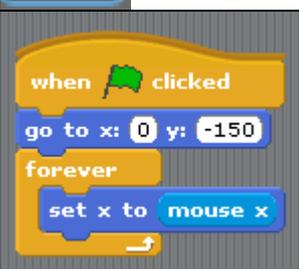
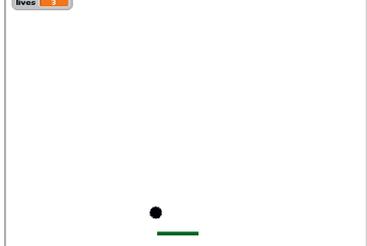
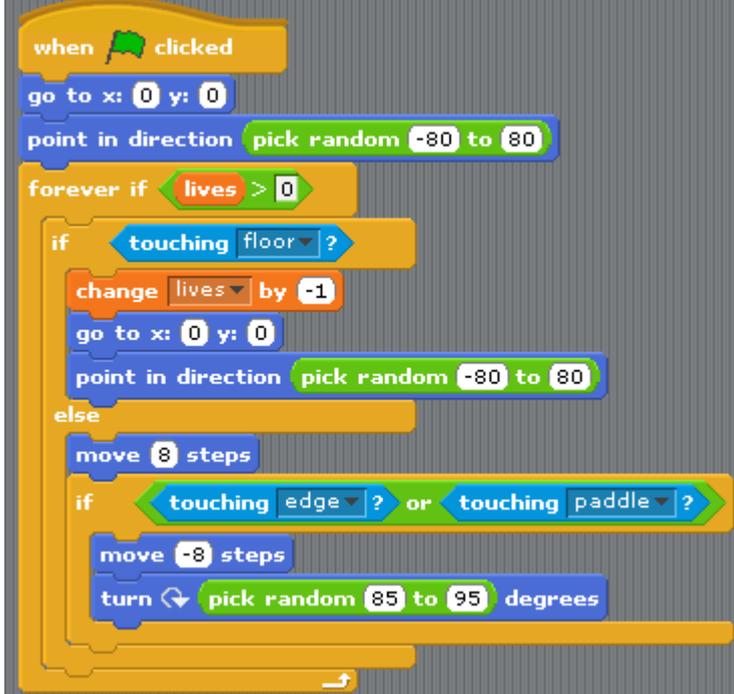


	<p>Pong Control the paddle using the mouse. 3 lives – if the ball touches the floor, you lose a life. It also shows the number of times the ball bounces.</p>
	<p>RIGHT mouse click on the cat and select 'delete'</p>
	<p>Click on the 'new sprite' button</p>
	<p>Select the Ellipse tool Make sure the 'solid' fill is selected below</p>
	<p>Draw a very small ellipse (holding down SHIFT) will make sure it's a perfect circle. Click OK.</p>
	<p>With the sprite selected, rename it to 'ball'</p>
	<p>Now for the paddle... click 'Paint new sprite'.</p>
	<p>Draw a small paddle using the rectangle tool, in a colour of your choice.</p>

	<p>Click and drag the paddle towards the bottom of the stage.</p>
	<p>Rename the paddle sprite to 'paddle'.</p>
	<p>Click on the 'ball' sprite</p>
	<p>Add the code as shown.</p> <p>When the flag is clicked, the ball will ALWAYS shoot upwards in a random direction.</p> <p>Those physicists amongst you will realise that we're not using the proper laws of physics!</p> <p>Press the green flag to test it so far...</p>
	<p>Click on the paddle.</p>
	<p>Add the script as shown.</p> <p>The paddle will be controlled by the mouse.</p>
	<p>Keeping track of the number of 'lives'...</p>
	<p>Click on 'Variables'.</p> <p>A variable stores the value of something. We might have variables to store the number of 'lives', 'score' or someone's name.</p>
	<p>Click 'Make a variable'</p>

	<p>Type in 'lives' and click 'ok'.</p>
	<p>Click on the 'stage'</p>
	<p>Add blocks as shown.</p>
	<p>Create another sprite, call it 'floor'. This is a rectangle at the bottom of the screen.</p>
	<p>Change the blocks on the ball sprite to as follows:</p>
	<p>Save. Try it out!</p>
	<p>TASK: Add a 'bounces' variable, that keeps score of how many times the ball bounces.</p>
	<p>TASK: modify the theme.</p>

Finished this? Try creating another game: 'Catch the egg'. An egg (or similar object) falls from the top. When you click on it, it glides to a random position at the top of the screen and begins to fall again, but a little faster. If you catch it 6 times, you win. If the egg touches the floor, you loose.