



Introduction

This project is like the carnival game called whack-a-mole. You get points for hitting the ghosts that appear on the screen. The aim is to get as many points as possible in 30 seconds.

Skills

This project covers:

- Setting a variable
- Loops
- Keeping and setting the score

Resources

This project uses resources found in the Scratch Backgrounds and Costumes folders

Scratch Cards required

- Keep score
- Timer
- Animate it

Basic exercises

- Step 1: Create a flying ghost
- Step 2: Make the ghost appear and vanish randomly
- Step 3: Make the ghost disappear when it's clicked
- Step 4: Add a score and timer

Challenges

Add more ghosts

These projects are for use inside the UK only. All Code Clubs must be registered. You can check registered clubs on the map at **www.codeclub.org.uk**. This coursework is developed in the open on GitHub, at **www.github.com/CodeClub/**. Come and join us!

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