

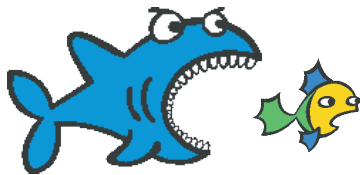
# Keep Score

Add a scoreboard to your game.

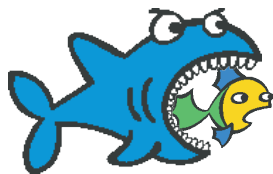
score 0



score 0



score 1



<http://scratch.mit.edu>

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SCRATCH

# Keep Score

score 1



Motion

Control

Looks

Sensing

Sound

Operators

Pen

Variables

GET READY

Go to Variables

Click **Make a variable**

Type "score" for the variable name and then click OK.

Make a variable

TRY THIS CODE

```
when green flag clicked
set score to 0
forever loop
  turn pick random -30 to 30 degrees
  move 5 steps
  if touching small fish
    change score by 1
    play sound chomp until done
  move -100 steps
```

Use the pull-down menu to select the sprite you're chasing.

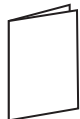
Increases the score by 1.

DO IT!



Click the green flag to start.

Make A Card



1. Fold the card in half.



2. Put glue on the back.



3. Cut along the dashed line.