

COMPUTING · GRADES 3–5

Catch the Stars

Build your first Scratch game

What we're building

A simple game: a basket sprite at the bottom of the screen moves left and right with the arrow keys. Stars fall from the top. Catch a star — score goes up. Miss it — game over after 5 misses. We'll use events, motion, conditionals, variables and broadcasts. Total build time: 30–45 minutes.

Build it step by step

1. Pick or draw a 'basket' sprite. Place it at the bottom of the stage.
2. Add code so the basket moves left when you press the left arrow, right when you press right. (Use 'when key pressed' + 'change x by 10').
3. Add a 'star' sprite. Make it start at the top with a random x position. (Use 'set x to pick random -200 to 200', 'set y to 180'.)
4. Make the star fall: 'forever — change y by -5'.
5. If the star touches the basket: play a sound, hide the star, change score by +1, restart at top with new random x.
6. If the star touches the bottom edge: change misses by +1, restart.
7. Create two variables: 'score' and 'misses'. Show them on screen.
8. When 'misses = 5': broadcast 'GAME OVER'. Star and basket both stop on this broadcast.
9. Test! Then add: a second falling star, a winning score that ends the game, sound effects.



Stretch challenge

Add 'levels' — every 10 points, the stars fall faster (use a 'speed' variable). Or add a 'bomb' sprite that ENDS the game if caught.

