

Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

Hide and Show

Make a character disappear and appear again.



Scratch

1



Hide and Show

scratch.mit.edu/hide

A CARTOON NETWORK ORIGINAL
We BARE BEARS

GET READY

Choose a bear...

Sprites



Icebear



Panda



Grizz

...or choose a new sprite.

New sprite:



TRY THIS CODE



TRY IT

Click green flag to start



Make a Card



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Click and Say

Make a sprite do something
when you click on it.



SCRATCH

2



Click and Say

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— A CARTOON NETWORK ORIGINAL —
We BARE BEARS

GET READY

Choose a bear...

Sprites



Icebear

Panda

Grizz

Choose a sound from
the Sound library

New sound:



TRY THIS CODE

when this sprite clicked

play sound yeah!

Choose a sound

Type what you want
your sprite to say

say You found me! for 1 secs

TRY IT

Click on your
sprite to start



Make a Card



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Surprise Timing

Wait for a random amount of time
before doing something.



Scratch

3



Surprise Timing

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— A CARTOON NETWORK ORIGINAL —
We BARE BEARS

GET READY

Sprites

Choose a bear...



Icebear



Panda



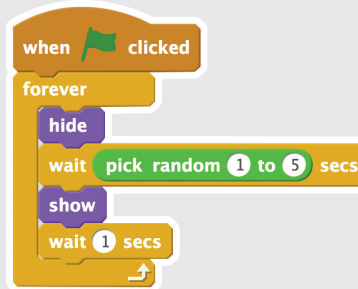
Grizz

...or choose a new sprite.

New sprite:



TRY THIS CODE



EXTRA TIP

pick random 0.5 to 1.5

Play with the timing! Try typing in
a different range of numbers.

Make a Card



1. Fold the card in half



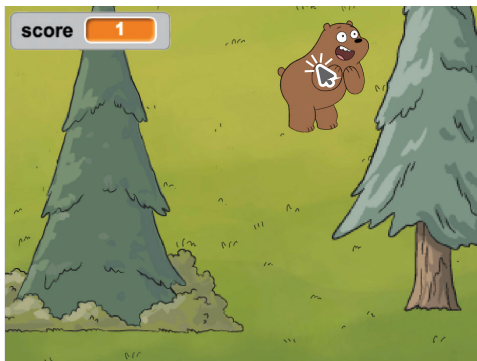
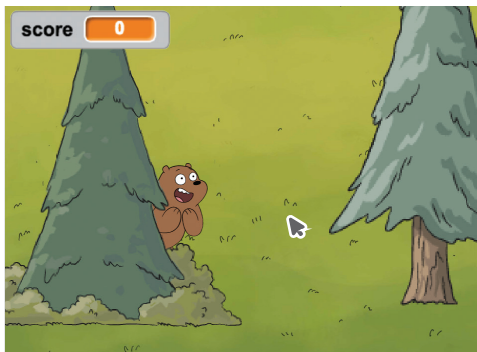
2. Glue the backs together



3. Cut along the dashed line

Score Points

Add a point each time you click a sprite.



SCRATCH

4



Score Points

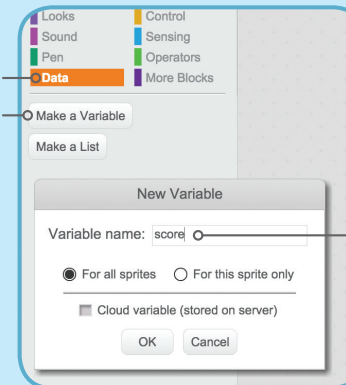
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— A CARTOON NETWORK ORIGINAL —
We BARE BEARS

GET READY

Choose **Data**

Click "Make a Variable"



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

TRY THIS CODE

when this sprite clicked
change score by 1

EXTRA TIP

when clicked
set score to 0

Add a **set score to 0** block at the beginning of your program to reset the score.

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Hiding Place

Make a character hide behind something.



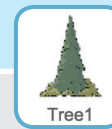
Hiding Place

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A CARTOON NETWORK ORIGINAL
We BARE BEARS

GET READY

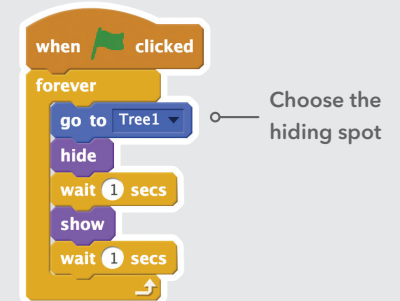
Choose a hiding place.



Then, choose a sprite who will hide.



TRY THIS CODE



EXTRA TIP

Click the grow or shrink tool and then click the sprite to change its size.

Duplicate Cut Grow Shrink Block Help



Scratch

5

CN
CARTOON NETWORK

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Back and Forth

Move on either side of an object.



Scratch

6



Back and Forth

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A CARTOON NETWORK ORIGINAL
We BARE BEARS

GET READY

Choose a hiding place.



Then, choose a sprite who will hide.



TRY THIS CODE



```
when green flag clicked
  forever loop
    go to Tree3
    hide
    wait 1 secs
    move pick random -100 to 100 steps
    show
    wait 1 secs
```

Choose the hiding spot

TRY IT

Click green flag to start



Make a Card



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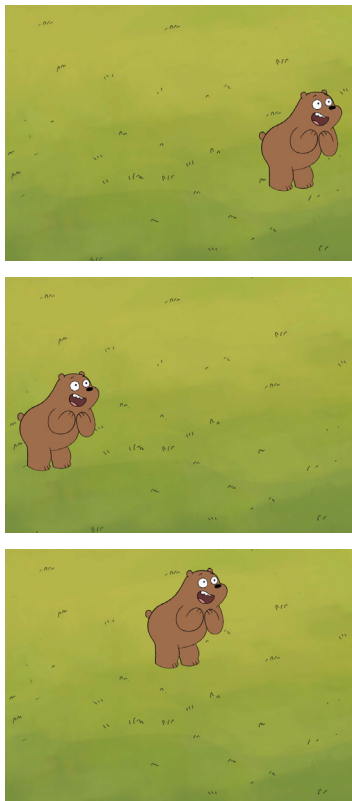
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Go Random

Jump to random spots on the Stage.



Scratch

7



Go Random

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GET READY

Choose a bear...

Sprites



Icebear



Panda



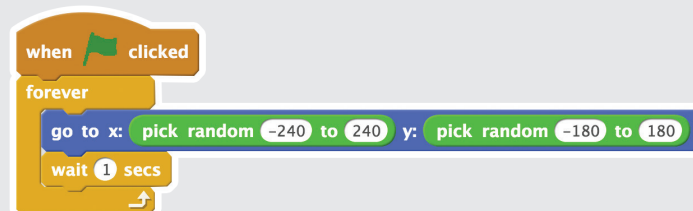
Grizz

...or choose a new sprite.

New sprite:



TRY THIS CODE



EXTRA TIP

x is the position on the Stage from left to right.

y is the position on the Stage from top to bottom.

