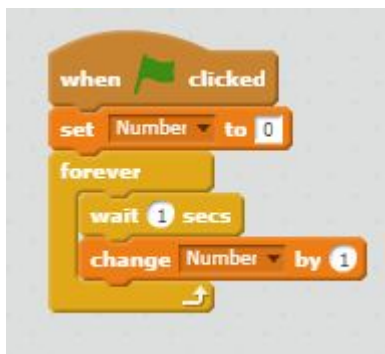


## The Noisy Counter

This exercise involves a variable called Number at the standard Scratch cat sprite.



Build the blocks below to create a timer that increases the value of Number by 1 every second.



**Question:** How can we get our blocks to count up in even numbers only? How can we get it to count up in just odd numbers?

Now let's add sound to our blocks. The addition of the Play block enables the Pop to be played every second.



**Question:** How can we get our blocks to play Pop on the odd numbers and another sound, like a duck on the even numbers? Hint: You will find additional sounds in the sound library. Just click on the Sound tab.

Using the Switch Costume block, how can we get the cat running on the spot as our counter is active?



### The Bouncing Ball

The exercise involves a single football sprite.



These are the blocks to get our ball falling from the top of the screen and stop when it reaches the bottom:



**Question:** How can we make the ball fall faster?

Now let's get the ball bouncing. These are the blocks that will get the ball bouncing in the opposite direction when it reaches an edge.



**Question:** How can the blocks be added to to get the ball bouncing all over the screen?

Duplicate the football sprite so there are two on the screen. Make sure you give the second football different starting coordinates.



**Question:** How can the blocks be amended to see the balls bounce off one another as well as the screen's edge?