Add a scoreboard to your game.

Choose Data
Click Make a Variable
Type “score” for the variable name and then click OK.

TRY THIS CODE

when [flag clicked]
set [score] to [0]
forever

move [5] steps
if [touching] Fish2
then
change [score] by [1]
play sound Chomp until done
move [-100] steps

DO IT!

Click the green flag to start.

http://scratch.mit.edu

SCRATCH

Make A Card
1. Fold the card in half.
2. Put glue on the back.
3. Cut along the dashed line.