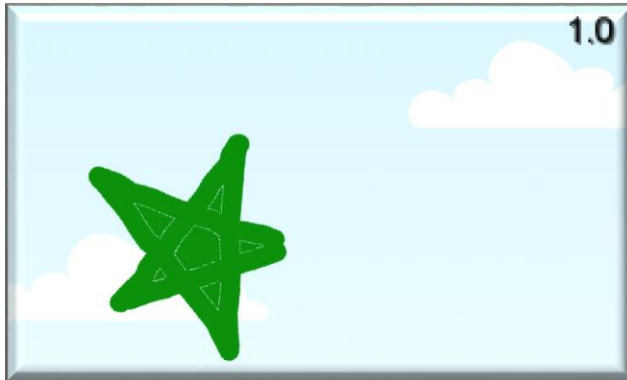
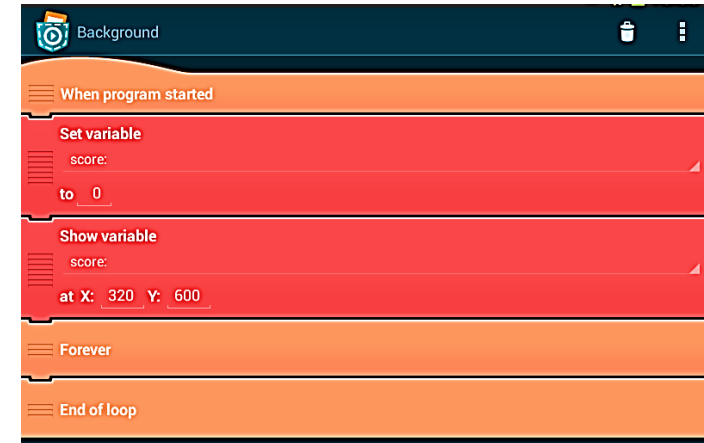


## Creating a scoreboard



**Background = Score variables**  
**Control = When program started**  
**Data = Set variable 'score' to '0'**  
*(Use the formula editor to create these values)*  
**Data = Show variable 'score' at \_**  
*(choose your own co-ordinates)*  
**Control = Forever**  
**End of Loop** (will automatically appear)



### Object/target = Using the scoreboard

Creating a moving target to utilise the scoring system – Ideally subject specific.

**Control = When tapped**

**Data = Change variable 'score' by 1.0**

**Looks = Hide**

**Motion = Place at x\_\_ y\_\_** (choose your own co-ordinates, the picture shows we have decided to place it randomly within the axes. To find 'random' go to the formula editor and look under **Functions**)

**Control = Wait 1.0 second**

**Looks = Show**

### Object/target = movement

Creating the basic movement of the object

**Control = When program started**

**Motion = Place at x\_\_ y\_\_**

**Motion = Turn left 15**

**Control = Forever**

**Motion = move 10 steps** (change the value to change the speed)

**Motion = If on edge bounce**

**End of Loop** (will automatically appear)

