Keep Score
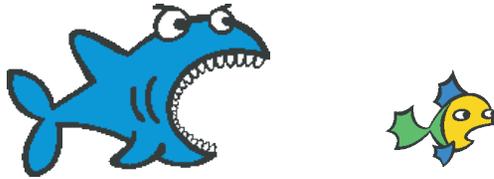
Add a scoreboard to your game.
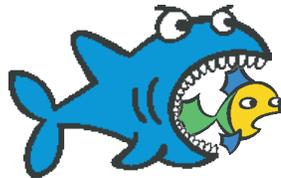
score 0

score 0
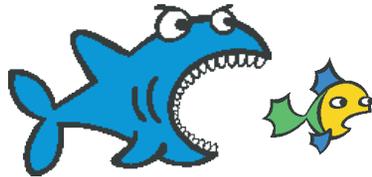
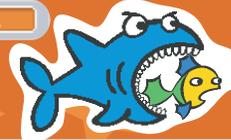score 1

score 1

GET READY

Looks	Sensing
Sound	Numbers
Pen	Variables

Make a variable

Delete a variable

Go to Variables

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
    turn ↻ pick random -30 to 30 degrees
    move 5 steps
    if    touching small fish
        change score by 1
        play sound chomp and wait
        move -100 steps
```

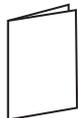Use the pull-down menu to select the sprite you're chasing.

Increase the score by 1.

DO IT!

[green flag]

Click the green flag to start.

Make A Card

1. **Fold** the card in half.

2. Put **glue** on the back.

3. **Cut** along the dashed line.