When you click on a balloon, a sound should be heard and a point should be added to the score. The balloon flies around the stage and pauses at one position for a second. To score points, you have to be very fast when clicking!

The commands are given in English: by clicking on the globe, select English in *Scratch* top left!

1. Remove the cat on the stage, it is not necessary now.
   Click on the trash.

2. Bring the figure Baloon1 onto the stage.
   You can select the figure from the bottom right area.

3. Every second, the balloon should

   - change color

   - fly somewhere else

   - remain in the same position for a second

remove the cat

By clicking on the flag, the program is started.

Within the loop, there is continuous repetition.

The balloon's color changes.

The balloon moves to a random position.

The balloon remains in the same position for a second.
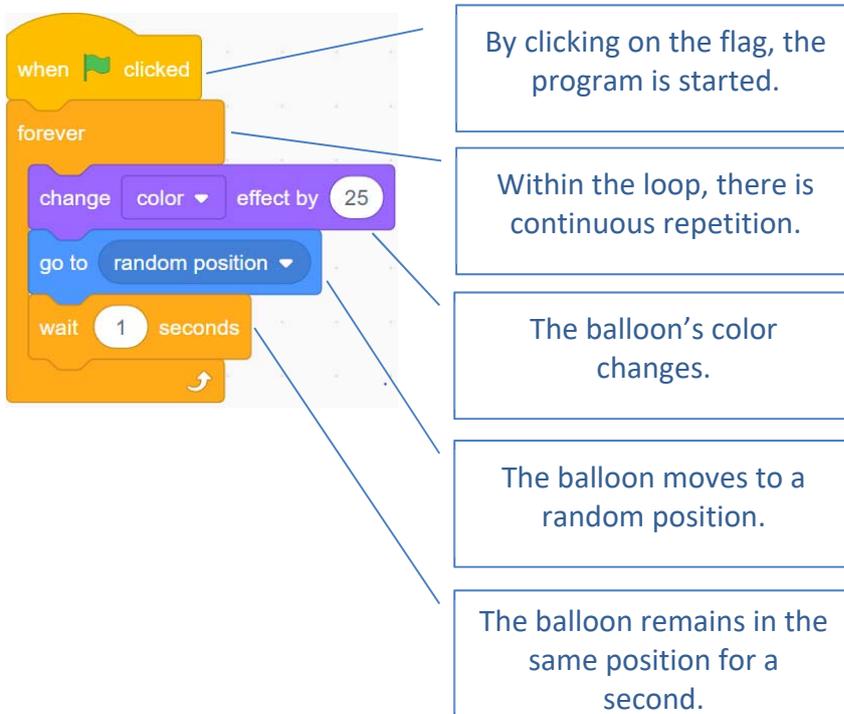
4. We need points that can be collected. Hence, we need a variable which we simply call *score*. The variable *score* is increased by one with each click. The score obviously starts with zero. We use the variable *score* in the next program!
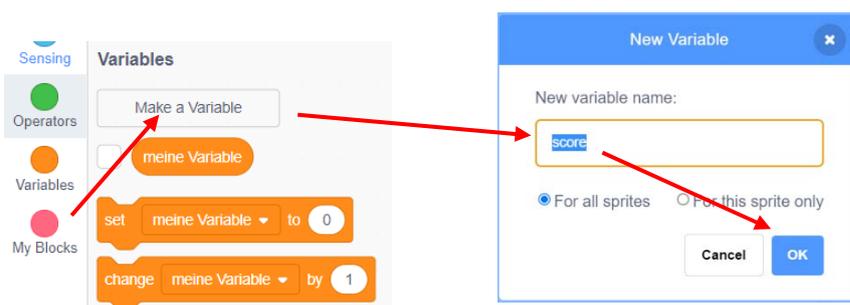
5. The points in the score should be set to zero.
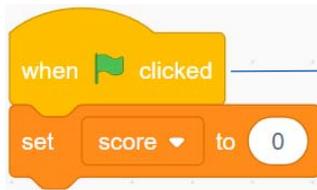
Click on the flag to start the program and set the score to zero.

6. In the game, one point should be awarded each time the balloon is clicked. At the same time, a sound should be heard.
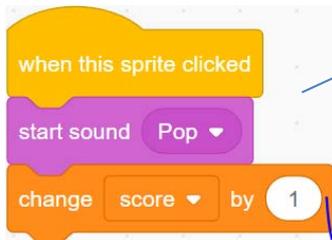
By clicking the balloon, you will hear a sound and one point will be added to the score.

The final program looks like this:
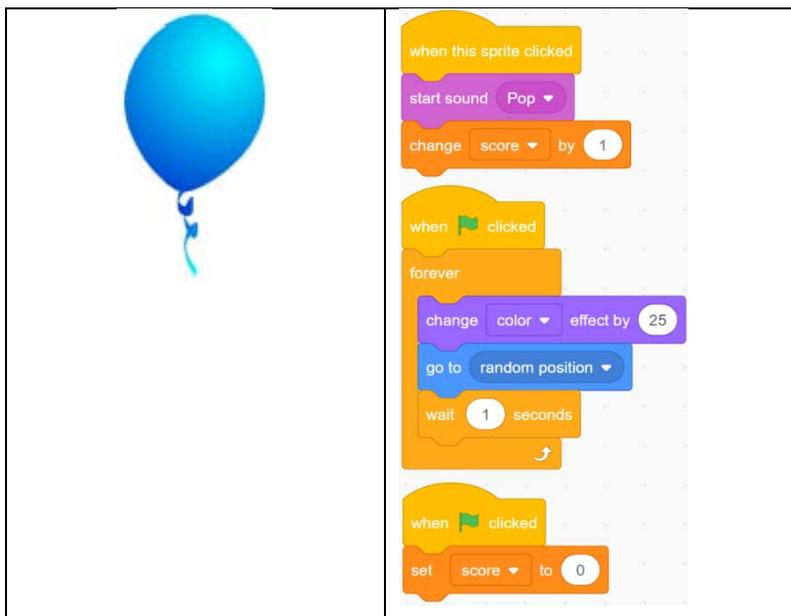
7. Test the program!
8. Save the program using the name **Balloon Game**.