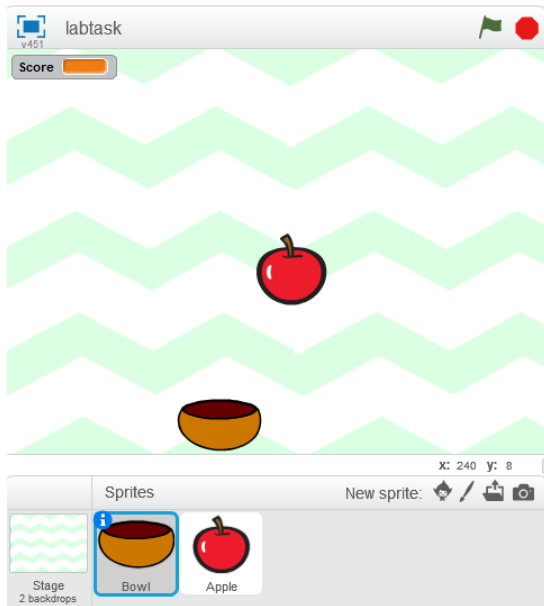


# LAYOUT



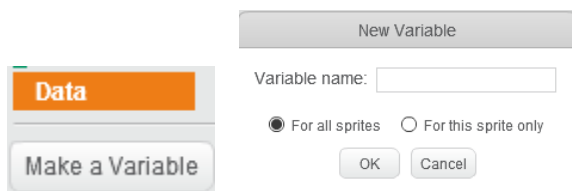
## CODE BLOCK FOR BOWL



```

when clicked
  set x to 20
  forever
    if key right arrow pressed? then
      change x by 10
    if key left arrow pressed? then
      change x by -10
  
```

## MAKE A NEW VARIABLE – SCORE



```

Make a Variable
  ✓ Score
  set Score to 0
  change Score by 1
  show variable Score
  hide variable Score
  Make a List
  
```

## CODE BLOCKS FOR APPLE



```

when clicked
  go to random position
  set y to 180
  forever
    change y by -5
    if y position of Apple < -170 then
      go to random position
      set y to 180
  
```

```

when clicked
  set Score to 0
  forever
    if touching Bowl? then
      change Score by 1
      go to random position
      set y to 180
  
```