# Session 5 Skill Review: Hop to the Top

Who can do the most hops to become the Hop to the Top champ?

Apply your coding skills to design a hopping match. In it, the characters hop over and over again. The player must pick the jumper that does the *most* hops.
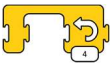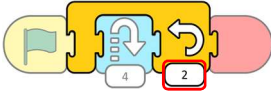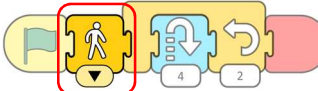
Sound too simple? Change how high and fast each character hops. Now the player must watch the match closely to spot the champ.

Hop to the Top

Who can hop the most? Click on the winner.
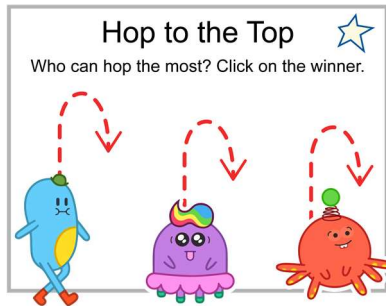
1. Open a new project in Scratch Jr.

2. Click *Project Information*. Type **student hop**. Click

3. Add the title **Hop to the Top**

4. Tell people how to play.

   Who can hop the most? Click on the winner.

5. Delete the *Cat*.

6. Click *New Character*. Pick a character that willl hop.

7. Set how high the character hops.

8. Set how many times it will hop.

9. Set the speed of the hop.

10. Use your skills to add other characters that hop.

11. Select a character that did not win. When clicked, it should tell the player they are wrong. It should say the number of hops.

For example, **Not me. I only did 2 hops.**

Not me. I only did 2 hops.
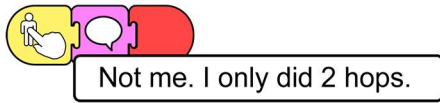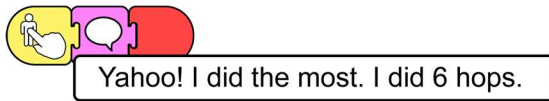
12. Repeat for the other character that did not win.

13. Select the winner. When clicked, it should tell the player they are right. It should say the number of hops.

For example, **Yahoo! I did the most. I did 6 hops.**

Yahoo! I did the most. I did 6 hops.

Give the Winner a Prize

- Pick a prize. ⊕ It could be a star, cake, or flowers.
- Place it at the top of the game.

Hop to the Top ☆
Who can hop the most? Click on the winner.

- Build a code that has the prize move to the winner when clicked.

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- Have the winner tell the player to click on the prize.

Add a *Say* block to the winner's script:

Yahoo!   Click the star to make me Hop to the Top champ!

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14. Click *Presentation Mode* . Click *Green Flag* to run the game.

15. When done, click

16. Pair up with a friend. Have them play your game. When done, close Scratch Jr.