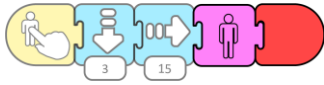


Hide the Food to Make It Look Like the Pet Monster Ate It



▷ Click *Looks*.  Add a *Hide* block. 

▷ Click *End*.  Add an *End* block. 

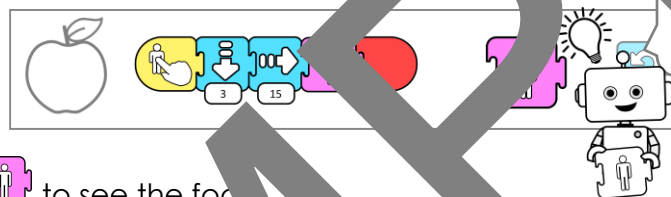


▷ Click the food to test it. Does it look like the monster is eating the food?

Do You Need to Make More Changes to the Script?

▷ Click *Looks*.  Drag *Show*  into the programming area.

▷ DO NOT connect it to the script.



▷ Press *Show*  to see the food.

▷ Edit the script.

▷ Click the food to test it. Does it look like the monster ate it?


Be a Game Designer

▷ Use your skills to make the game fun to play. Pick from the ideas:

- Have the monster say **Feed me!** 
- Add instructions that tell how to play the game. 
- Add more food items. 

▷ Play the game:

• Click *Presentation Mode* .

◦ Click *Green Flag*  to run the game. Feed the pet monster.

◦ When done, click .

Close Scratch Jr