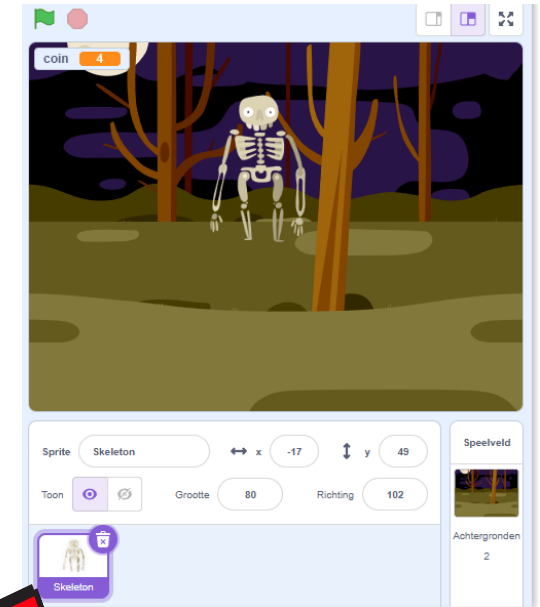
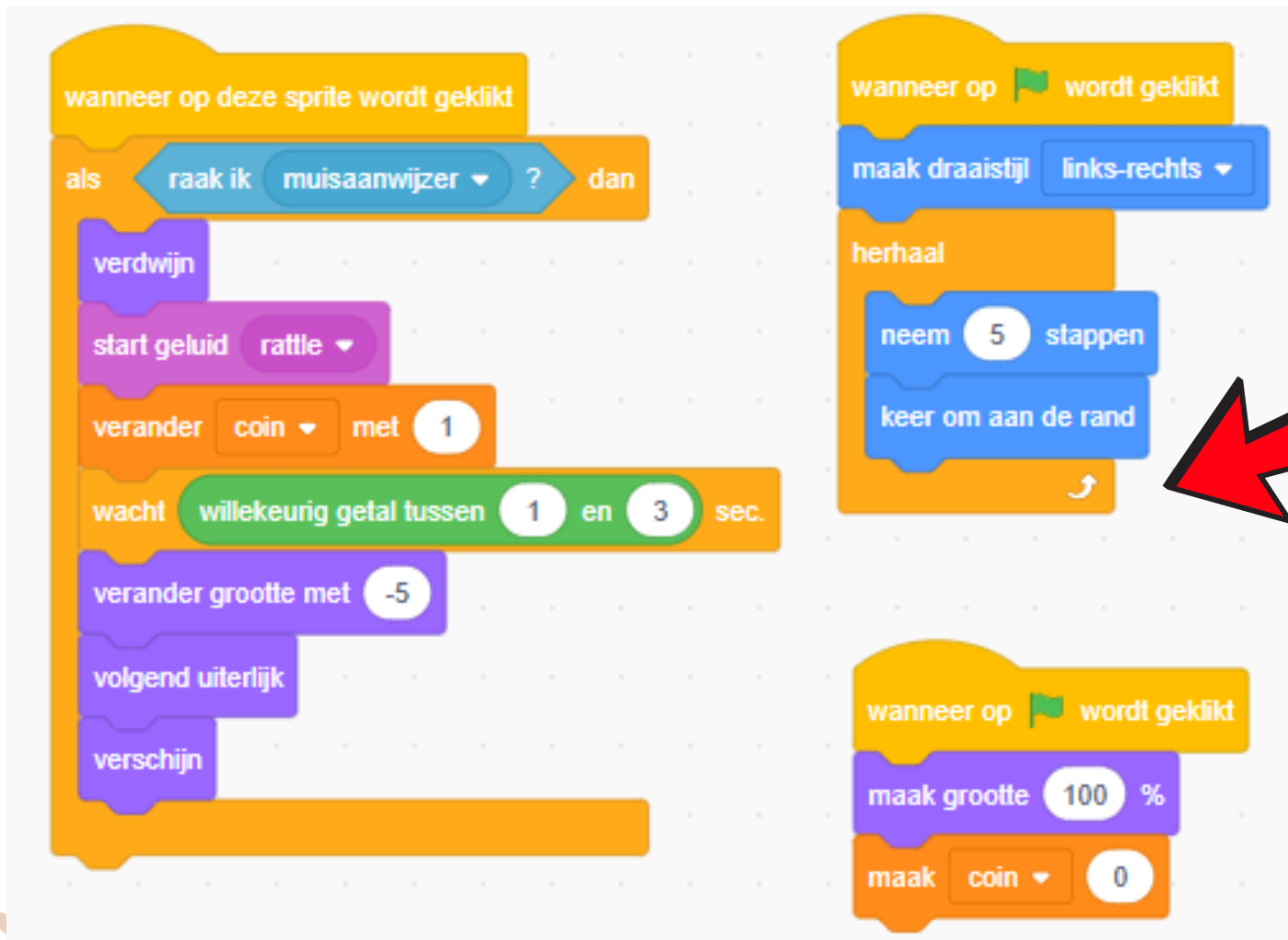


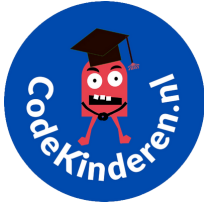
COOKIE CLICKER

<https://scratch.mit.edu/projects/1234429662/>

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ALIEN COUNT GAME

<https://scratch.mit.edu/projects/1234526209/>

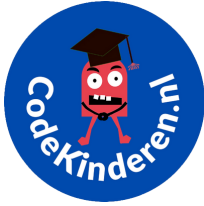
EENVOUDIGE SCRATCH GAMES STUDIO

The image displays the Scratch Alien Count Game interface and its corresponding code blocks. The central window shows a green stage with a purple alien and a green chaser. The top status bar indicates 'tijd 9' and 'score 14'. The bottom status bar shows 'Sprite: alien', 'x: 81', 'y: -5', 'Grootte: 25', 'Richting: -90', and 'Achtergrond: 1'.

Four code blocks are shown, each with a red arrow pointing to a specific part of the game interface:

- Top Left Code Block:** When the spacebar is pressed, make a turn (left-right), appear, and then move 10 steps.
- Top Right Code Block:** When the spacebar is pressed, make the time 10, then repeat a loop that decreases the time by 1 and waits 1 second.
- Bottom Left Code Block:** When the spacebar is pressed, make the score 0, then repeat a loop that moves 10 steps and points to the mouse pointer.
- Bottom Right Code Block:** When the spacebar is pressed, repeat a loop that checks if the alien is hit. If hit, start the 'plof' sound, wait 1 second, and go to a random position.

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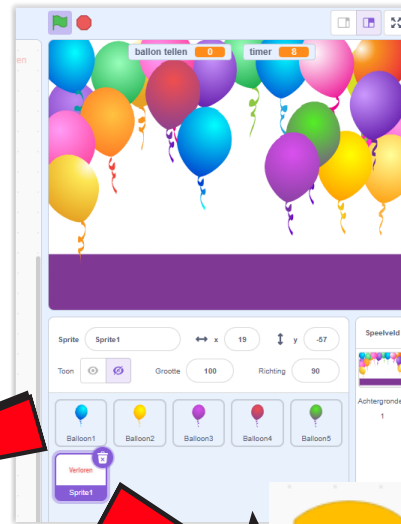
BALLON KLIKKEN

<https://scratch.mit.edu/projects/1234517353/>

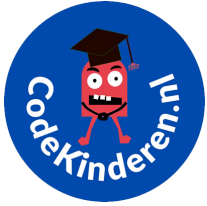
EENVOUDIGE SCRATCH GAMES STUDIO



CODE VOOR AL DE
BALLONNEN



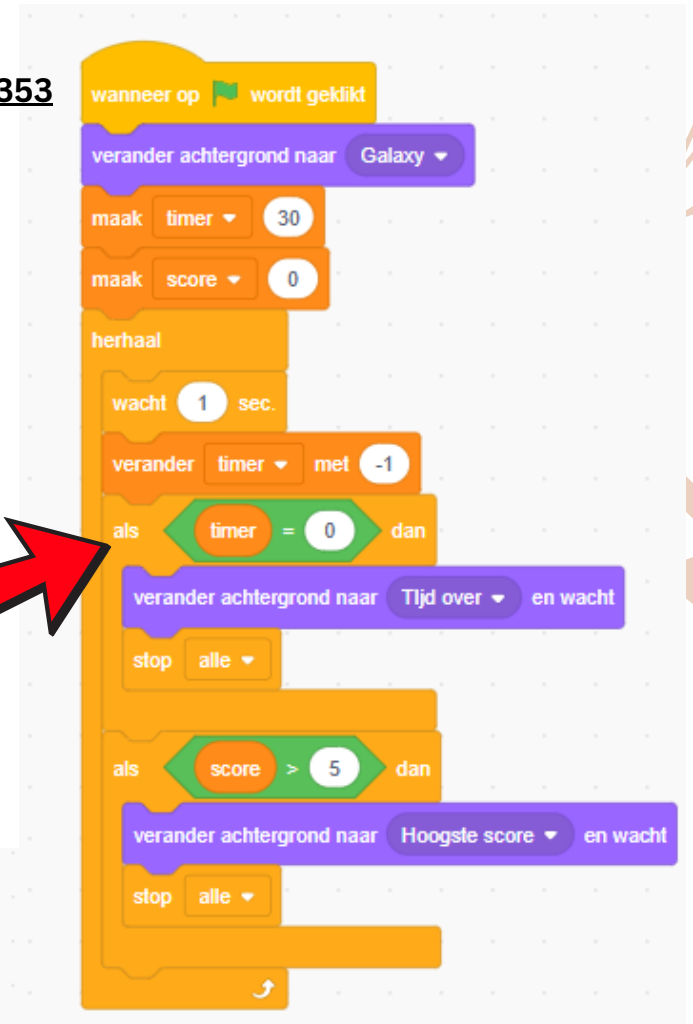
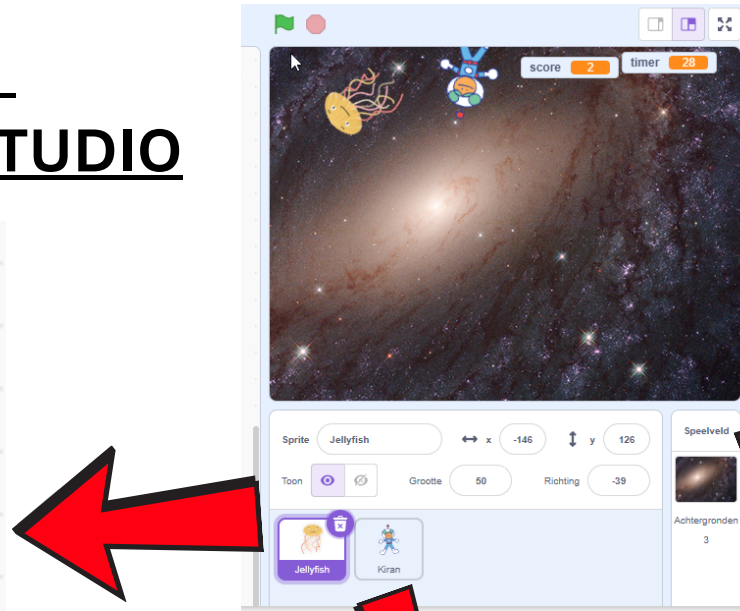
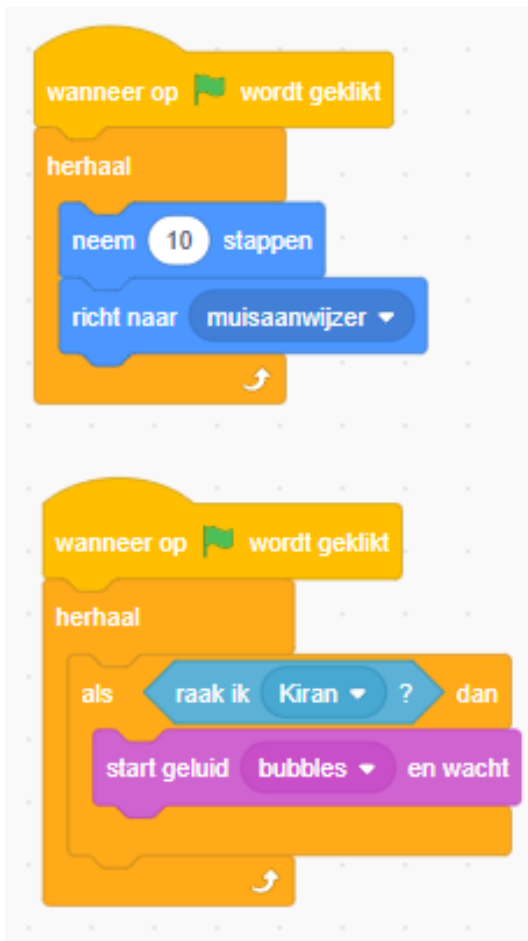
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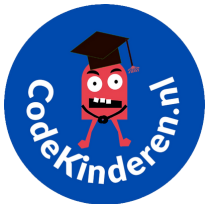
JELLY FISH GAME

<https://scratch.mit.edu/projects/1234517353>

EENVOUDIGE SCRATCH GAMES STUDIO



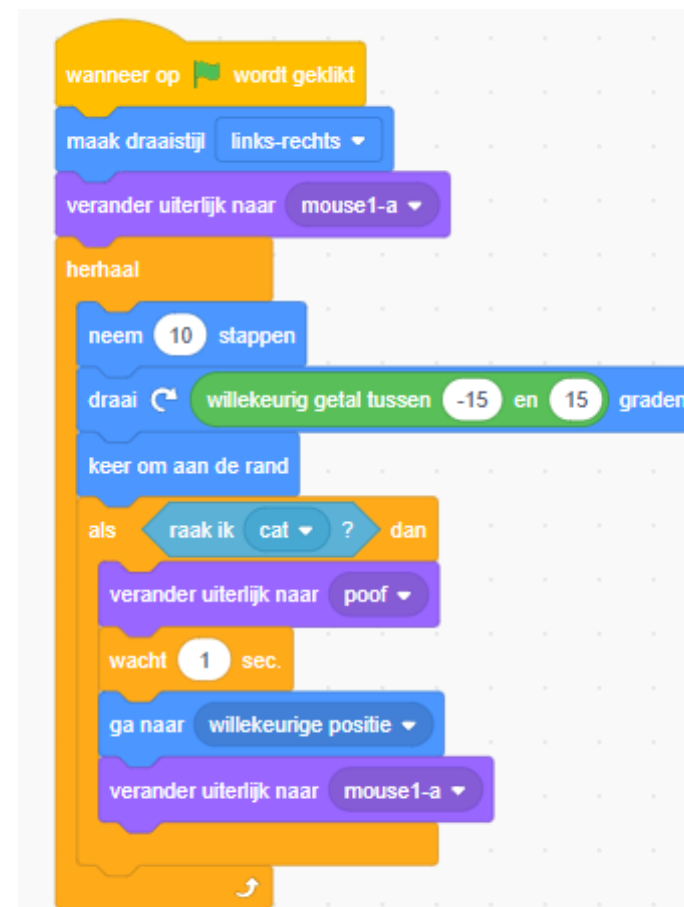
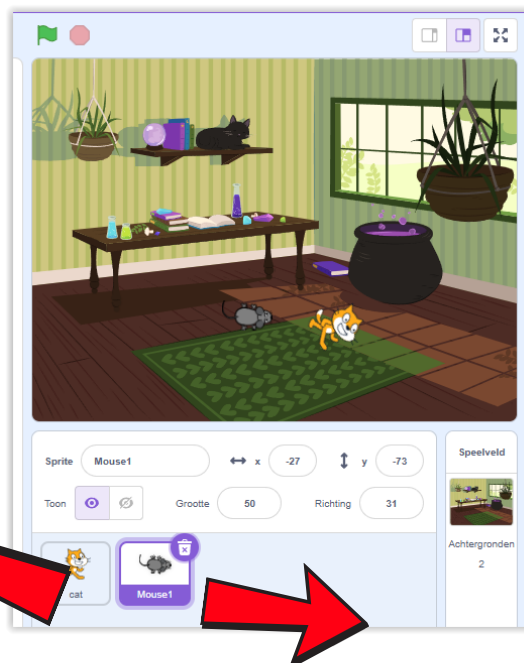
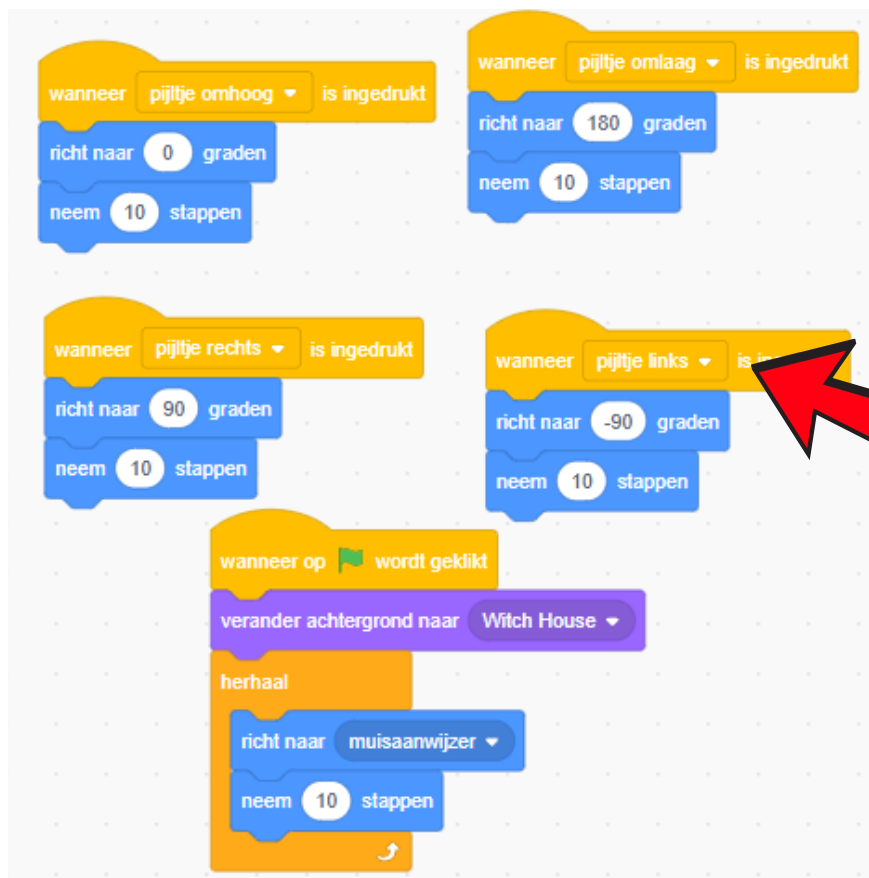
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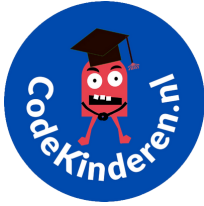


KAT EN MUIS

<https://scratch.mit.edu/projects/1234539598/>

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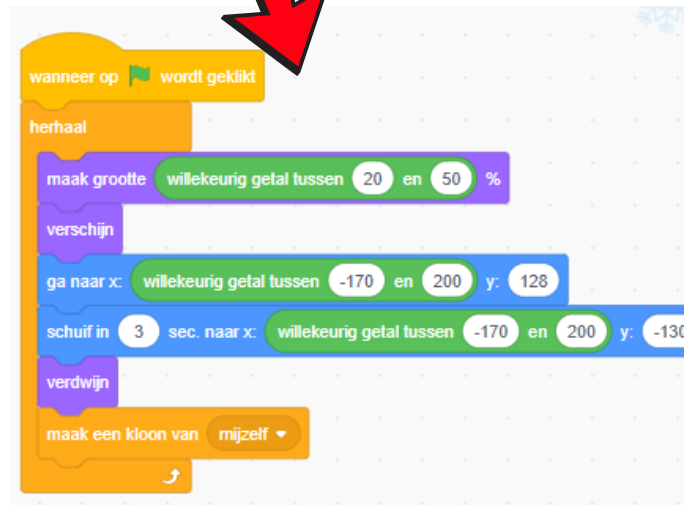
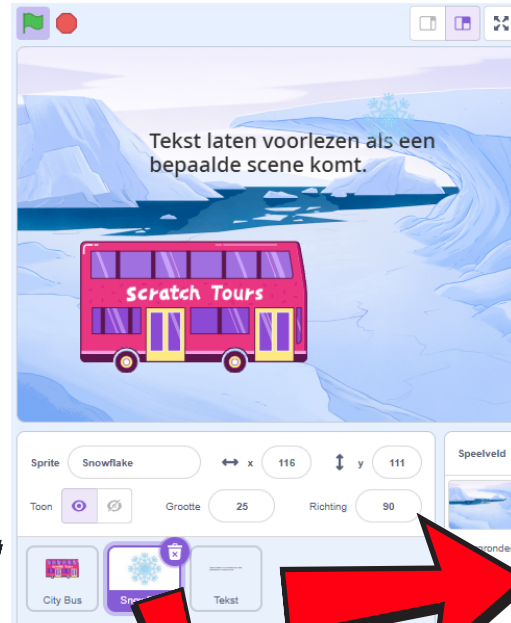
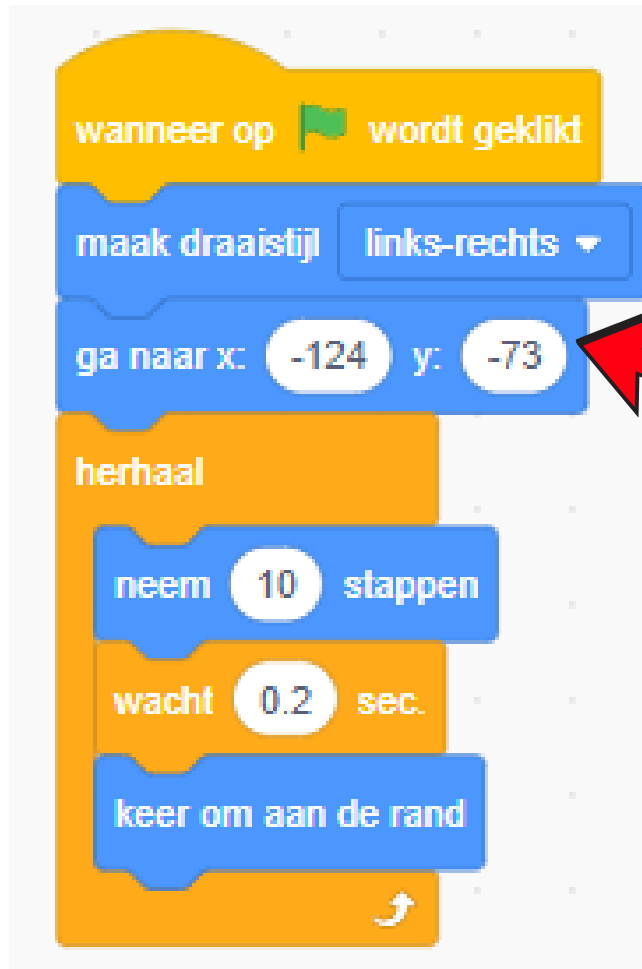




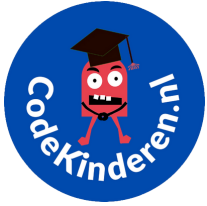
VERHAALTJES IN SCRATCH

<https://scratch.mit.edu/projects/1234435432/>

EENVOUDIGE SCRATCH GAMES STUDIO



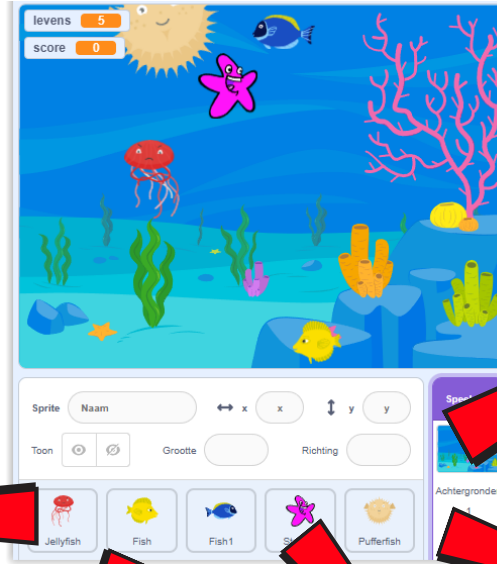
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ALLE VISSSEN ZWEMMEN IN DE ZEE

<https://scratch.mit.edu/projects/1234490768/>

EENVOUDIGE SCRATCH GAMES STUDIO



```
when green flag clicked
  appear
  go to random position
  change x by random number between 1 and 4
  repeat
    if I touch Starfish?
      start sound Coin
      change score by 1
      disappear
      wait random number between 1 and 3 sec
      change x by random number between 1 and 4
      appear
    if I touch Fish?
      start sound Boing
      change levens by -1
      disappear
      wait random number between 1 and 3 sec
      change x by random number between 1 and 4
      appear
    if I touch Fish1?
      start sound Boing
      change levens by -1
      disappear
      wait random number between 1 and 3 sec
      change x by random number between 1 and 4
      appear
```

```
when green flag clicked
  repeat
    take 5 steps
    point to mouse cursor
```

```
when green flag clicked
  change x by random number between 1 and 4
  appear
  go to random position
  make rotation style left-right
  repeat
    turn at edge
    turn random number between -10 and 10 graden
    take 2 steps
```

```
when green flag clicked
  go to random position
  make rotation style left-right
  repeat
    take 15 steps
    turn 30 graden
    wait 0.3 sec
    turn at edge
```

```
when green flag clicked
  make levens 5
  make score 0
  repeat
    if levens = 0
      start sound Oops
      wait 1 sec
      stop all
```

```
when green flag clicked
  go to random position
  repeat
    turn 15 graden
    wait 0.2 sec
```

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