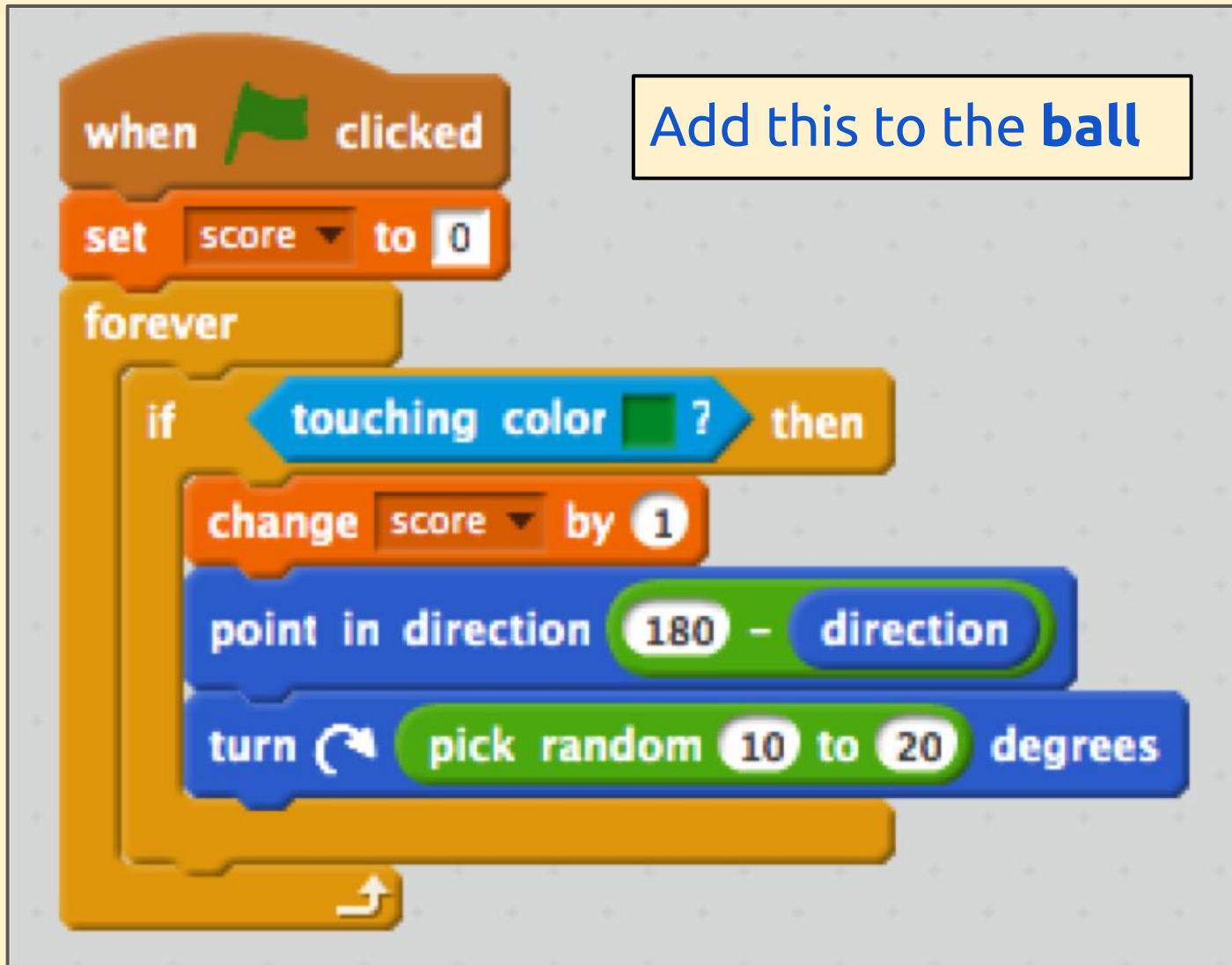


Adding a score



The image shows a Scratch script on a grey grid background. The script starts with a brown 'when green flag clicked' block. Below it is an orange 'set score to 0' block. A yellow 'forever' loop block contains three blocks: a blue 'if touching color green?' block, an orange 'change score by 1' block, a blue 'point in direction 180 - direction' block, and a blue 'turn pick random 10 to 20 degrees' block. A yellow callout box with a black border and the text 'Add this to the ball' is positioned to the right of the script.

```
when green flag clicked
  set score to 0
  forever loop
    if touching color green? then
      change score by 1
      point in direction 180 - direction
      turn pick random 10 to 20 degrees
```

Add this to the **ball**