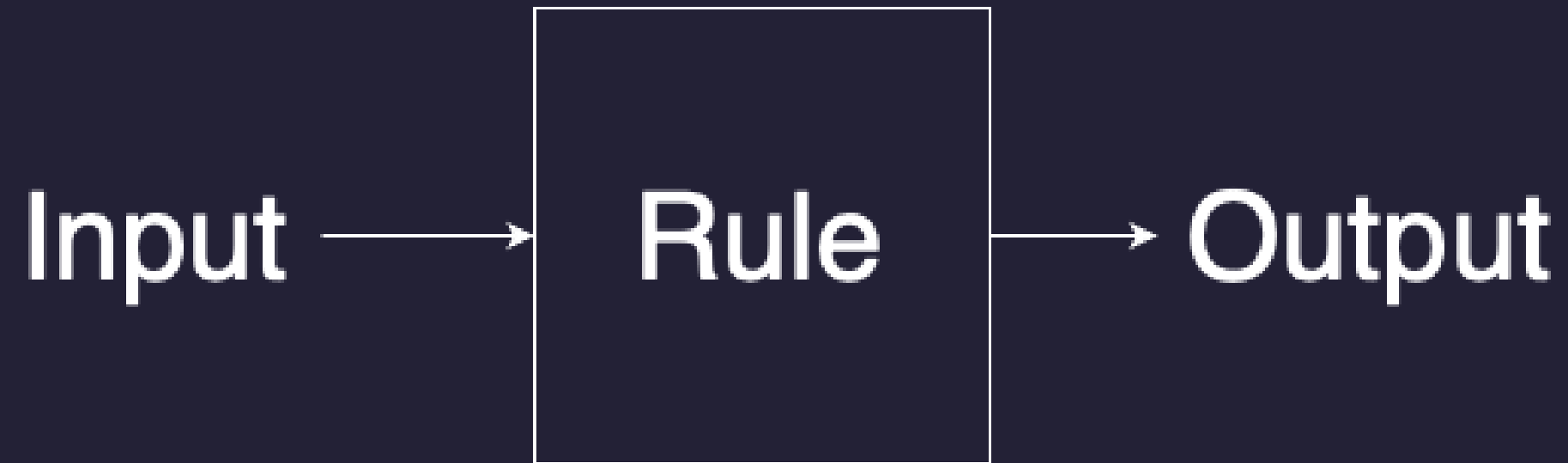


# Pseudocode



# Scratch

Scratch

FileEditTutorials

Join ScratchSign in

CodeCostumesSounds

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

Sprite1

x0y0

Show

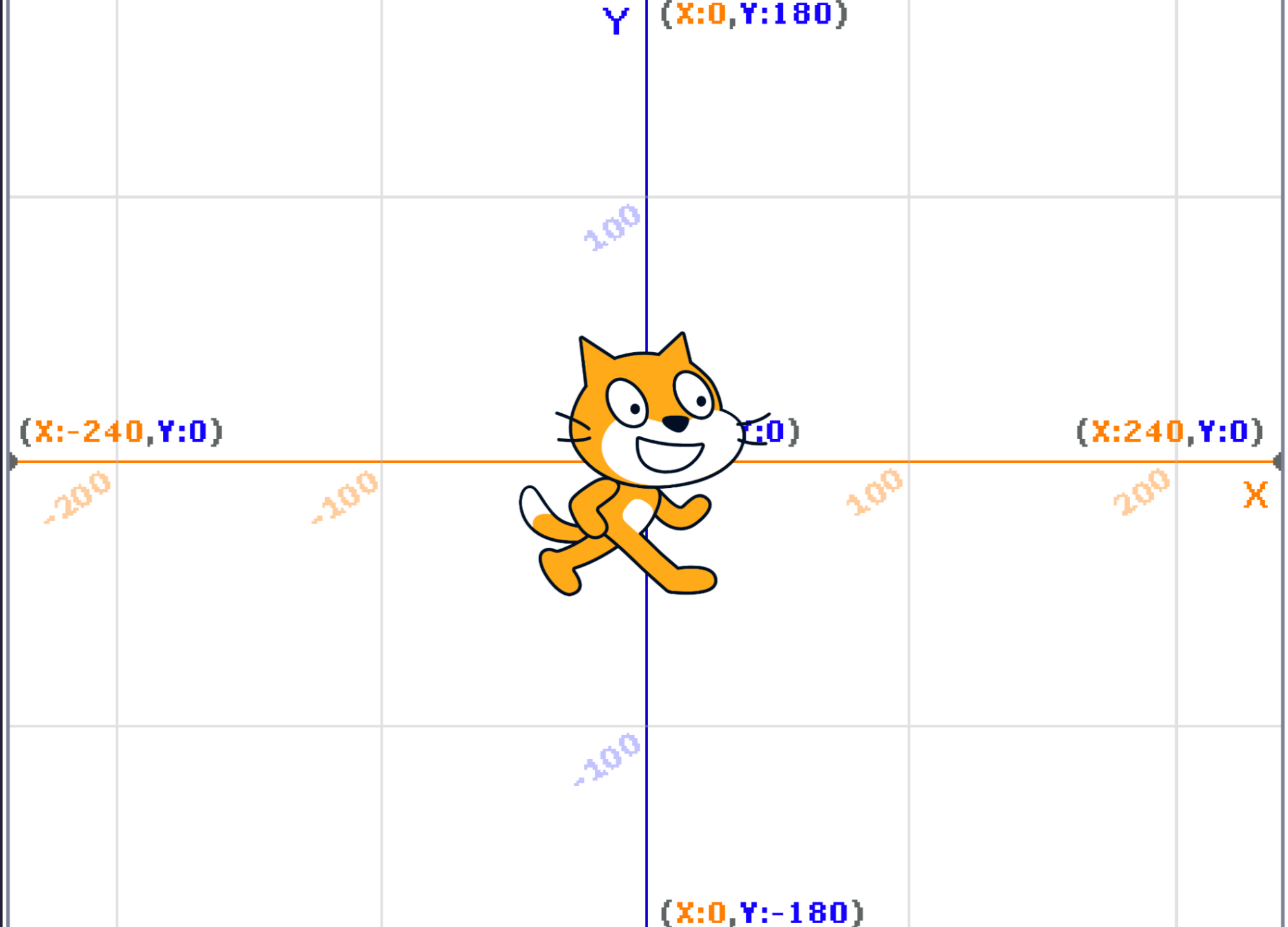
Size100

Direction90

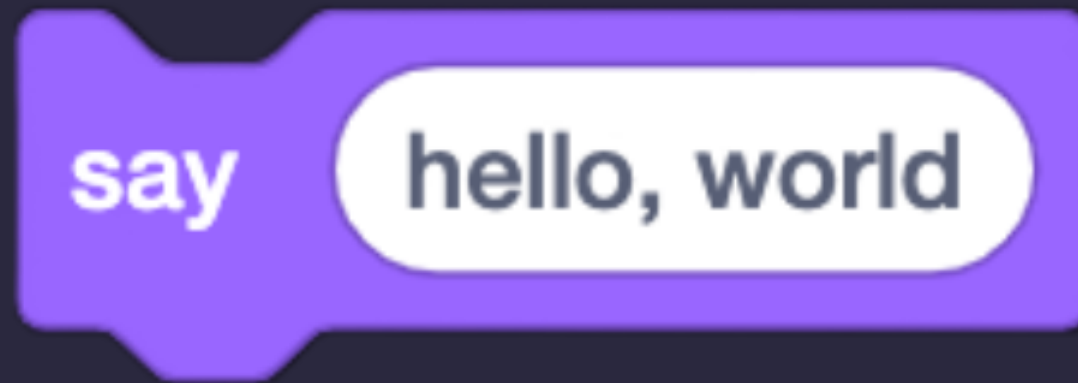
Sprite1

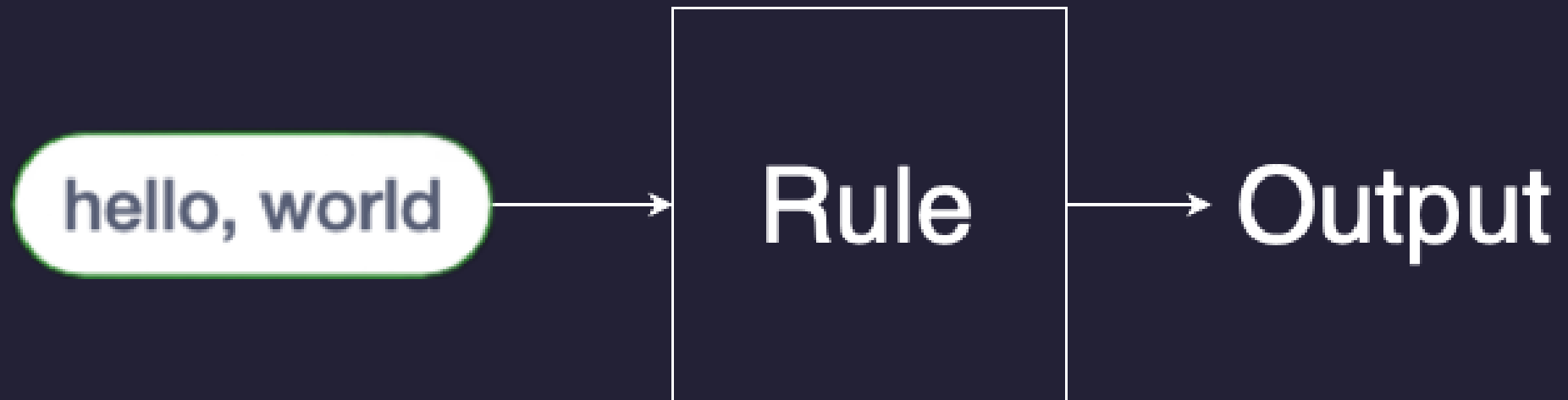
Backdrops1

4

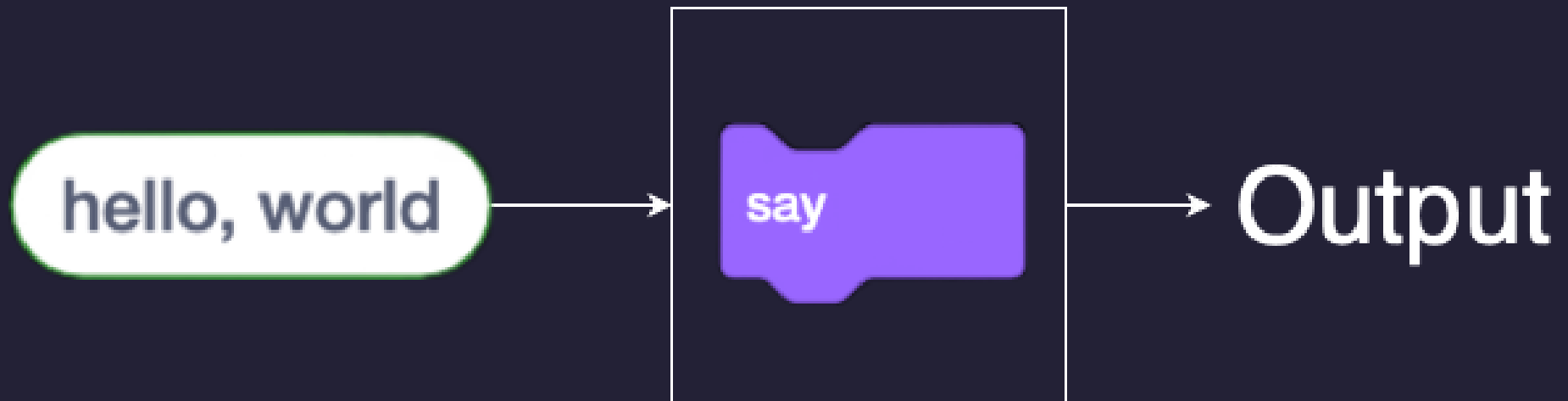


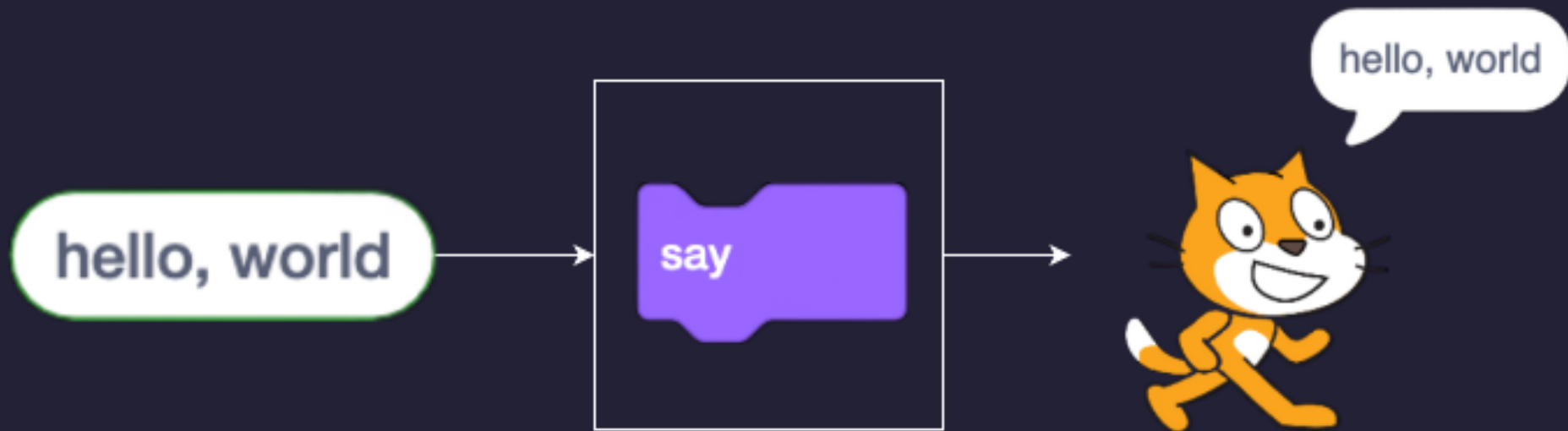
# Scratch - Hello world









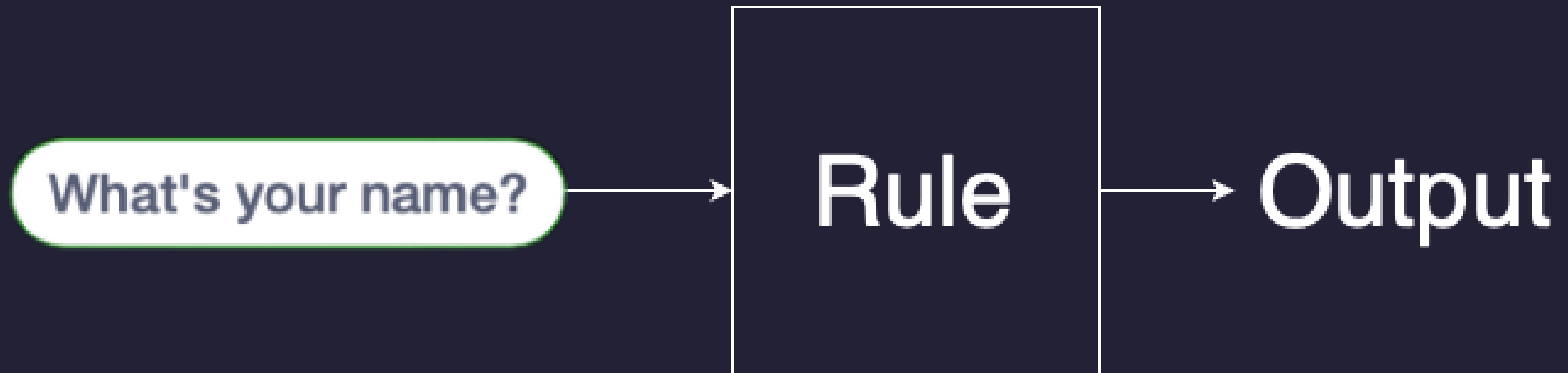


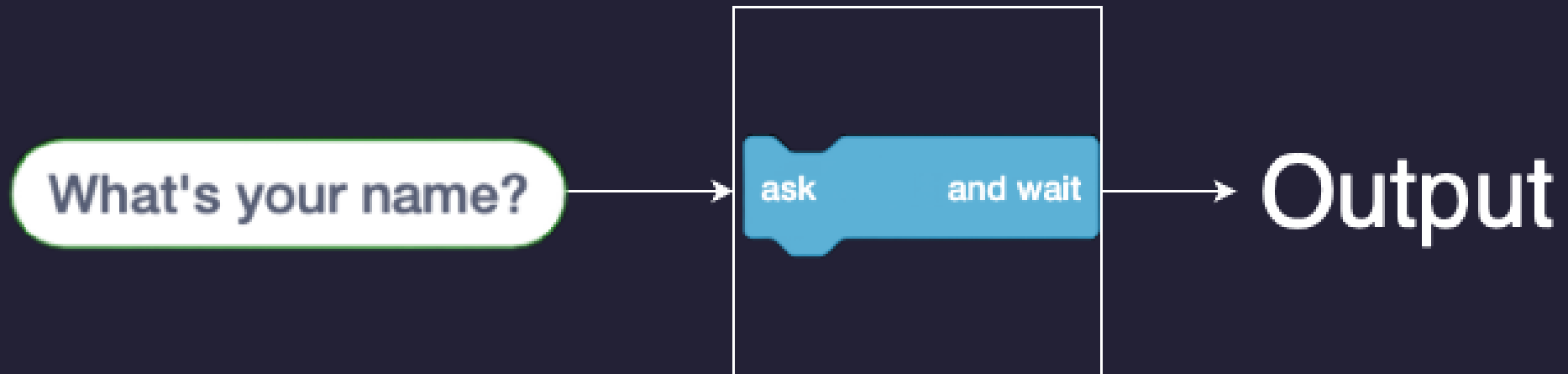
# Scratch - What's your name

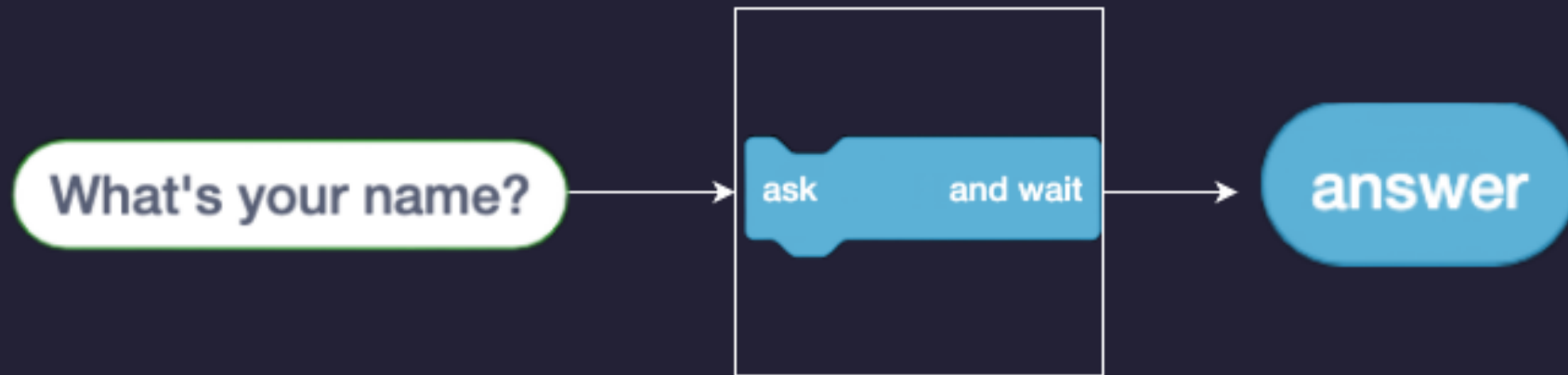
ask

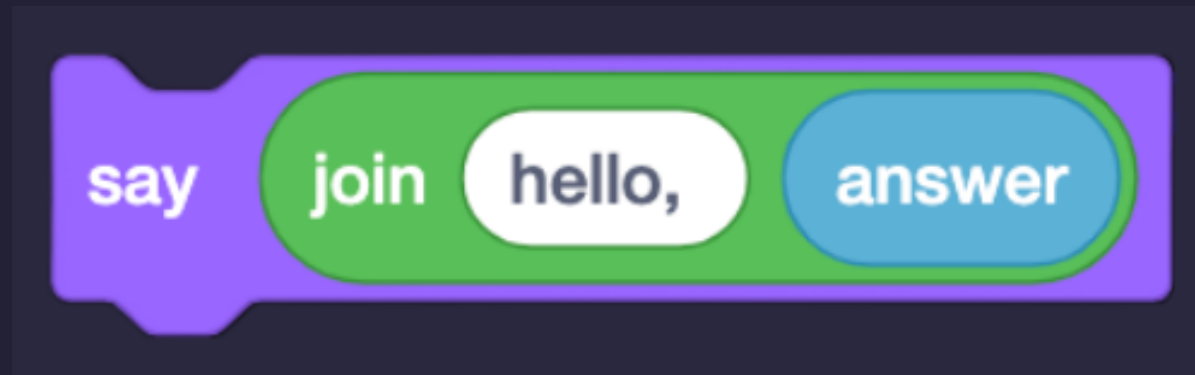
What's your name?

and wait



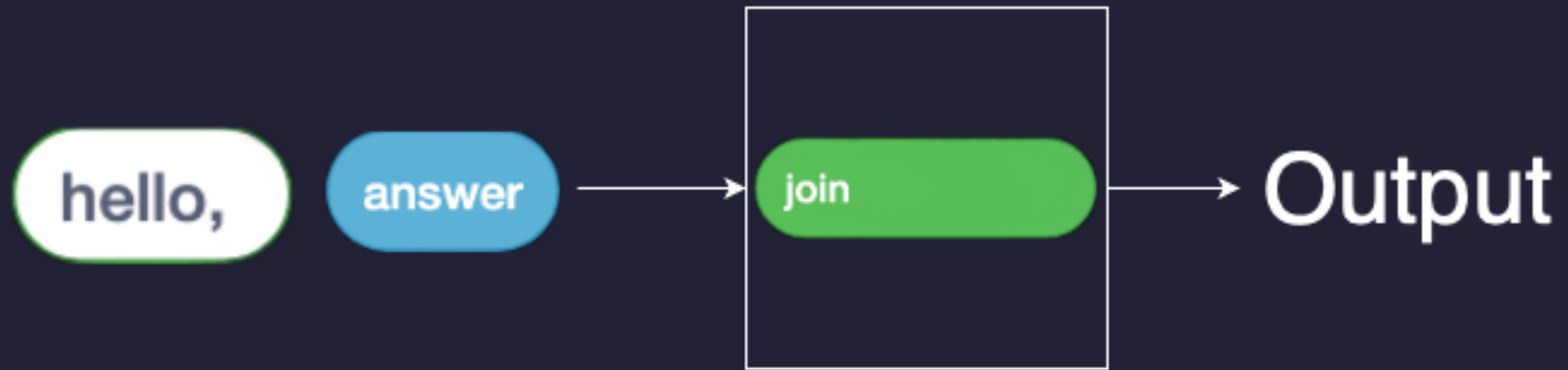


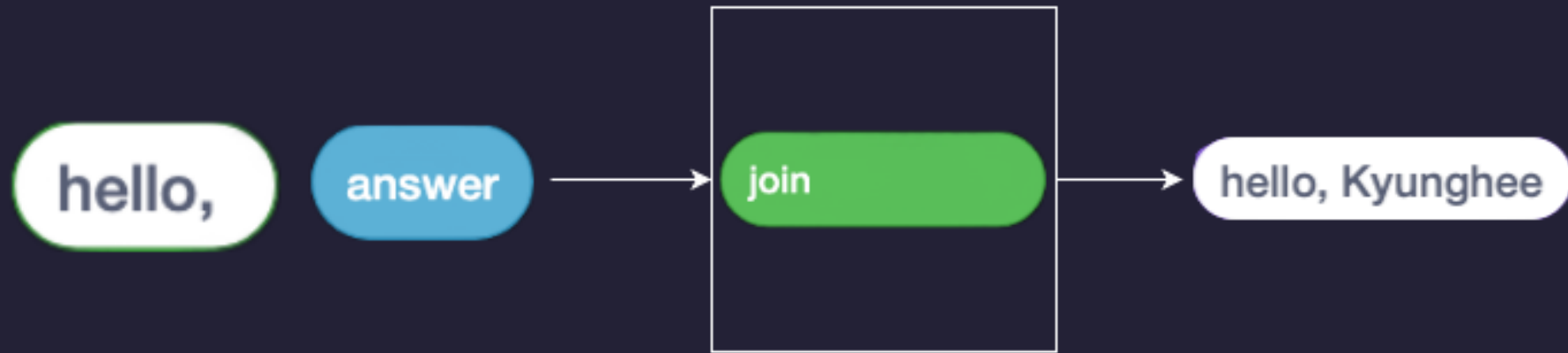


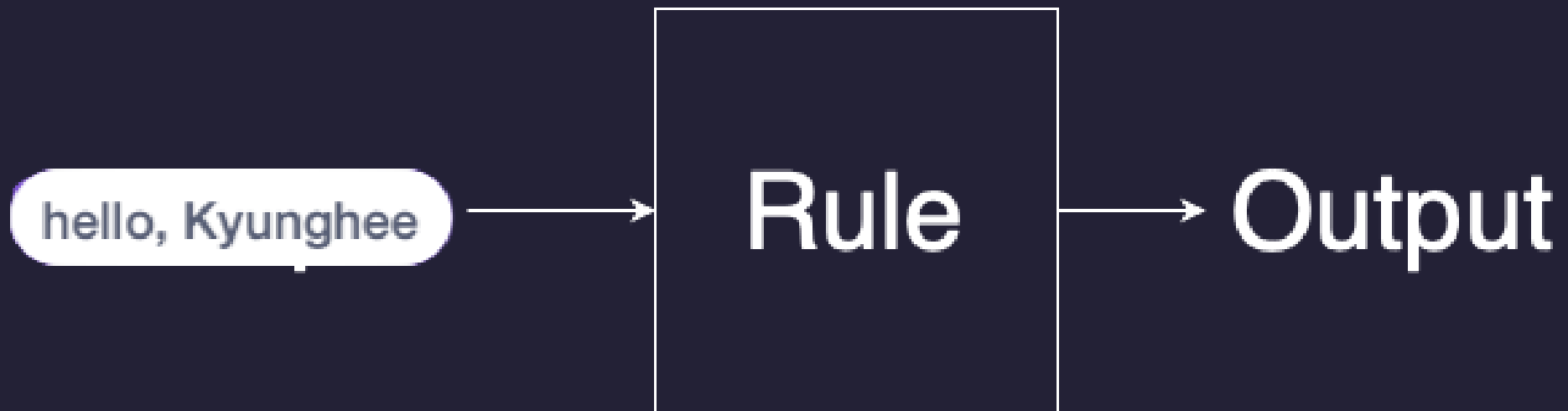


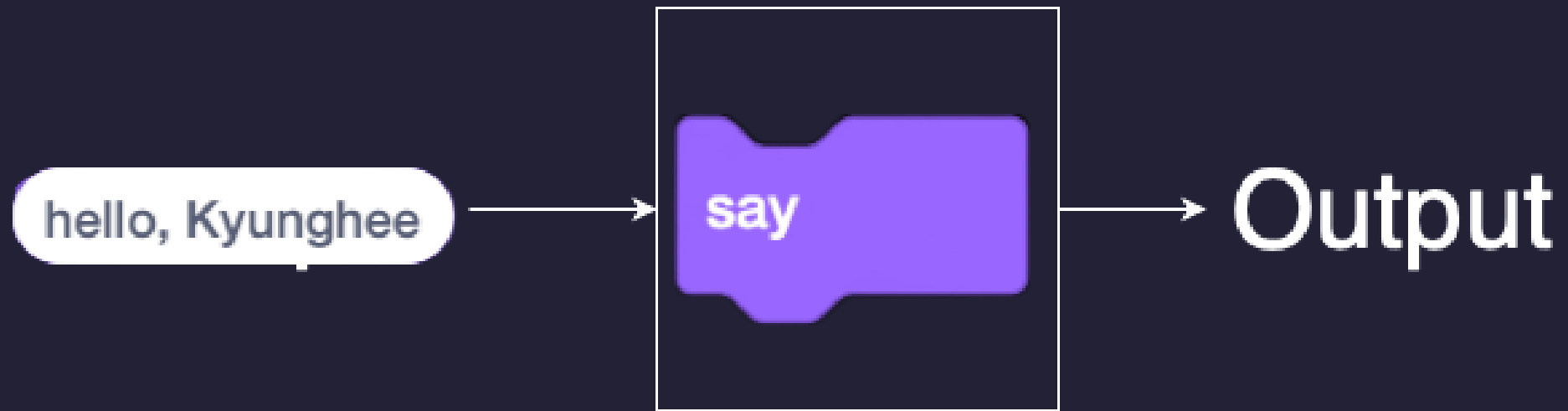


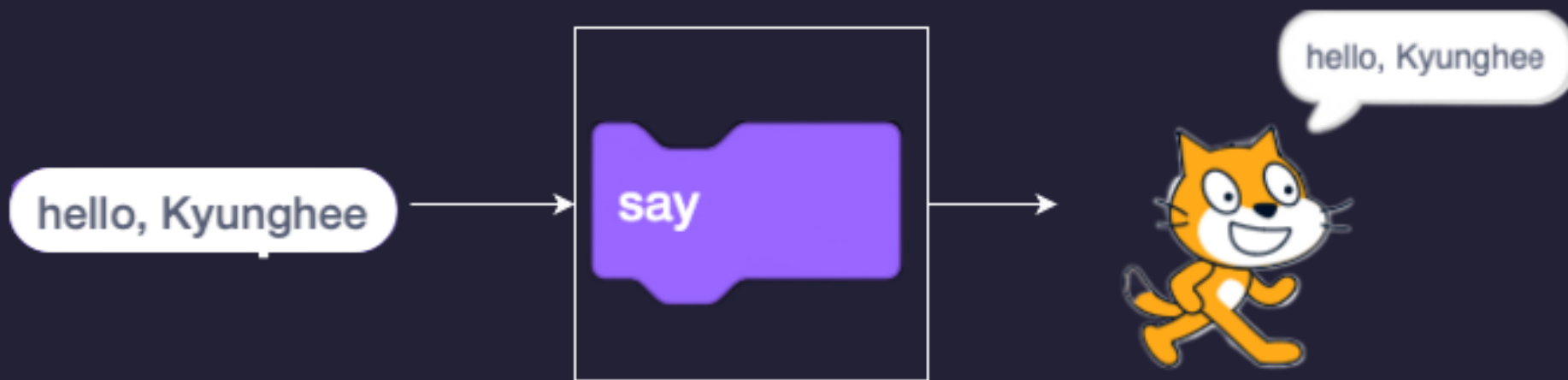












**Scratch - Meow**

# Flying Cat

- Download **Labs** from myCourses ( **.sb3** )
- On Scratch, **File** > **Load from your computer** and select the file
- Requirements:
  - Add **Cloud** and make it move faster than the building
  - Make the cat can move up and down
    - hint: use **when key pressed** block under **Events**
  - If the cat touches the cloud, make it say "Meow"
    - hint: use **touching** block under **Sensing** and **if then** block under **Control** )
- **File** > **Save to your computer** will download your program ( **.sb3** )



## Wrap up

- Syllabus on course website