NOTES FOR CLUB LEADERS

(Felix & Herbert)

Introduction:

We are going to make a game of catch with Felix the cat and Herbert the mouse. You control Herbert with the mouse and try to avoid getting caught by Felix. The longer you avoid him the more points you score, but don't get caught because your score will go down! This is a simple project to introduce the basics of Scratch.

Skills

This project covers:

1. Changing costumes and appearance
2. Keeping and setting the score
3. Broadcast messages

Resources

This project uses resources found in the Scratch Backgrounds and Costumes folders

Scratch Cards required

Follow the mouse

Basic exercises

- Step 1: Felix follows the mouse pointer
- Step 2: Felix chases Herbert
- Step 3: Felix says when he's caught Herbert
- Step 4: Herbert turns into a ghost when he's caught
- Step 5: Keep score