SCRATCH **Mouse Chase**

Register/login at https://scratch.mit.edu
Remember to write down your password.

Change the sprite angle to make it point and move in any direction.

1) **Create** a new Project and give it a name

2) In the **Sprite** section, choose a sprite. Look for the mouse. We look down on the mouse from above, and it has a little bit of movement**. Mouse-over** to see the mouse move**.**

3) Click on **Direction** in the sprite panel. You can change the **angle** of the mouse by dragging the arrow.

Direction 0
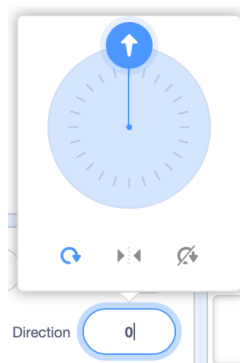
Angles are measured in degrees.
In Scratch, zero degrees is pointing straight up.

4) Click on the **Code** tab. Add a
   start block and a **forever** loop.
5) Make the sprite **point towards**
   the mouse pointer.
6) Each time round the loop the
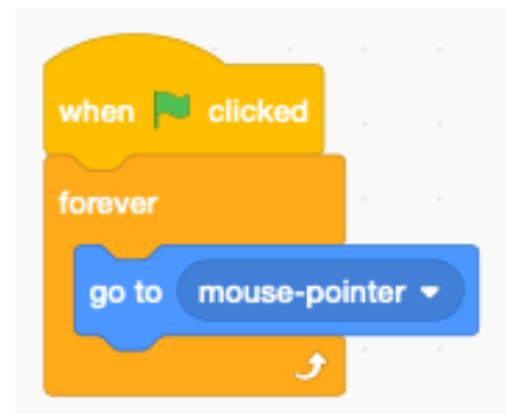   sprite can **move** a bit and
   change into the **next costume**.

Does the mouse follow the mouse pointer?

7) Add a new sprite. Select foods and
    choose something the mouse would like
    to eat.

8) Add new food code that
   places the food on the mouse
   cursor (**go to**). This needs to
   be in a **forever** loop to follow
   the **mouse pointer**.

Can you keep the food away from the mouse?

*Remember to **Save** your code with a good name.*
File > Save now