SCRATCH Cat n' Mouse

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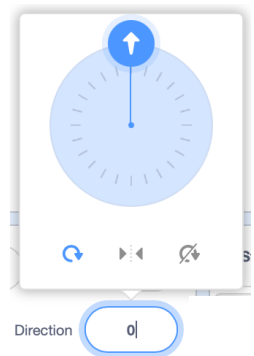Remember to write down your password.

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.

Angles are measured in degrees.
In Scratch, zero degrees points straight up.

Click on the **Code** tab. Add a **start** block and a **forever** loop.

4) Make the sprite **point towards** the mouse pointer. This changes the **angle**.

5) Each time round the loop the sprite is moved directly to the **mouse pointer** and changes into the **next costume** to animate it.
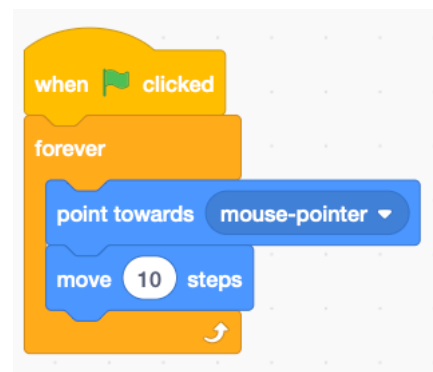

Mouse code

Does the mouse follow the mouse pointer?

6) Add a new cat sprite to chase the mouse. Select the cat seen from above.

7) Add code to the cat that runs towards the mouse. This needs to be in a **forever** loop and moves towards the **mouse pointer**. The number controls the speed - the bigger the number the faster it goes.

Cat code

Can you run circles around the cat?

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