

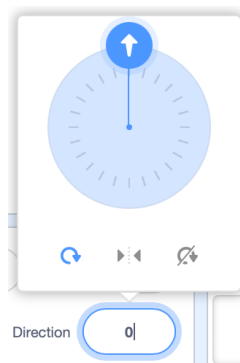
Scratch Mouse Chase



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.



Angles are measured in degrees.

In Scratch, zero degrees points 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**.

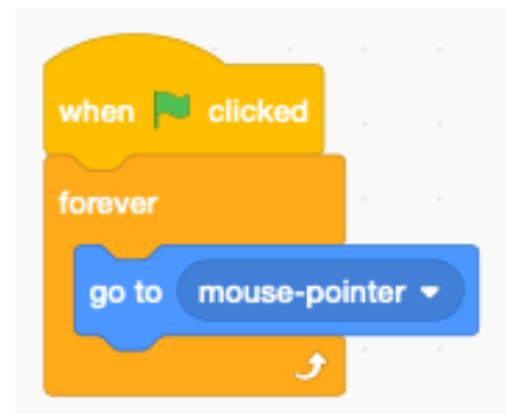


Does the mouse follow the mouse pointer?



- 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?
Try **painting** a block of cheese in costumes.*

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