# Scratch logo and symbol, meaning, history, PNG

**Mouse Chase**

Register/login at <https://scratch.mit.edu>

(remember/write down your password here)

*In this project we’re looking at the* ***angle*** *of the sprite. By changing the angle we can make it point and move in any direction.*

1. **Create** anew Project and give it a name
2. In the **Sprite** section, choose a sprite. Look for the mouse character. 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 is pointing straight up.*

Graphical user interface, application

Description automatically generated

1. Click on the **Code** tab. Add a **start** block (events) and a **forever** loop.
2. Make the sprite **point towards** the mouse pointer.
3. Each time round the loop the sprite can move a bit and change costume.

*Does your sprite follow the mouse?*

*A bowl of french fries

Description automatically generated*

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

Graphical user interface, application

Description automatically generated

1. Add new food code that places the food on the mouse cursor (**go to**). As the cursor moves, this needs to be in a forever loop.

*Can you keep the food away from the mouse?*

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