# Scratch logo and symbol, meaning, history, PNG

**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** anew Project and give it a name
2. A screenshot of a clock

   Description automatically generated with medium confidenceIn 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 is pointing straight up.*

Graphical user interface, application

Description automatically generated

1. Click on the **Code** tab. Add a **start** block 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 into the **next costume**.

*Does the mouse follow the mouse pointer?*

*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**). 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***