# Scratch logo and symbol, meaning, history, PNG

**Chase the mouse**

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

(remember/write down your password here)

In this project we’re going to make a character walk across the screen and back again. Walking needs a number of costumes with the character in a slightly different position each time.

1. **Create** anew Project and give it a name
2. A picture containing text, clipart

   Description automatically generatedIn the **Sprite** section, choose a sprite. Look for a character that we look down on from above, and has a little bit of movement**. Mouse-over** to view the movement**.**
3. Click on **Direction** in the sprite panel. You can change the **angle** of the sprite by dragging the arrow. *Zero degrees* is facing straight up.
4. Graphical user interface, application

   Description automatically generatedClick on the **Code** tab. Add a **start** block (events) and a **forever** loop.
5. Make the sprite **point towards** the mouse cursor.
6. Each time round the loop the sprite can move, change costume. It’ll need a small delay (**wait**).

*Does your sprite follow the mouse? Crabs are confusing because they walk sideways!*

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