# Scratch logo and symbol, meaning, history, PNG

**Googly eyes**

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

Remember to write down your password.

Icon

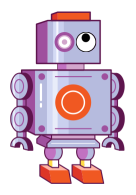
Description automatically generated*This project changes the* ***angle*** *of the sprite.   
Make a pair of eyes that follow the mouse.*

1. Choose a sprite that has nice large eyes that we can replace. I’ve chosen the robot.
2. Create a new sprite for the first eye, using **paint** to draw it.
3. A picture containing mirror

   Description automatically generatedDraw a white circle with a black outline. Set the **fill** colour to saturation 0, and Brightness 100 to make white. Set the outline colour to saturation 100 and brightness 0 to make black.
4. Position this white circle so that it’s at the centre of the sprite (use the select tool to move it).

A picture containing icon

Description automatically generated

1. Draw a smaller circle inside for the pupil. Change the fill colour to black. Move it so that it’s looking to the right.
2. Change the size of the eye so that it matches the eye of the character you selected.
3. Place the new eye on top of one of the character’s eyes.
4. Graphical user interface, application

   Description automatically generatedAdd code to to the eye to make it point towards the mouse pointer, inside a forever loop. You should see the eye follow the mouse.
5. A picture containing text, clipart

   Description automatically generatedRight-click on the eye sprite and **duplicate** it to make the other eye.

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