# Scratch logo and symbol, meaning, history, PNG

**Stepping up**

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

Remember to write down your password.

*In this project we look at sensing* ***colour****.*

A picture containing clipart

Description automatically generated

1. **Create** anew Project and give it a name.
2. Keep Scratch the Cat, we’re going to edit the stage. Click on the **stage**, then **Backdrops**.
3. A picture containing text

   Description automatically generatedDraw a step using the rectangle button. Make it a little wider than the cat. You can change the fill colour. Remove the outline by selecting outline, then the red diagonal line **/**.
4. Make a staircase. Choose the ‘Select’ arrow and click on the step. Make a copy using the **Copy** and **Paste** buttons. You can paste another step.
5. You can move steps around by selecting and dragging them.

*Make the cat jump up the steps when you press a key…*

1. In the cat code, choose the **when … key pressed** block and decide which key you want to use.
2. Make it jump *up and to the right*. Use a **repeat** loop – the larger the repeat, the higher it jumps. Inside the loop **change x by 10** and **change y by 20**.

*What goes up must come down. The cat ‘falls’ until it touches a step* ***or*** *reaches the bottom of the screen.*

1. Timeline

   Description automatically generatedAdd a **repeat … until** loop. Inside the loop **change x by 10** and **change y by -20**.
2. The loop tests for two things so look in **Operators** and add ‘**or’** to the test.
3. Add **touching colour** from **Sensing**. To match the colour of the steps, click on the colour, then the *colour picker* at the bottom. Mouseover a step to select the colour.
4. The other condition stops the cat falling through the floor, add the ‘<’ operator, and test that the **y position** (Motion) < -100.

*Can you make it jump left?  
Remember to* ***Save*** *your code with a good name.****File > Save now***