




Baseball Project

There are basically 3 ways to move sprites in Scratch. Remix the baseball project on Scratch and follow the steps below:

1. Describe in your own words how the move block works. 
2. Describe in your own words how the go to xy block works. 
3. Describe in your own words how the glide block works. 
4. Some of the blocks require x: and y: coordinates. Place the mouse over the white window and look at the mouse x: and mouse y: numbers underneath the bottom. How are the x: and y: coordinates determined in Scratch?
5. Use what you've learned about moving to get the cat to run the bases (as realistically as possible – bases are run counter clockwise) in baseball. Make sure that when you click the green flag, the cat starts at home plate again.
6. Extra Credit: Make the cat change costumes so that it looks like it is running as it circles the bases.