# Start your project

1 Open up scratch.
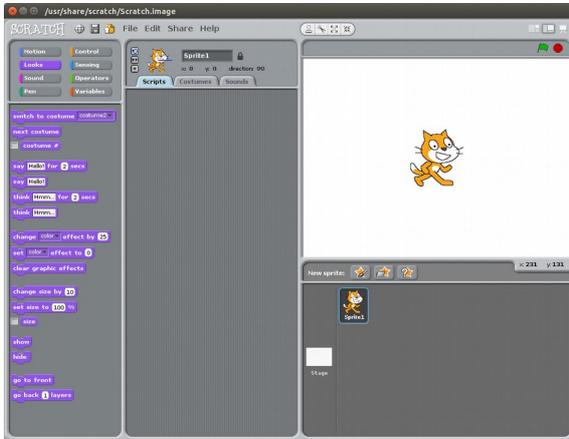
For today's project we are going to use the cat sprite (picture).
Let's start moving him to the bottom of the screen and making him a bit smaller.

Click on the orange control button in the top left corner. This gives you the control commands you can use. Find the one that has a green flag on it.

Pick it up and drag it to the middle area.

Now click on the blue motion button and find 'go to x:0 y:0'.

Drag it out and stick in onto the bottom of the one you already moved
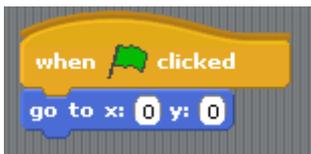
Change the value next to Y: to say '-150' (note the minus sign in there)

Now click on the looks button and find the command that says 'set size to 100%'
Make sure you get the right one. It should say 'set size' not 'change size'.
Attach this to the bit of code in the middle that you are building up :
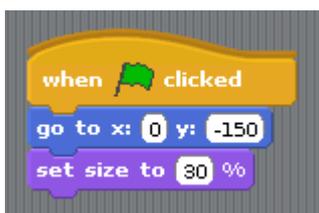
Click the green flag at the top right of your screen to see this work.

2 Now let's save our work. You should get into the habit of doing this every few minutes. It allows you to go back if things go wrong.

This is simple. Find the save icon up above the button area and click on it.
This is a picture of a computer disk :

Enter the name in the box down at the bottom where it says New Filename.

I have called this project raindrops :
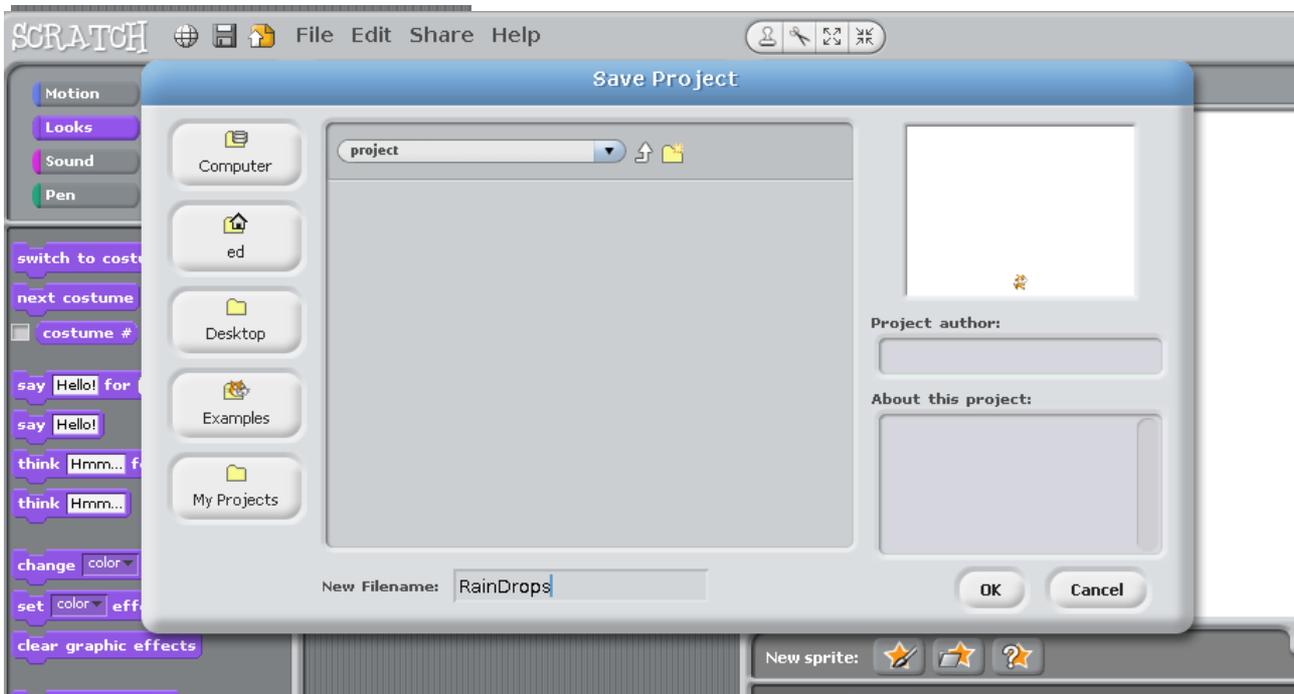
Time to <u>move</u> on…. Get sheet 2