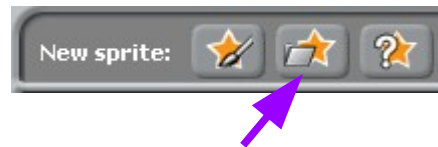


# Let's get some food

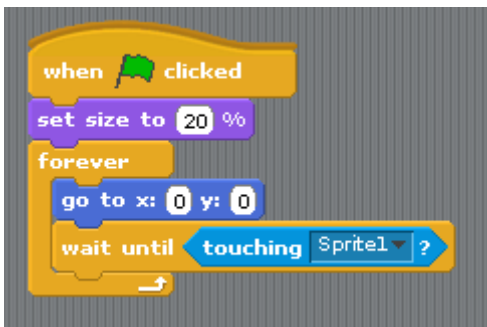
**1** Give the cat something to go and get. How about food ? My cat loves food.

Add a new sprite by clicking on the new sprite button with the folder next to it (the middle one) :



Go into the folder called 'things' and pick the food your cat will be hunting for. My cat loves bananas so I picked the bananas but your cat may like cheesy-puffs better.

Now we need some code to make the food show up, make it the right size and allow the cat to eat it up



You will find the 'set size' command in the looks area. Make sure you get 'set size' and not 'change size'.

The 'forever loop' command means do this again and again and again and again...

**2** Let's make it a little harder. Let's move the food round each time you get to it.

Go to the 'operators' area and pick up two 'pick random' commands. These pick a random number – a bit like rolling a dice.

Change the numbers to the ones shown here →

pick random -230 to 230

pick random -170 to 155

Pick up the top one and drop it on the '0' next to the x and then pick up the other one and drop it on the zero next to the y. The area round the '0' glows white when you have it in the right place and you can drop.

We need one more thing for our food. We need a reason to go and get it.

The cat will probably want to go and grab the food anyway, but for the game let's add a score.

We do this in the variables area (this is called 'data' on scratch version 2)

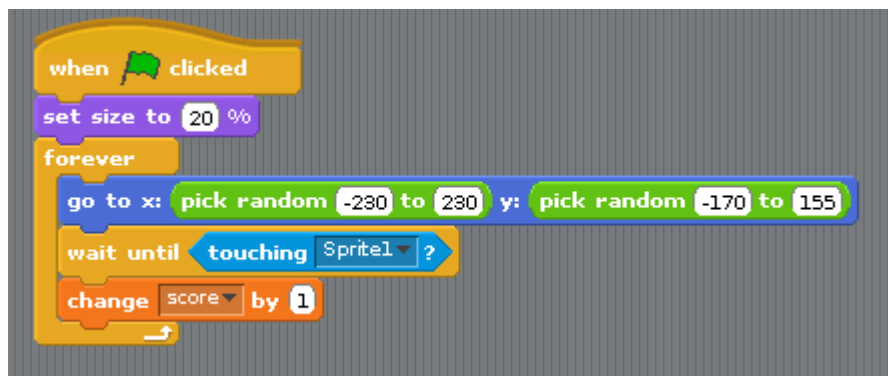
**3** Click on make a variable and call it score :



A variable is like a box where you can put a number and go back and check on it later. Think of the one we have just made as a box with 'score' written on the side and we will put the number '0' inside it.

Some new commands show up in the variables area (or the data area). Pick up the one that says 'change score' and drop it into the code you made earlier. Change the number to '1'

Your code should now look like this :



Remember to save. Click on the disk icon at the top and give it a name. You only need the name on the first time you hit save. It will remember the name from now on – but you do need to remember to save it every now and then.