

# Start your project

## 1 Open up scratch.

For today's project we are going to use the cat sprite (picture).

Let's start by making him move.

Click on the orange control button in the top left corner. This gives you the control commands you can use. Find the one that says 'when space key pressed'.

Pick it up and drag it to the middle area.

Do this four times – so you have four of them.



Click on the little black arrow next to each word 'space'.

Change each of them, so one says 'up arrow', one says 'down arrow', one of them says 'left arrow' and one of them 'right arrow'.

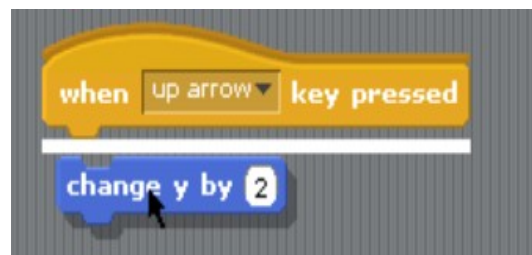
## 2 Now let's tell the cat what to do when those buttons are pressed.

Click on the Motion button in the top left corner.

Find the command that says 'change Y by 2'. Put one of these on 'up' key and one on the down key. When you hold it just under the orange command, you will see a white line. When you see this and you drop the new command, they stick together.

You will also need 'Change X by 2'.

Stick two of these to 'left' and 'right'

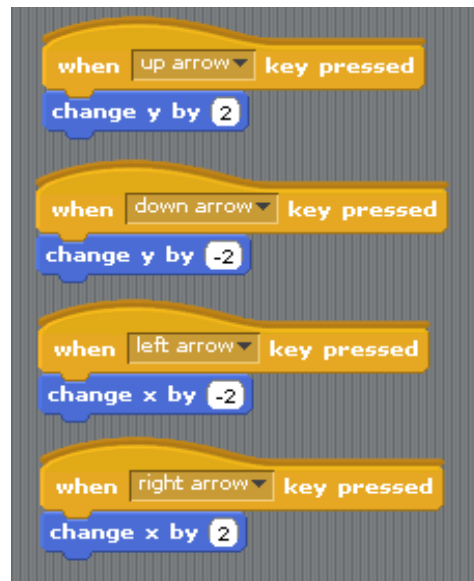


**3** Test the program by clicking the green flag in the top right hand corner. Does it work right ? Use the arrow keys on your keyboard to move round.

Hmmm – not quite right. The cat only moves up and right. Change the number on the left button by clicking on the '10' in that box and type in '-10'. That should make him go in the right direction. Do the same for down.

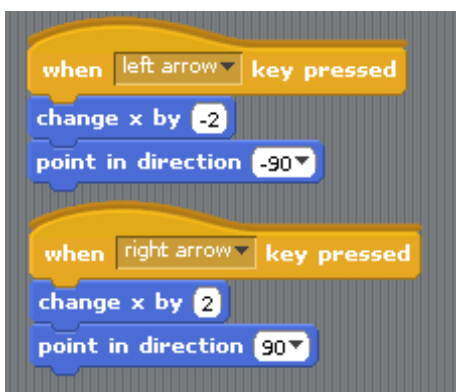
Test it again. Is that better ?

Your code should look like this now :

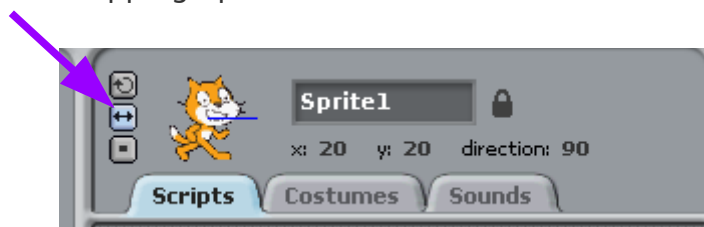


and your cat should be moving all over the screen.

**4** Let's make him face left and right as he moves. Add on these two extra lines 'point in direction 90' to the existing left and right keys but change the left one to '-90'.



You will also need to click on the middle button next to the sprite at the top. This stops the cat from flipping upside down when he turns round.



If you are using scratch version 2 you need to click on the little 'i' next to the sprite then select the middle icon in rotation style :

