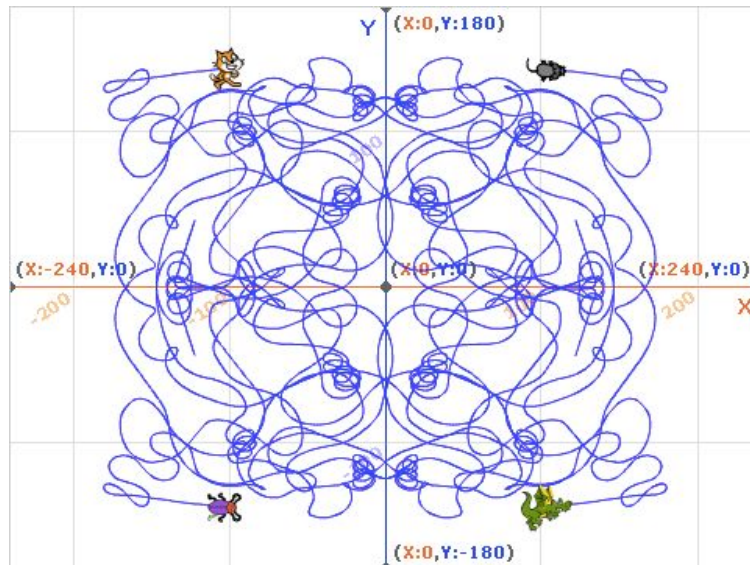


Learning about the X,Y grid



- Go to Scratch and click "Create" to start a project.
- Set up scripts for the cat sprite (Sprite1) as shown in the picture. Use the Set Size block to set the cat's size to 25%. When the script is done, click the green flag to watch the cat follow the mouse and trace a line.

Scripts Costumes Sounds Share See project page

Motion Looks Sound Pen Data Events Control Sensing Operators More Blocks

clear

stamp

pen down

pen up

set pen color to [red]

change pen color by 10

set pen color to 0

change pen shade by 10

set pen shade to 50

change pen size by 1

set pen size to 1

set size to 25 %

when green flag clicked

clear

pen down

forever

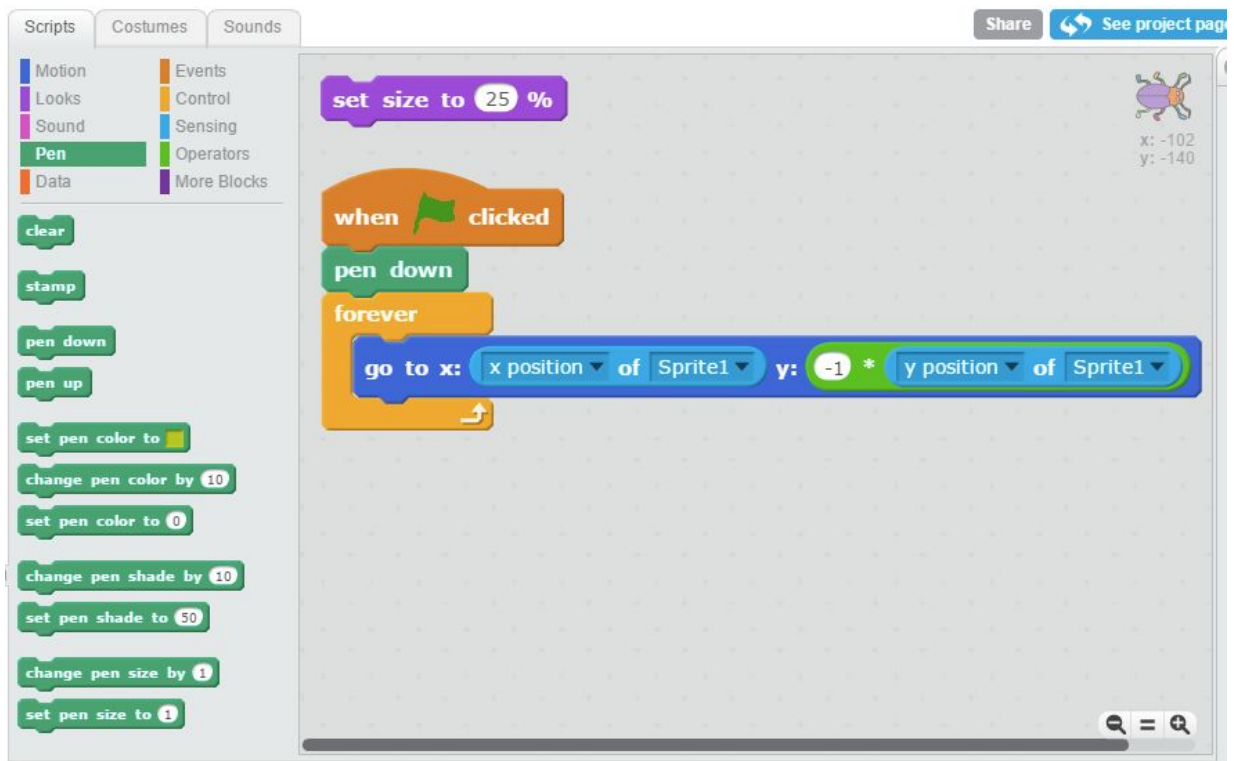
point towards mouse-pointer

move 2 steps

x: -100
y: 141

Search = Zoom In

- Add the beetle sprite and set up its script as shown in the picture. When the script is done, click the green flag to watch the beetle "mirror" the cat's position in the Y axis.



- Add the mouse and dragon sprites. The mouse's script is like the Beetle's, but mirror's the cat's position in the X axis. The dragon's script is like the Beetle's, but mirrors the cat in *both* the X axis and the Y axis.

