




- baseball solution.sb

Moving Project

There are basically 3 ways to move sprites in Scratch. Try the file moving.sb and answer the questions below:

1. Click the green flag. What do the three animals do?
 2. Look at the scripts for each of the 3 sprites. What 3 blocks do all three sprites use?
 3. What blocks does the cat use to move?
 4. What block does the dog use to move?
 5. What block does the monkey use to move?
6. Describe in your own words how the move block works.
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7. Describe in your own words how the go to xy block works.
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8. Describe in your own words how the glide block works.
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9. 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?
10. 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.sb. Make sure that when you click the green flag, the cat starts at home plate again.
11. Extra Credit: Make the cat change costumes so that it looks like it is running as it circles the bases.