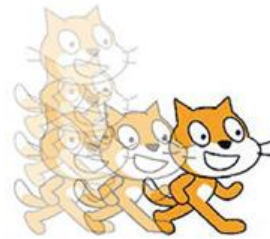# CAT ON THE MOVE

For our first game, you'll learn how to make objects move and change direction. You'll use input blocks to let players interact with the computer by using the keyboard. Let's get started!

1. START SCRATCH

scratch.mit.edu

To start using Scratch, open your web browser, type **scratch.mit.edu** in the address bar, and then press **Enter** on the keyboard. Click **Create** on the main page to get started.

2. CLICK EVENTS

Motion

Looks

Sound

Events

Find the Code tab near the top-left corner of the screen.

Click the **Events** button to show the Events code blocks.

3. START CODING

Code · Backdrops · Sounds

Motion
Looks
Sound
Events
Control
Sensing

Events

when ⚑ clicked

when space ▾ key pressed

when stage clicked

when backdrop switches to backdrop1 ▾

when space ▾ key pressed

Find the **when space key pressed** code block.

Press the mouse button and drag the block into the Coding Area.

4. SET THE KEY

```
when  space ▾  key pressed
✓ space
  up arrow
  down arrow
  right arrow
```

You want to make some code run when the right arrow key is pressed.

Click the drop-down menu and select **right arrow**.

In games, we switch between slightly different pictures to make it look like sprites are walking. In movies, these images are called *frames*.

costume 1   costume 2

In Scratch, they're called *costumes*.

5. GET MOVING!

Drag the following code blocks into the Coding Area. Use their colors to help you find the blocks.

```
when  right arrow ▾  key pressed
point in direction  90
move  10  steps
next costume
```

Run this code when the right arrow key is pressed.

Make sure the cat is facing to the right (90 degrees).

Move the cat 10 steps forward.

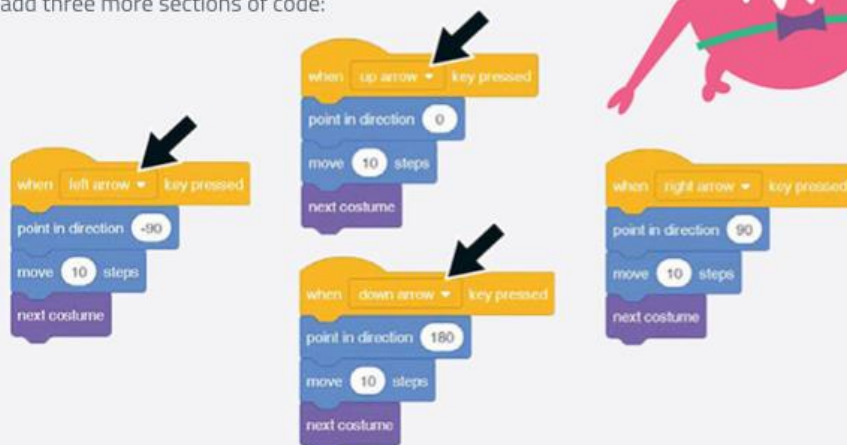Change the costume to make it look like the cat is walking.

⚑ Click the **green flag** at the top of the screen to test your code.
Press the **right arrow** key and watch the cat walk!

Choose the key that will make each section of code run. (See step 4.)

5. ALL DIRECTIONS

To let the cat move in all directions, add three more sections of code:

```
when  up arrow ▾  key pressed
point in direction  0
move  10  steps
next costume
```

```
when  left arrow ▾  key pressed
point in direction  -90
move  10  steps
next costume
```

```
when  down arrow ▾  key pressed
point in direction  180
move  10  steps
next costume
```

```
when  right arrow ▾  key pressed
point in direction  90
move  10  steps
next costume
```

Be sure to change the direction for each code section. Enter the degrees, or use the white arrow to select the direction to move in.

⚑ Click the **green flag** to test your code. Use the arrow keys to move the cat around!
For more help visit **maxw.com**.

Now you know how to make a simple interactive game that moves a sprite in different directions. Try using what you've learned to make the Dog on the Move game on page 14.