

Scratch Project

Code Costumes Sounds

1 2 3 4 5 6 7 8 9 10 11

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse pointer
- change x by 10
- set x to 0
- change y by 10
- set y to 0
- if on edge, bounce
- set rotation style left-right

Sprite1

Sprite1

Size 100 Direction 90

Backdrops 1

LIVEWORKSHEETS