

Scratch Project

Code Costumes Sounds

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

Sprite1

Size 100 Direction 90

Stage

Backdrops 1

LIVEWORKSHEETS