

## Exploring Computer Science

### Scratch #2 - Baseball

Objective: Demonstrate your understanding of the different ways that Sprites can move and change costumes in Scratch.

1. In your *Exploring Computer Science* folder, create a folder titled *First\_Last\_Scratch\_2*.
2. Download *baseball.sb2* from the [www.missblomeyer.com](http://www.missblomeyer.com) website and save it in your *Scratch\_2* folder.
3. You are to add the code so that the cat runs the bases and completes a home run.
  - a. The cat must stop back at home plate when it has finished running the bases.
  - b. The cat needs to face the base it is running to.
  - c. The cat's legs must move making it look like it is running. It should not look like it is hopping or skipping, but running.
  - d. The cat must stop running when it gets back to home base.
  - e. Make sure the cat stays in the lane and doesn't run in the grass!
  - f. The cat needs to actually **run** to bases. You will lose points if the cat moves too slowly, too quickly, or if the cat stops at any base. The cat must be fast!