

Exploring Computer Science

Scratch #2 - Baseball

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

Note: You should complete *Moving Sprites in Scratch* prior to starting this assignment.

1. In your *Exploring Computer Science* folder, create a folder titled *first_last_scratch_2*.
2. Download *baseball.sb2* from the www.missblomeyer.com website and save it in your *first_last_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 not receive full credit if the cat moves too slowly, too quickly, or if the cat stops at any base. The cat must be fast!
4. Save the document and exit out of Scratch.
5. Zip up your *first_last_scratch_2* folder. Turn in your *first_last_scratch_2.zip* file.