

Unit 4: Programming - Moving Sprites in Scratch (Part 2)

1. Open the file **baseball.sb**
2. Use what you've learned about moving to get the cat to run the bases (as realistically as possible – bases are run counter clockwise). Make sure that when you click the green flag, the cat starts at home plate again.
3. Make the cat change costumes so that it looks like it is running as it circles the bases.
4. Make the Cat say the name of the bases.