Wednesday 3rd February 2021

Scratch Unplugged

Write an algorithm for your sprite in Scratch to follow! Remember – the sprite will only follow the instructions you give it. How will the program start?



```
move 10 steps

turn (* 15 degrees

turn (*) 15 degrees

point in direction 90*

point towards mouse-pointer *

go to x: 0 y: 0

go to mouse-pointer *

glide 1 secs to x: 0 y: 0
```

```
wait 1 secs
```

Workspace: