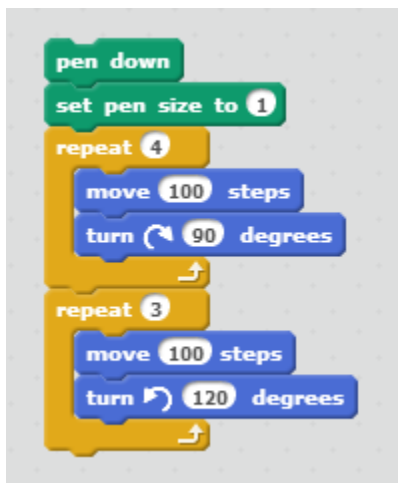


Tip: As you work, use “clear” and “point in direction” to clean up and reset the cat direction.



1. Make the cat finish the rectangular walk.
2. Use the pen to trace the shape.
3. Can you make the cat draw the rectangle (of the same size) faster?
4. Use an outer repeat loop to make him make three laps around the rectangle.



1. Make a front door on the house.
2. Make a window on the house.
3. Make a chimney on the house.
4. Make two houses side-by-side.

```

ask What is the capital of Washington? and wait
if answer = Olympia then
  say You got it!
else
  say Nope, it's Olympia!

```

1. Add two more trivia questions.
2. Make a new costume for the cat showing him cheering. When you get an answer right, he changes to his cheering costume.

```

ask What's your name? and wait
say join hello answer for 2 secs
say It's nice to meet you! for 2 secs

```

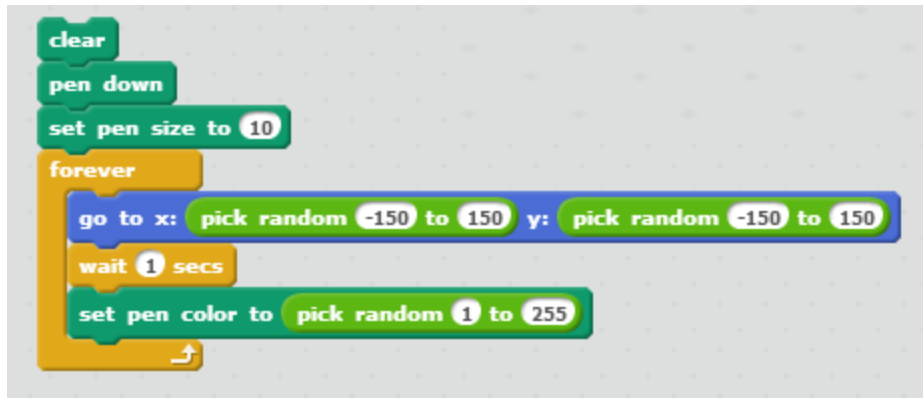
1. Have the cat say "Mary, will you be my friend?" (if your name is Mary)
2. If you say "yes", the cat says, "Mary, you are my best friend!"
3. If you say "no", the cat says, "Mary, you are as cold as ice."

```

pen down
set pen size to 10
forever
  point towards mouse-pointer
  move 2 steps
  change pen color by 1

```

1. Make the cat follow the mouse more slowly.
2. Make the cat follow the mouse more quickly.
3. Make it so that when the cat is on the left side of the screen ($x < 0$) he picks up the pen and doesn't draw, but when he's on the right side of the screen he draws.
4. Change the code so that instead of moving toward the mouse pointer, the cat runs *away* from the mouse pointer. (That is, he goes in the opposite direction of the mouse pointer.)
5. Use the "direction" variable to have the cat say "I'm upside down" whenever he turns upside down.



1. Instead of drawing lines, use the stamp command to fill the screen with cats.
2. Before stamping the cat, change the size randomly so the screen fills with big and little cats.

Maze Racer: <http://scratch.mit.edu/projects/18577015/>