

Scan the code or use the lesson ID to access this lesson online.



Name:\_\_\_\_\_ Date:\_\_\_\_

I can use debugging to fix lots of errors, working on one error at a time

LessonID: 167

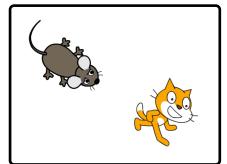


Take care to open the Scratch project at this website: scratch.mit.edu/projects/21810364/

Click 'See inside' to open the project.



In this program, the movement of the mouse should be controlled by the position of the computer mouse and the movement of the cat should be controlled by keys on the keyboard. There are a lot of errors. Use your debugging skills to find them and fix them.



```
Mouse programming when clicked forever point towards Sprite1 move 1 steps
```

```
when clicked

forever

wait until key right arrow pressed?

turn (15) degrees

when clicked

forever

wait until key up arrow pressed?

turn (15) degrees

when clicked

forever

wait until key left arrow pressed?

move (10) steps
```

What mistakes did you find and how did you fix them?