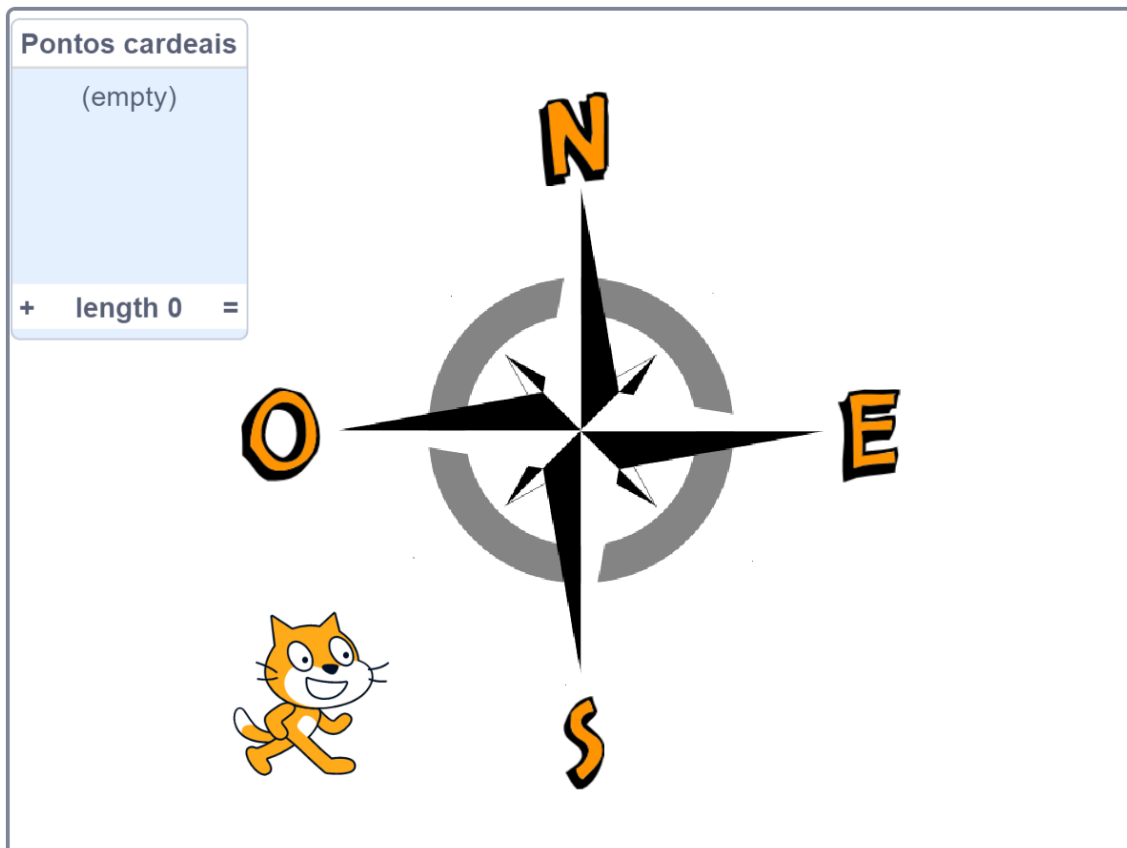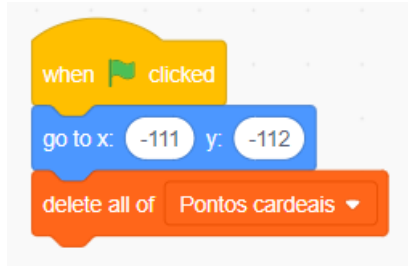# ATIVITY: "Cardinal Points"

GOAL:

- When the cat touches the cardinal points identified by letters in the drawing, the name of the cardinal point on which the sprite is touching is saved on the list of cardinal points.
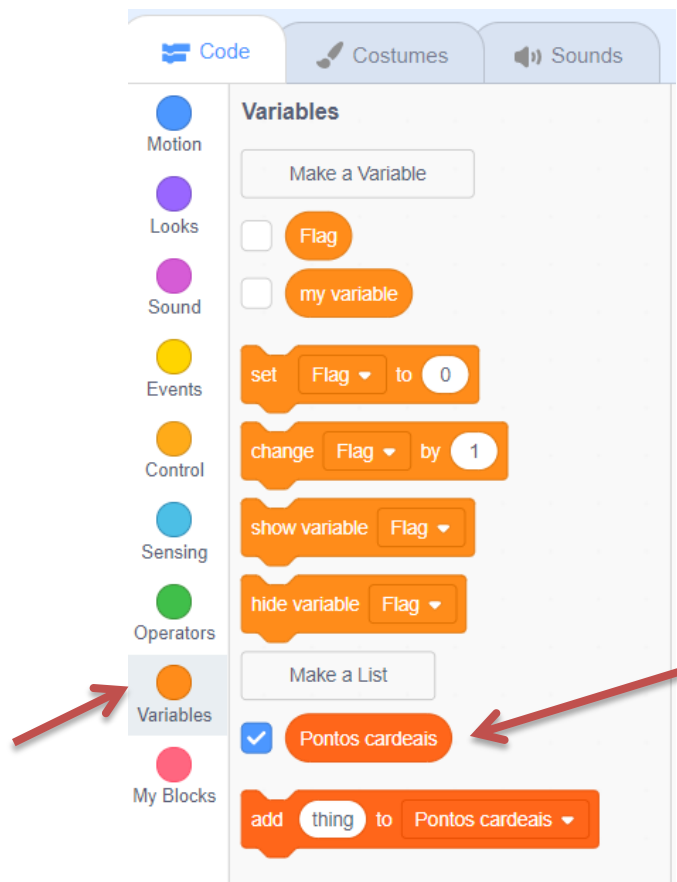
How to do it?

1. Draw and paint a backgound equivalent to the figure or alternatively search for an image on the Internet and import it into Scratch as a background.

2. Insert the sprite "Cat" in the coordinates x= -111 and y= -112
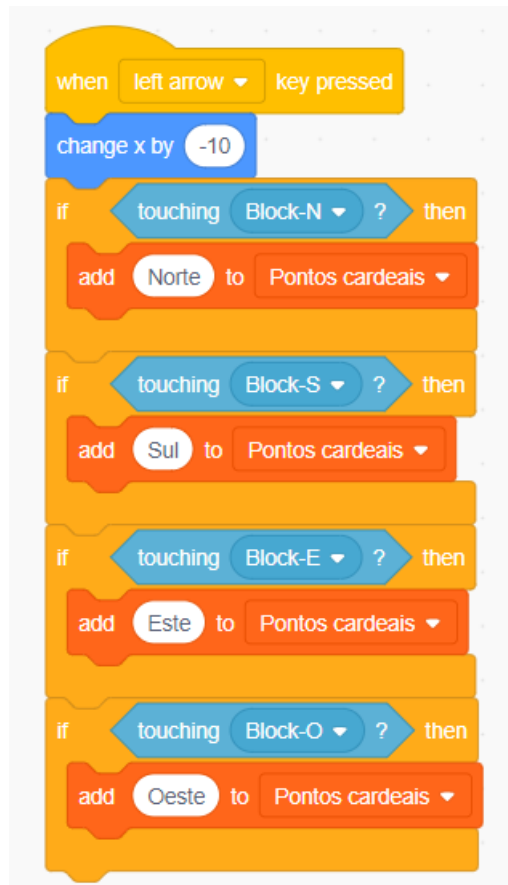

3. Insert the sprites "N", "S", "E" and "O" from the sprite pane into the "letters" category. Set them on the stage according to the orientation of the cardinal points.

4. In the "Code" category, create a list with the name "Cardinal points".

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5. Program the sprite "Cat" so that when you touch the direction keys on the keyboard ("Up", "Down", "Left" and "Right" keys), it moves towards the letters of the cardinal points. When the sprite touches one of the letters of the cardinal points, the name of the cardinal point shall appear in the "Cardinal points" list.

```
when [ left arrow ▾ ] key pressed
change x by ( -10 )
if < touching ( Block-N ▾ ) ? > then
    add ( Norte ) to [ Pontos cardeais ▾ ]
if < touching ( Block-S ▾ ) ? > then
    add ( Sul ) to [ Pontos cardeais ▾ ]
if < touching ( Block-E ▾ ) ? > then
    add ( Este ) to [ Pontos cardeais ▾ ]
if < touching ( Block-O ▾ ) ? > then
    add ( Oeste ) to [ Pontos cardeais ▾ ]
```

("Left arrow" button code – the code of the other arrows is missing…)