

# Les déplacements avec Scratch

The screenshot shows the Scratch 2 Offline Editor interface. The stage area on the left displays a Scratch cat sprite with coordinate axes: the x-axis is horizontal (labeled -x and x) and the y-axis is vertical (labeled y and -y). The current coordinates of the sprite are X: 240 and Y: -180. The Scripts area on the right contains the following code:

- when green flag clicked (circled in red)
  - go to x: 0 y: 0
- when up arrow key pressed
  - add 10 to y
- when left arrow key pressed
  - add -10 to x
- when right arrow key pressed
  - add 10 to x
- when down arrow key pressed
  - add -10 to y

The text "Placer le lutin au centre de la scène" (Place the sprite in the center of the stage) is written next to the first script block.



SKELL

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