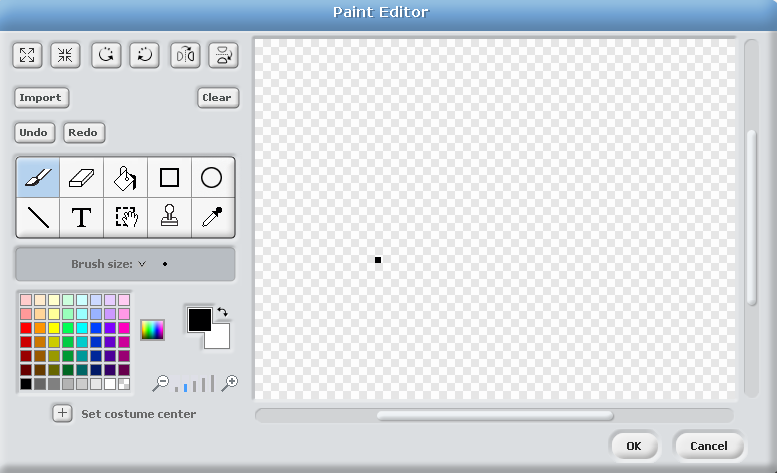
Scratch **Help** Document

**Whirling Butterfly – Using the mouse to show effects**

1. Click on **paint new sprite**. Make your own butterfly in the paint editor.

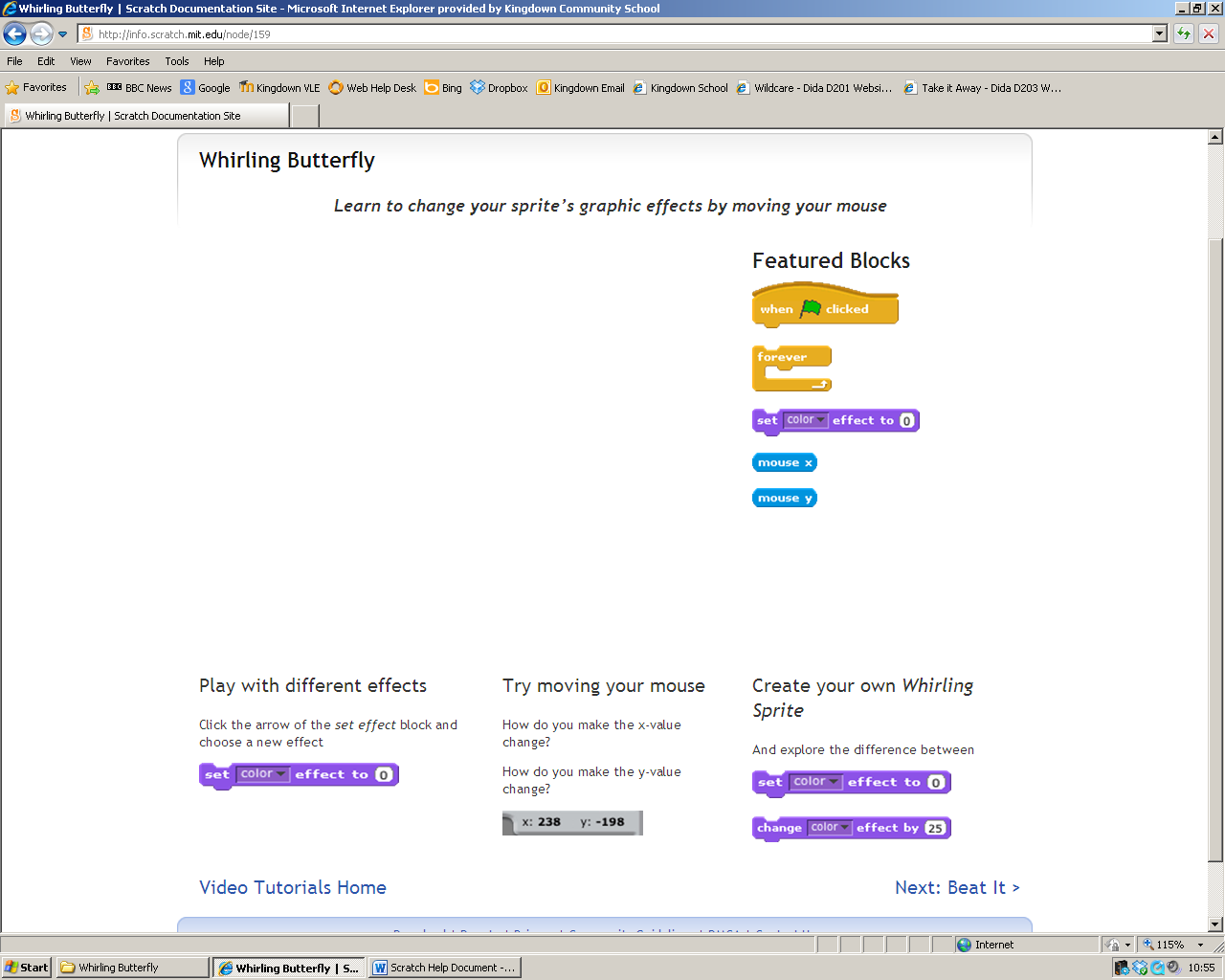
**\\server1\home\am\Dropbox\7.3 - Scratch Programming\Images\Lesson 02\Whirling Butterfly\Screen Shot 2012-08-24 at 10.43.02.png**

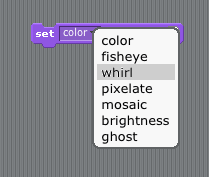
****

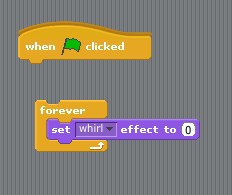
**Paint Brush**

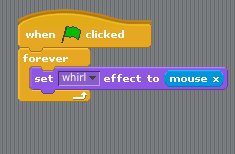
**Colour Palette**

**Fill Bucket**

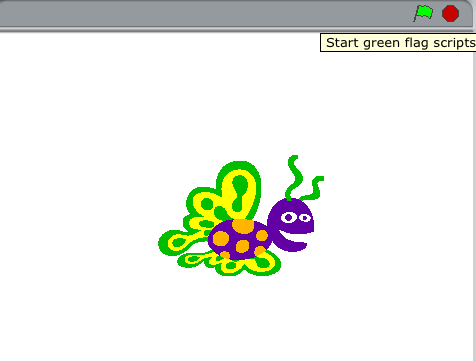


2. Make sure that the butterfly is selected. Move the **set colour by effect** script from the looks menu. Select **whirl effect**.

3. You will also need blocks from the control menu, **when green flag is clicked** and **forever**. Click them together like this.



4. Look to the sensing menu and find **mouse x**. Add this to the block so it now looks like this.

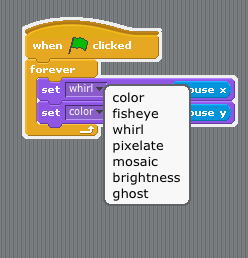


What do you think this will do? Press the green flag to test it.



Notice the X value changes when you move the mouse.

5. Try adding in more effects and **mouse y**. What happens to the Y value when you move the mouse? What is the difference between mouse x and y?

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