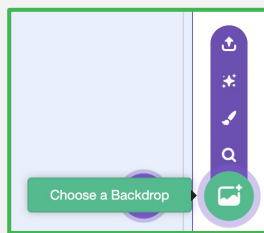


# Stage

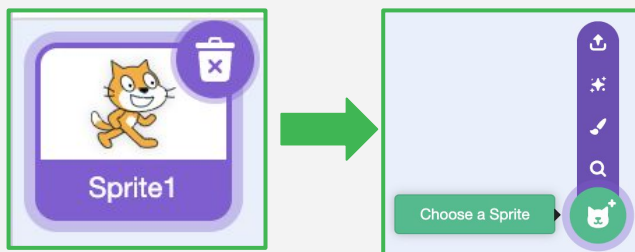
Open a new project at [rpf.io/scratch-new](https://rpf.io/scratch-new).



1. Choose a backdrop.



2. Delete the cat sprite and choose a sprite to add.

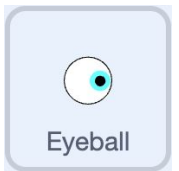


 **Hint:** You could create your own backdrop and/or sprite. If you do, do not add eyes yet.

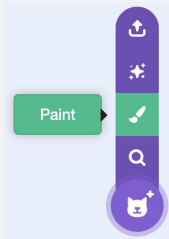
3. Change the size of your sprite until it fills the Stage.



# Eyeball



1. Use the Paint option to create a new sprite.



2. Draw an eyeball using a circle shape, or start from a round sprite, like **Ball-a**. Make sure:

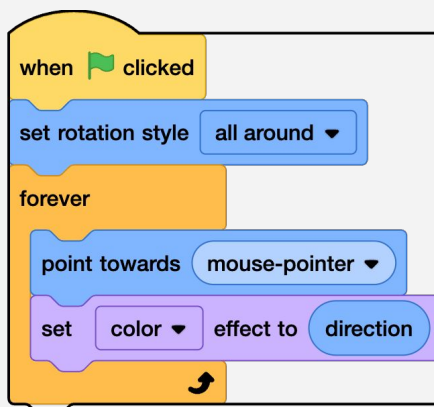
- The black pupil and coloured iris are positioned on the right-hand side of the Eyeball costume
- The Eyeball costume is centred



3. Name your sprite **Eyeball** in the sprite pane.



4. Add this code to the **Eyeball** sprite:

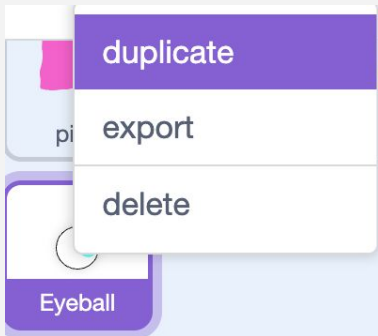


Click the green flag — check that the eye follows your mouse pointer as you move it around.

# Eyeball



Right-click on (or, on a tablet, tap and hold) the **Eyeball** sprite in the sprite list and choose **duplicate**.



Click on the green flag — check that the silly eyes follow your mouse pointer and change colour as you move the mouse around.

# Challenge — Stage effects

1. Make the Stage change effects when it is clicked.

You could:

- Change graphics effects
- Switch the backdrop



Click on the green flag — check that your stage effects work as expected.

2. Add more.

You could add:

- More body parts
- More sprites with silly eyes
- More backdrops
- More accessories, or add more costumes to your accessories



# Scratchblocks

```
+when flag clicked  
+set rotation style [all around v]  
+forever  
  set [color v] effect to (direction)  
  point towards (mouse-pointer v)
```