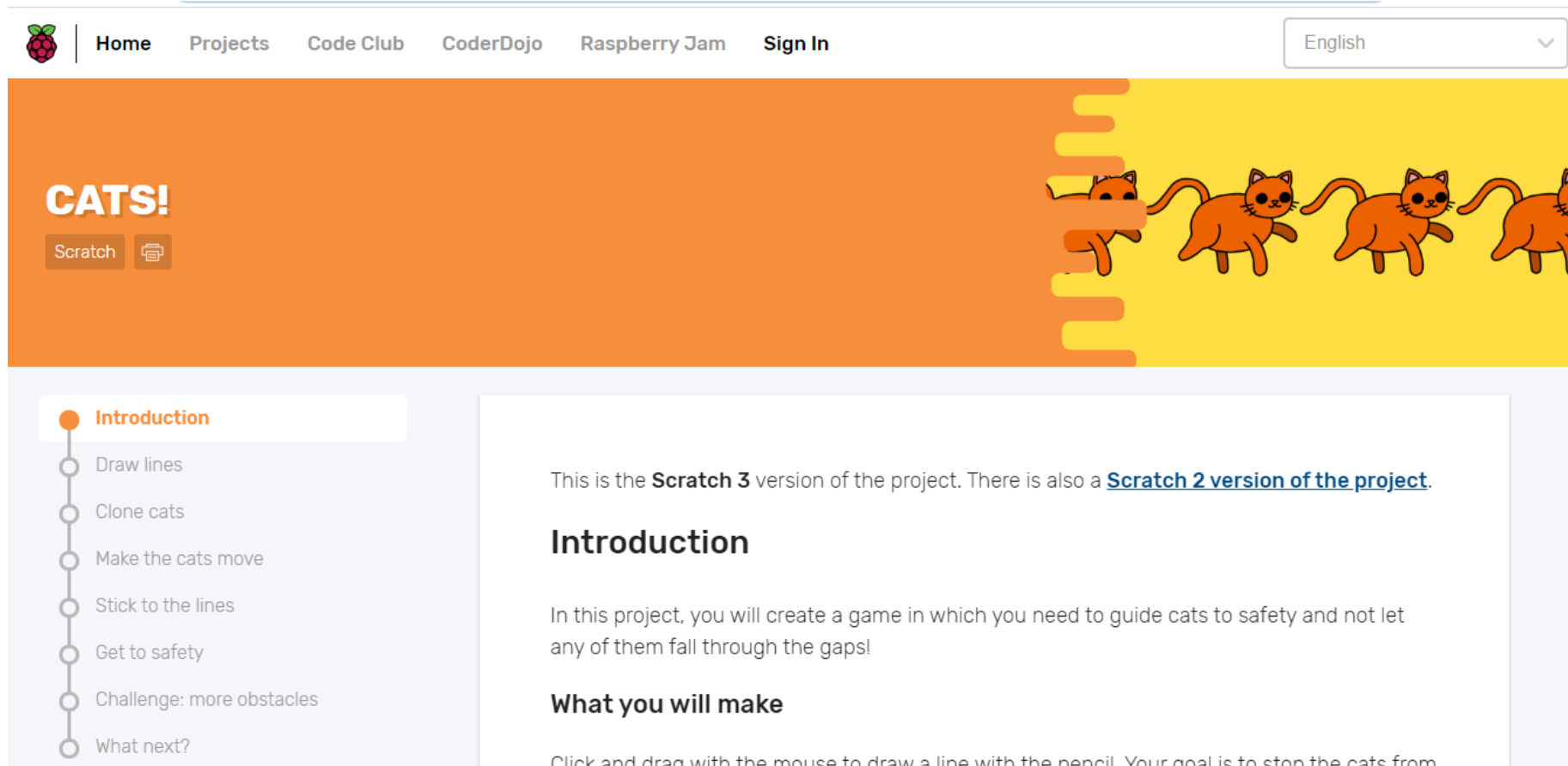


KS 2 Cats on Scratch!

<https://projects.raspberrypi.org/en/projects/cats>



The screenshot shows the Scratch project page for 'Cats'. At the top, there is a navigation bar with the Raspberry Pi logo, 'Home', 'Projects', 'Code Club', 'CoderDojo', 'Raspberry Jam', and 'Sign In'. A language dropdown menu is set to 'English'. Below the navigation bar is a large orange and yellow banner with the word 'CATS!' in white, a 'Scratch' button, and a printer icon. To the right of the banner is an illustration of four orange cats walking from left to right. Below the banner is a sidebar with a table of contents. The 'Introduction' step is highlighted with an orange circle. The main content area contains the following text:

This is the **Scratch 3** version of the project. There is also a [Scratch 2 version of the project](#).

Introduction

In this project, you will create a game in which you need to guide cats to safety and not let any of them fall through the gaps!

What you will make

Click and drag with the mouse to draw a line with the pencil. Your goal is to stop the cats from

Step	Description
1	Introduction
2	Draw lines
3	Clone cats
4	Make the cats move
5	Stick to the lines
6	Get to safety
7	Challenge: more obstacles
8	What next?