Position in Scratch
Position on the Stage!

In Scratch, the sprites perform the commands you give them on the stage.

You can control the position of the sprites on the stage.
In Scratch, the stage is actually a big X/Y coordinate plane. Like a graph!

The position of the sprite is a combination of its position on the X-axis and its position on the Y-axis.
Position on the Stage!

The x-axis (side to side) goes from **-240** to **240**. The y-axis (up and down) goes from **-180** to **180**.

To describe a position on the stage, give its **position** on the x-axis followed by its position on the y-axis, in **parentheses**. Example: **(120, -90)**
In Scratch, the sprite usually begins at the center of the stage. Its position is \((0,0)\).
1) Where will the sprite be on the stage if its position is (240,180)?
2) Where will the sprite be on the stage if its position is (-60,90)?
3) Where will the sprite be on the stage if its position is (120,180)?
1) Estimate the sprite’s position:

(0, 75)
1) Estimate the sprite’s position:

(150, -90)
With the time that’s left...

- Begin the Position in Scratch worksheet.