Motion in Scratch 1
The move block makes the sprite move **forward**. It has 1 variable:

1. You can change how many **steps** the sprite takes.

The stage is **480** steps wide (-240 to +240) and **360** steps tall (-180 to +180).

The sprite will move in the direction it is **facing**.
The turn blocks make the sprite turn **clockwise** or **counterclockwise**. They each have 1 variable:

1. You can change how many **degrees** the sprite turns.
The sprite can turn **360** degrees.

- **0 degrees** - facing straight up
- **90 degrees** - facing right
- **180 degrees** - facing down
- **270 degrees** - facing left (also -90)
To keep track of the sprites position and direction, you can click on the checkboxes next to “x position”, “y position”, and “direction” in the Motion tab.

The sprite’s position and direction will then appear on the stage.