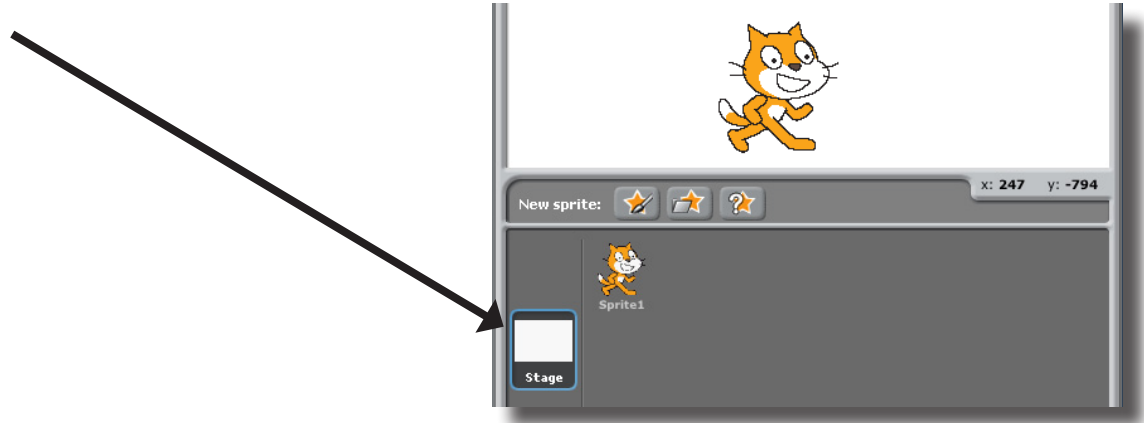


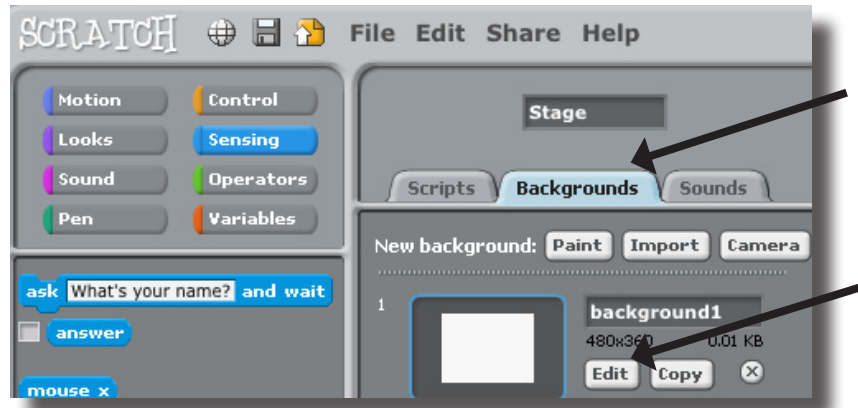


Scratch Lessons: Car Race, Part 1

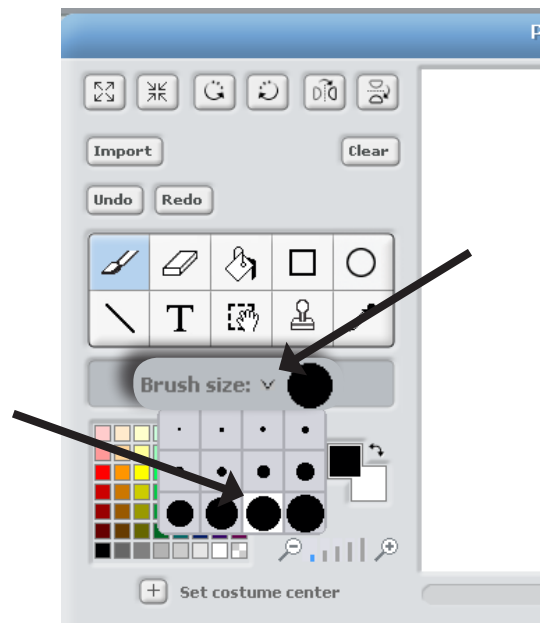
1. Open up Scratch. Click on the Stage.



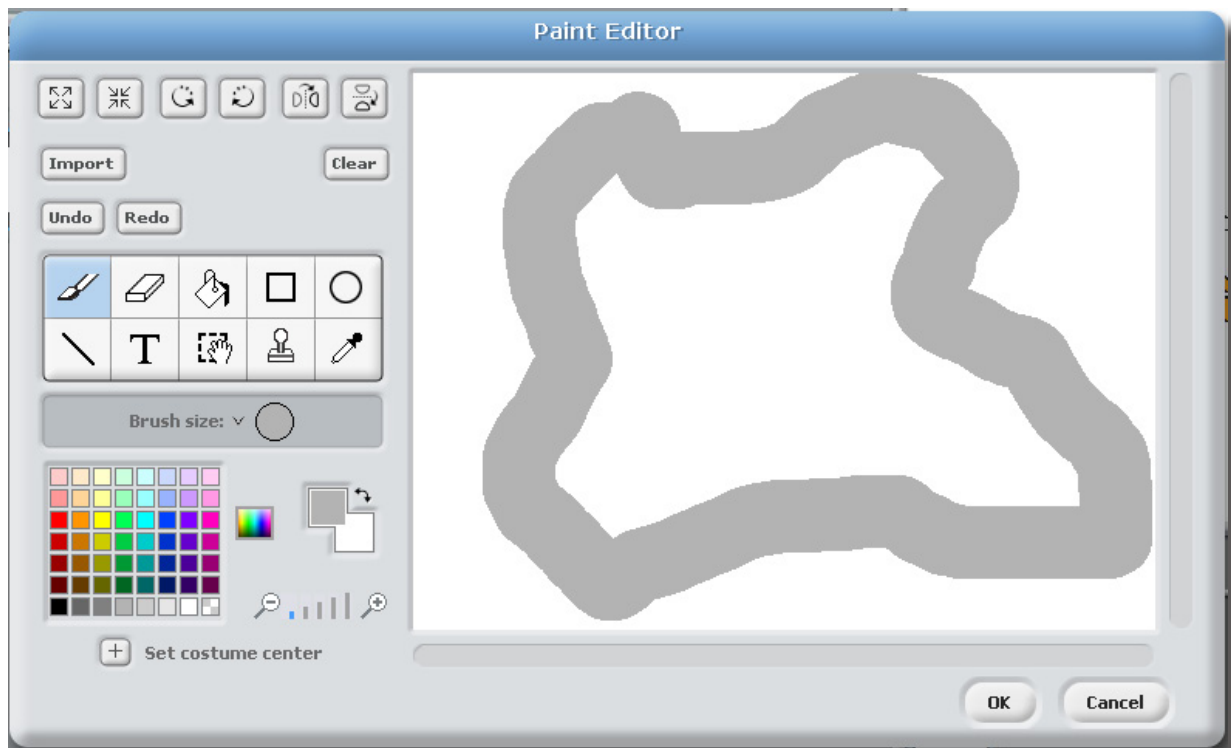
2. Click "Backgrounds" and then "Edit".



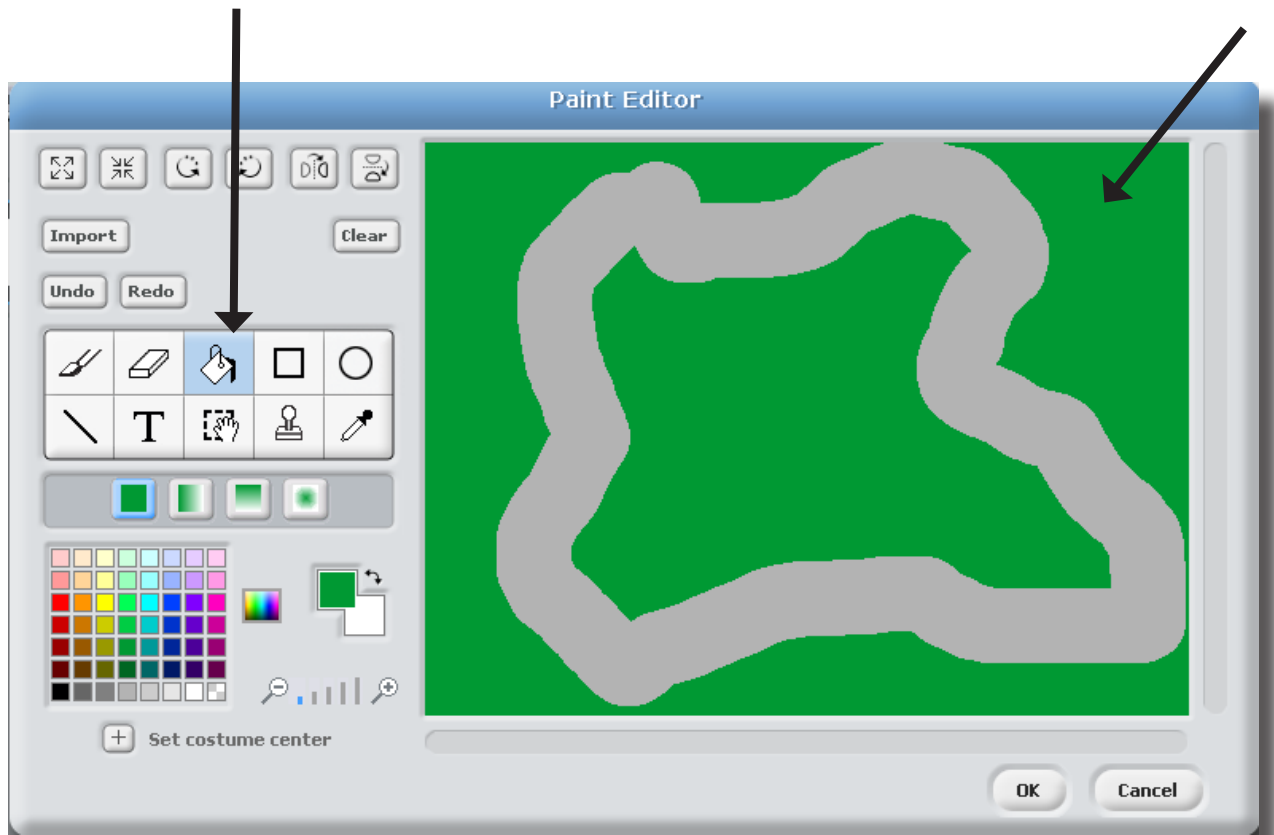
3. Change the size of the brush by clicking on the "v" symbol.



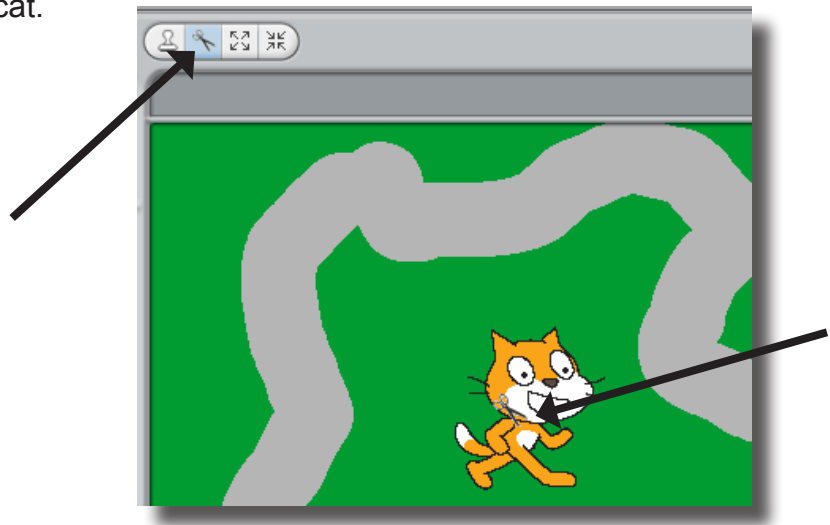
4. Paint a grey track similar to the one below:



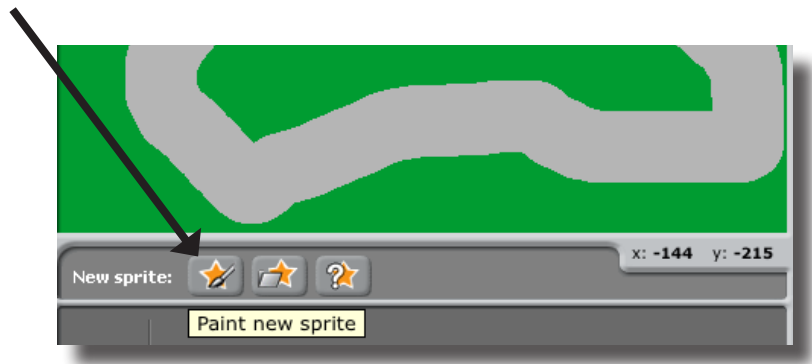
5. Use the paint bucket to fill in the inside and outside of the track with green.



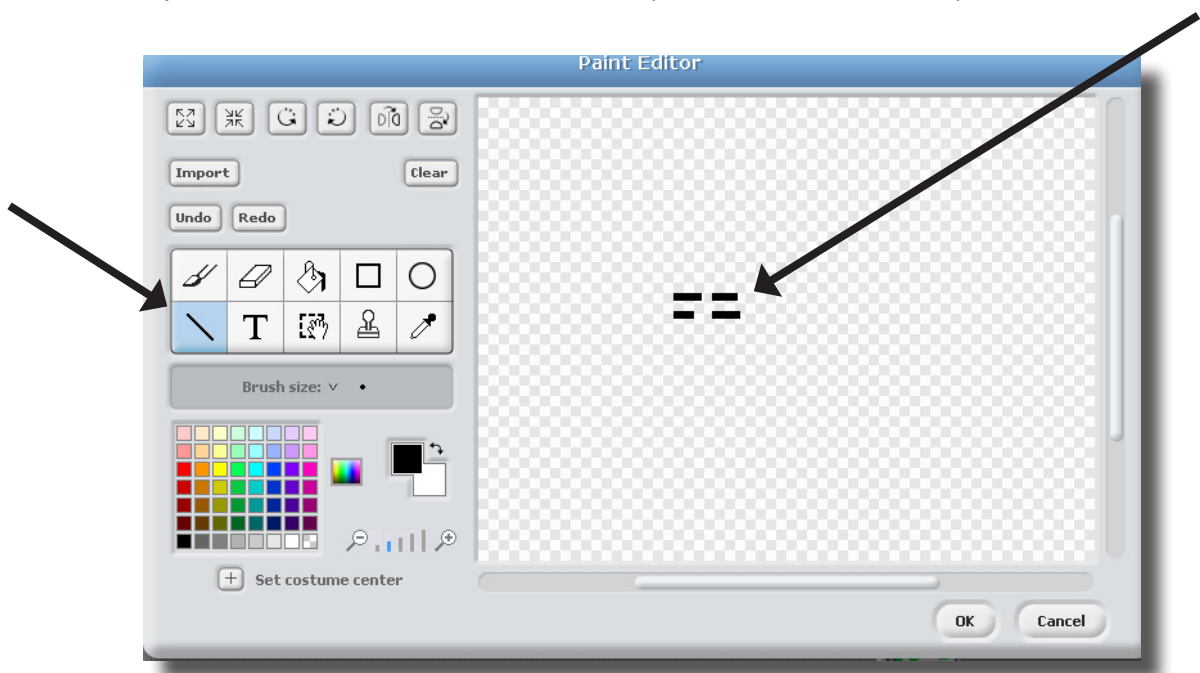
6. Use the scissor tool to delete the cat.



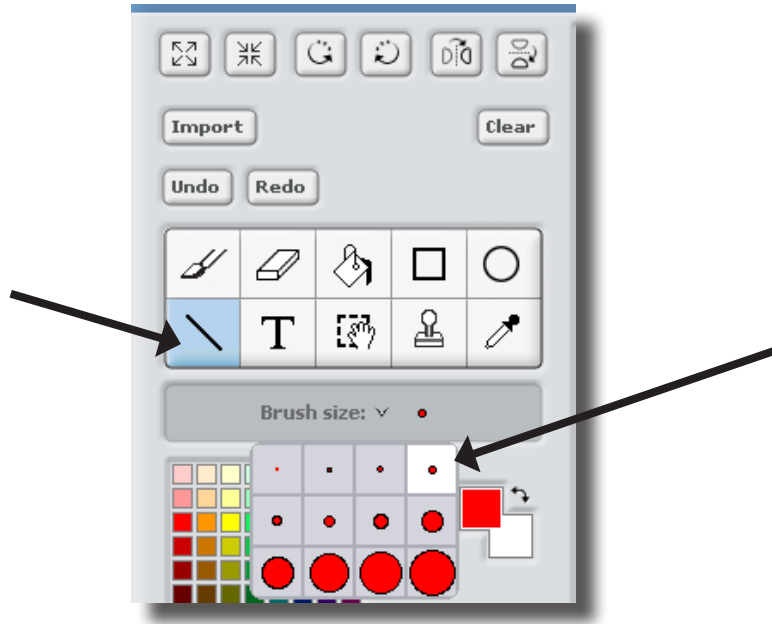
7. Click "Paint new sprite".



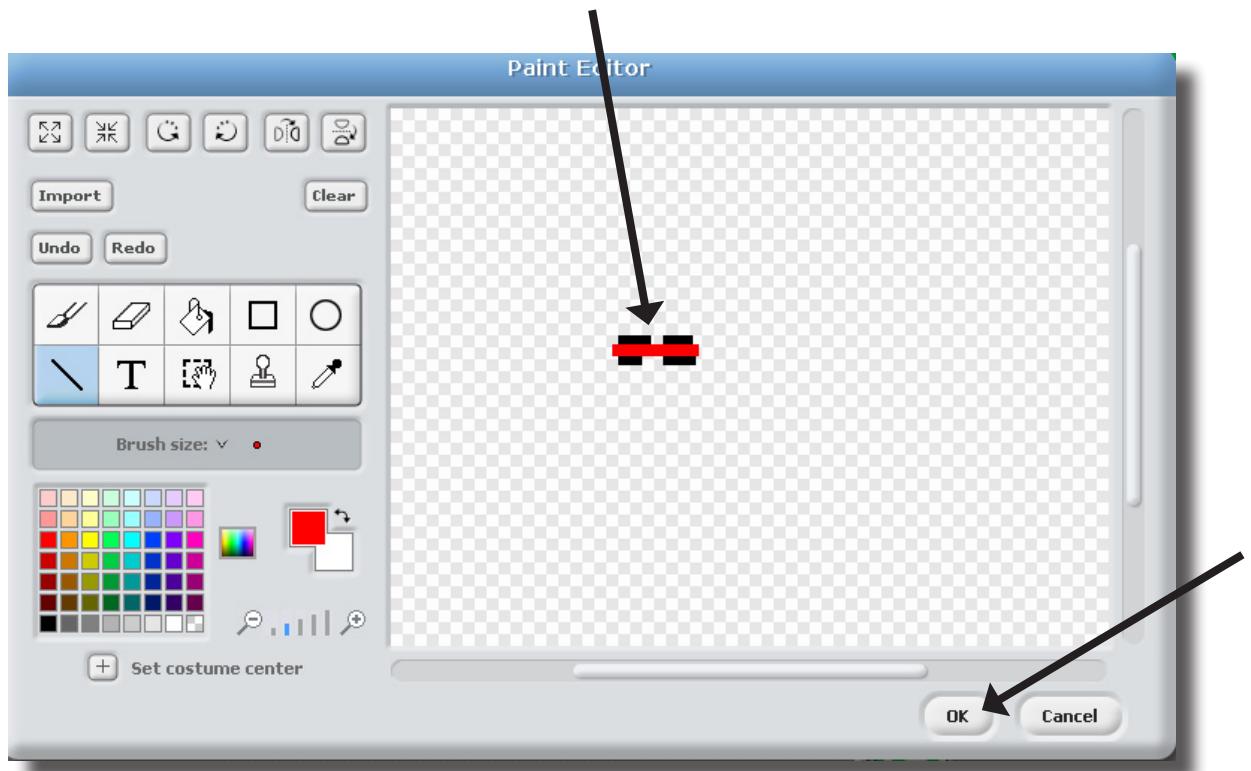
8. Use the line tool to paint 4 small lines as show below (these will be the tires):



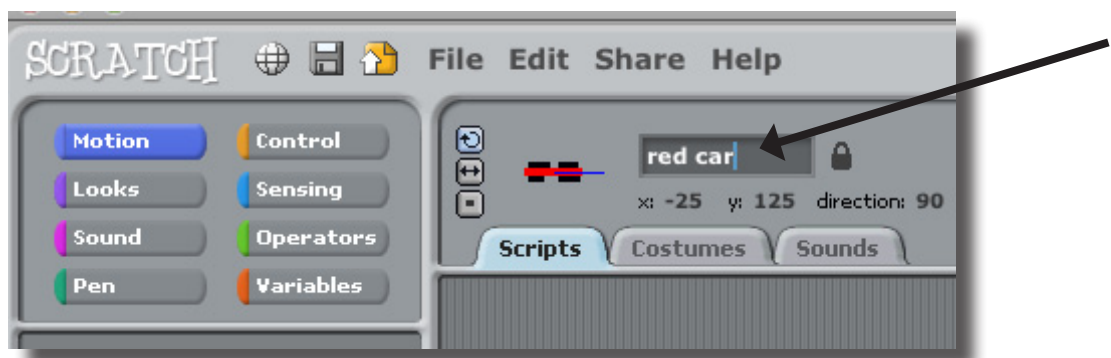
9. Choose the color red. Next, switch to a slightly bigger brush size by pressing the “v” symbol.



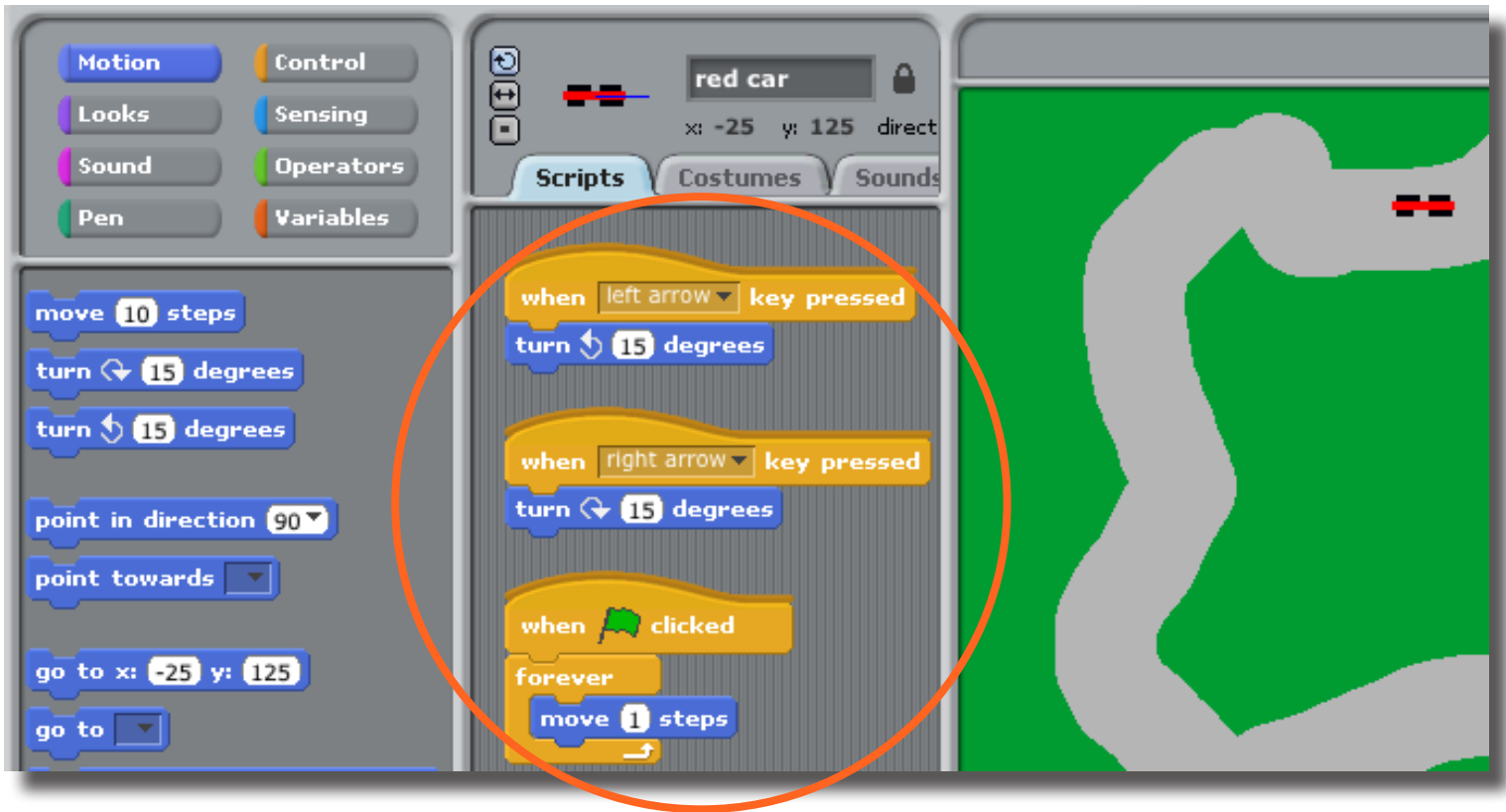
10. Draw a line in between the wheels to make the body of the car. Click “Ok”.



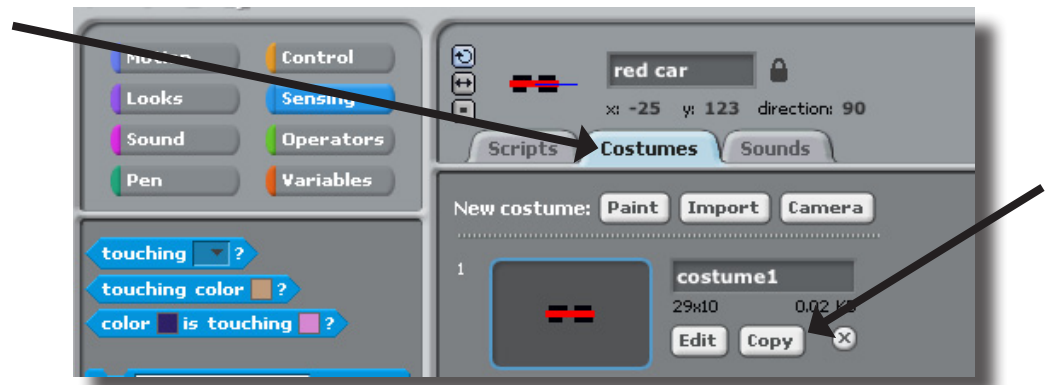
11. Name the car “red car”.



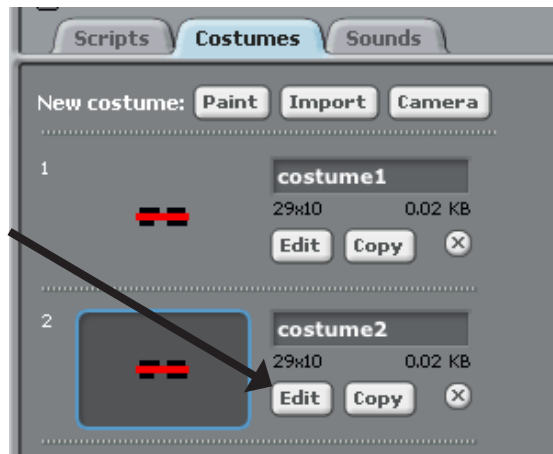
12. Place the following code on the “red car” and test it out:



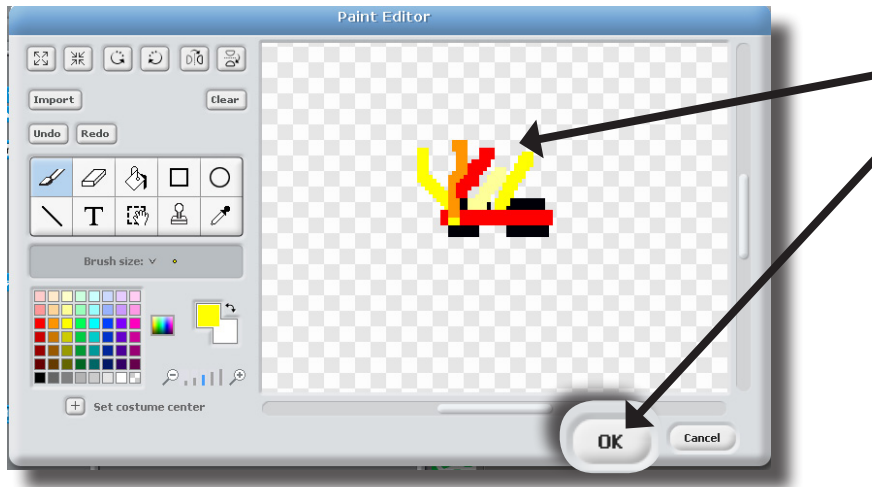
13. Now we're going to program it so the car catches fire when it goes off the track. Click on "Costumes" and then press "Copy".



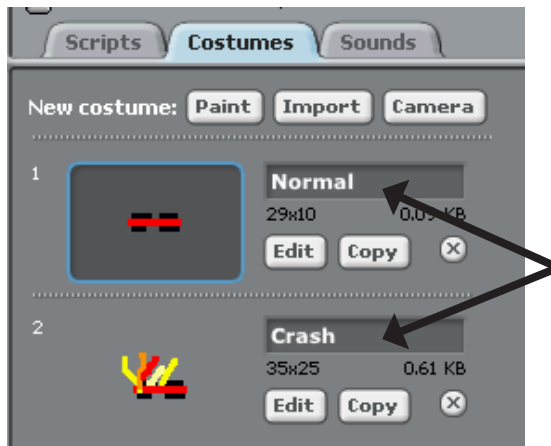
14. Click "Edit".



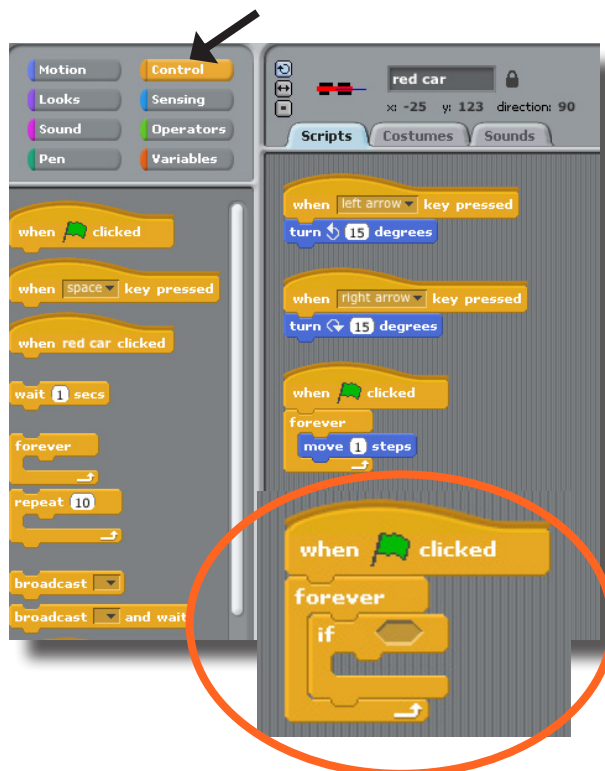
15. Draw flames on your car. Click OK.



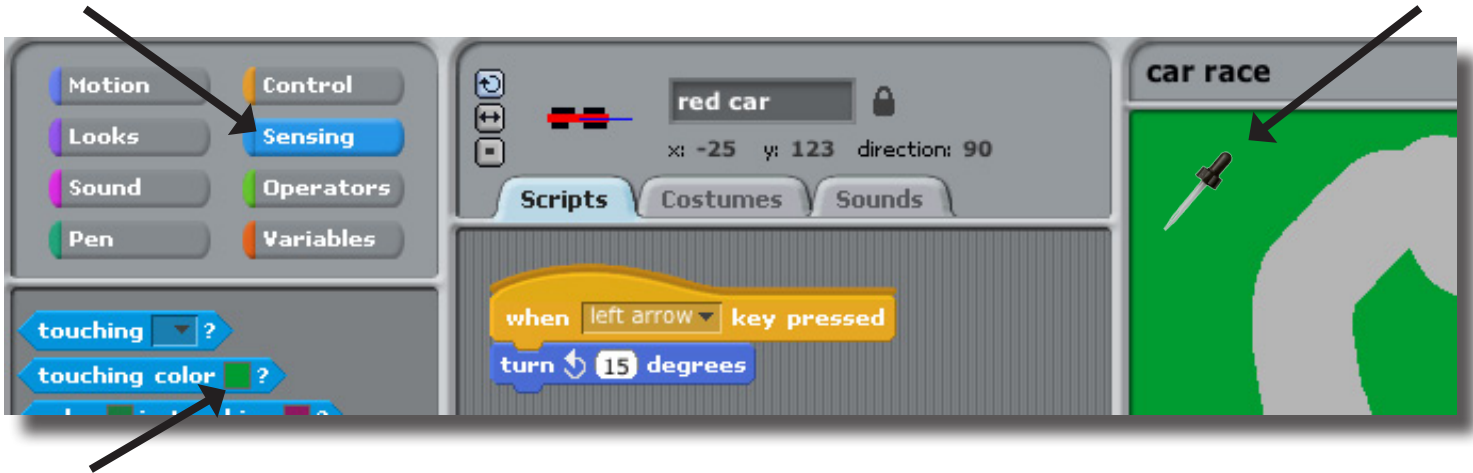
16. Change "costume1" to "Normal" and "costume2" to "Crash".



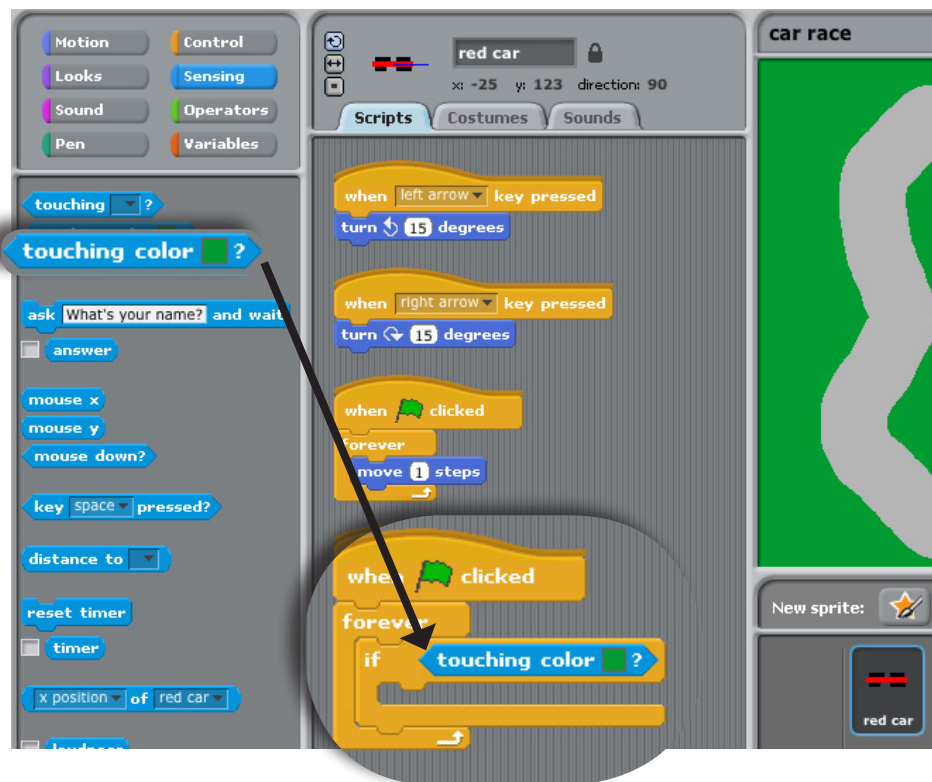
17. Return to the "Scripts" tab. Drag the following code from the "Control" panel:



18. Switch to the “Sensing” category. Click on the color square next to “touching color”. Now, click on the green part off the track.



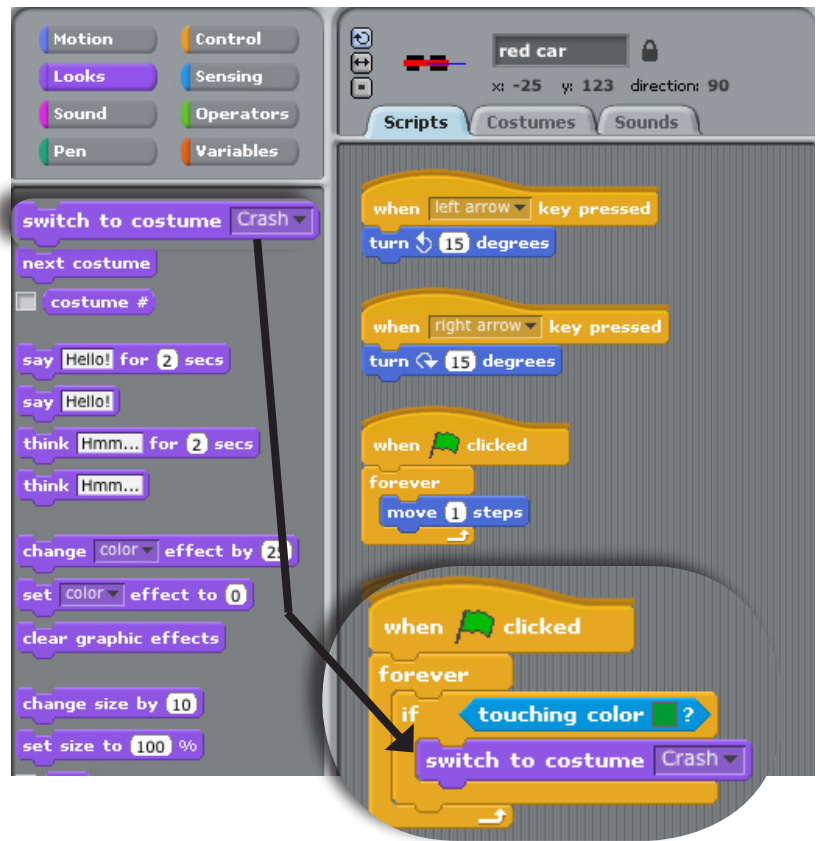
19. Drag **touching color** inside of “If”.



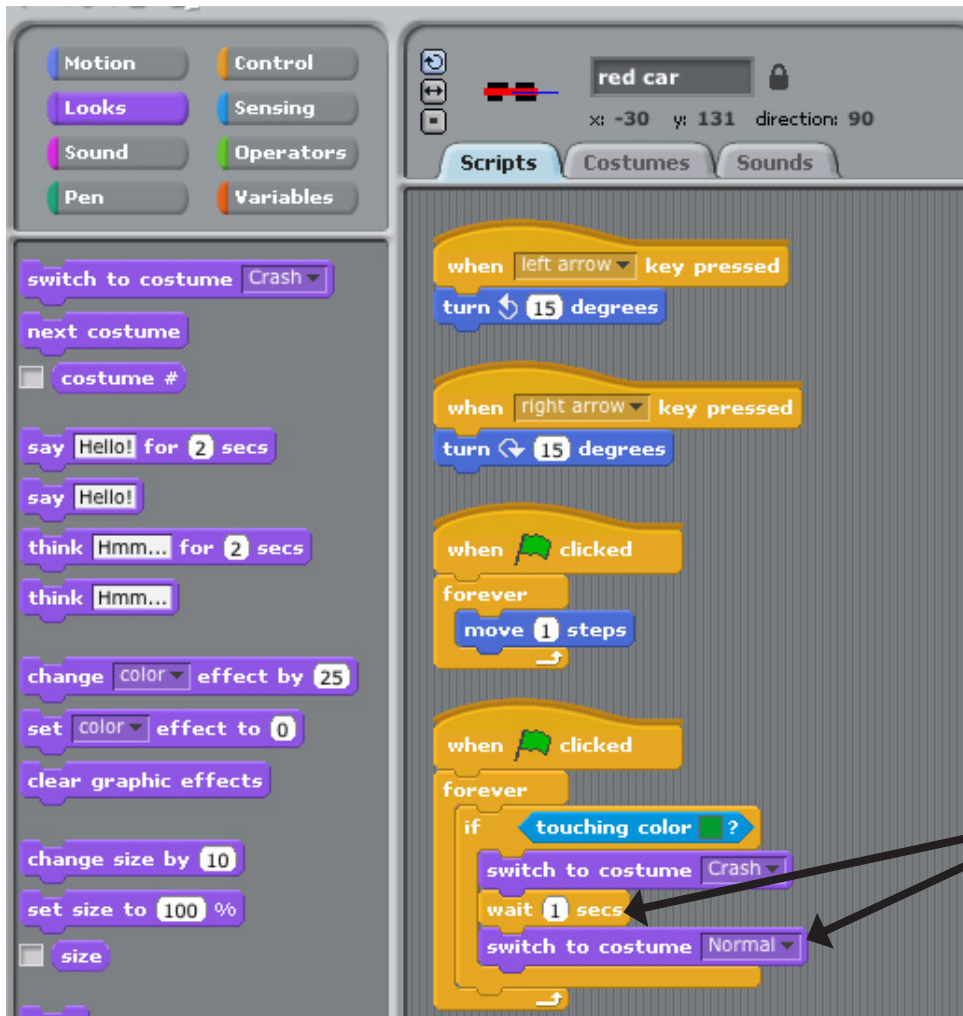
20. Switch to the “Looks” category.



21. Drag “switch to costume Crash” below “touching color ?”



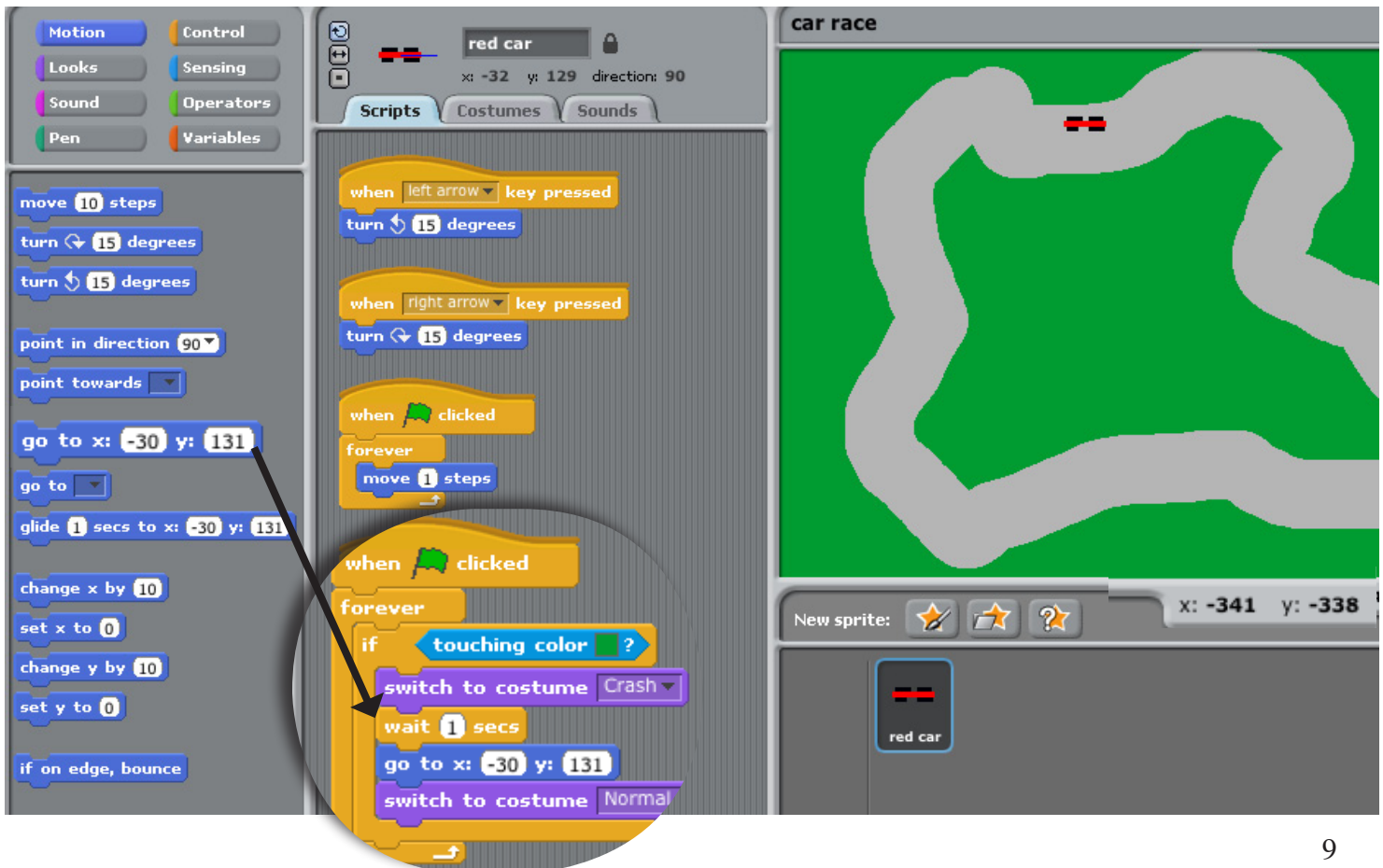
22. Go to the “Control” category and drag “Wait 1 Seconds”. Switch to the “Looks” category and drag “switch to costume Normal”.



23. Finally, put your mouse where you want the beginning of the race to be and write down the x and y coordinates (like you did in the maze assignment.)



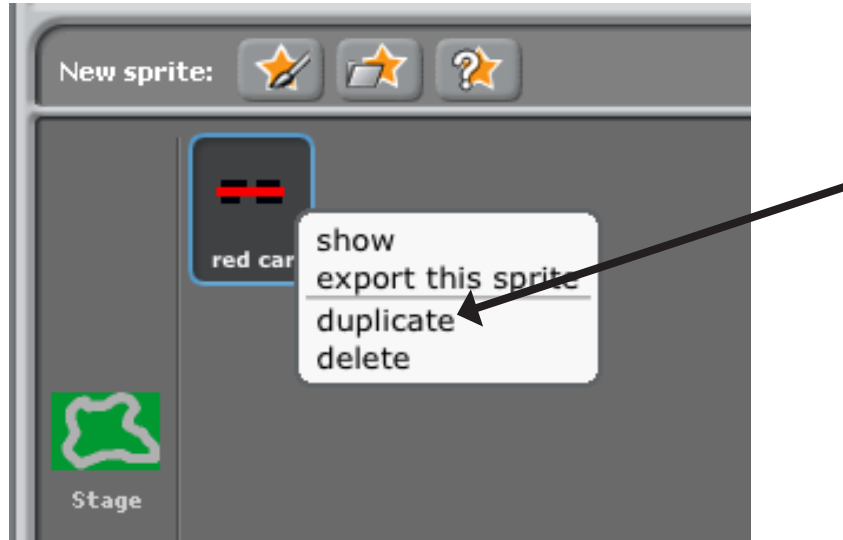
24. Click on the "Motion" category and write in the x and y points in the "go to x: y:" code block. Then drag it under "wait 1 secs". You're done!





Extra Credit: Two player game: Blue Car

Duplicate the Red Car. Change it to blue and have “A” and “Z” turn it left and right (instead of the arrows.)



Your final product should look something like this:

