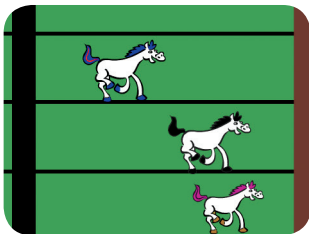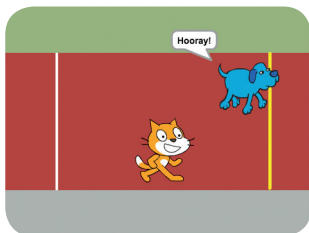# Race to the Finish Cards

Make a game where two characters race each other.

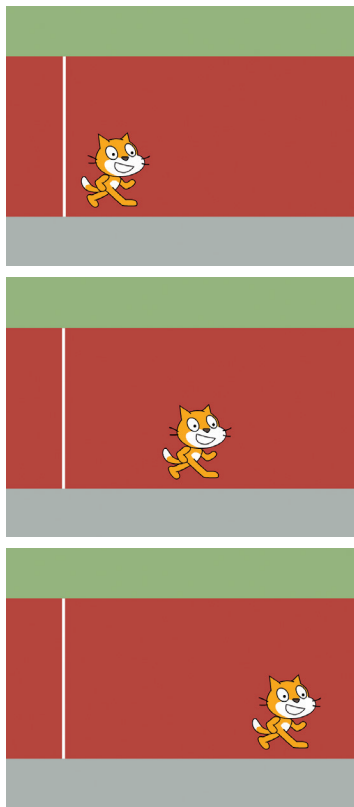# Race to the Finish Cards

Use these cards in this order:

1 **Start the Race**

2 **On Your Mark**

3 **Reach the Finish Line**

4 **Choose a Racer**

5 **Add a Sound**

6 **Animate the Run**

7 **Race the Computer**

SCRATCH

Start the Race

Make your sprite move on a racetrack.

scratch

Start the Race

scratch.mit.edu/racegame
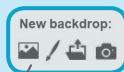
GET READY

New backdrop:

Choose a backdrop.

track

Click to select the cat.

Sprites

Stage
2 backdrops

Sprite1

ADD THIS CODE

Click the **Scripts** tab.
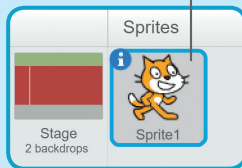
when **space** key pressed
move **5** steps — Try different numbers
to change the speed.

TRY IT

Press the **space** key to move the sprite.

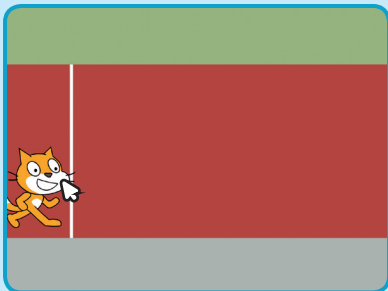# On Your Mark

Choose a starting point for your sprite.
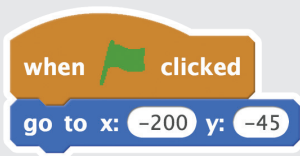
SCRATCH

On Your Mark

GET READY

Drag your sprite to where you want it on the Stage.

ADD THIS CODE

Sprite1

when 🚩 **clicked**

go to x: –200 **y:** –45 — Set the starting position. (Your numbers may be different.)
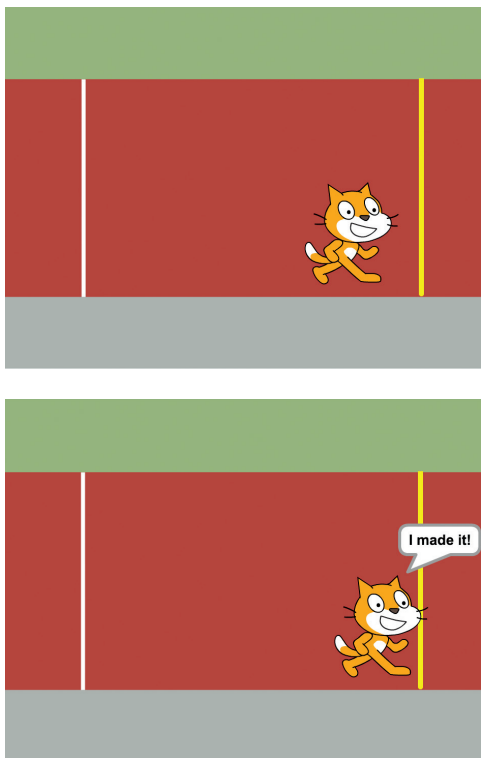
TRY IT

Press the **space** key to move your sprite.

Click the green flag to reset.

Reach the Finish Line

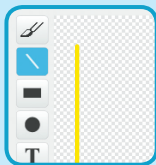**Make your sprite do something when it reaches the finish line.**

Reach the Finish Line

scratch.mit.edu/racegame

GET READY

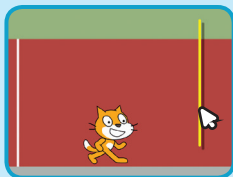Click the paintbrush to draw a new sprite.

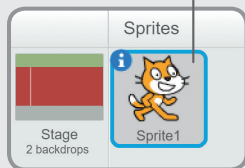New sprite:

Choose the **Line** tool and draw a line.

To make a straight line, hold down the Shift key while drawing.

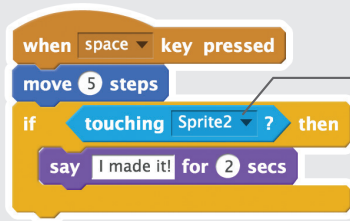Drag the line (Sprite2) to where you want it on the Stage.

ADD THIS CODE

Click to select the cat.

Sprites

Stage
2 backdrops

Sprite1

Click the **Scripts** tab.

when space ▾ key pressed
move 5 steps
if touching Sprite2 ▾ ? then
say I made it! for 2 secs

Choose **Sprite2**.

Add these blocks.
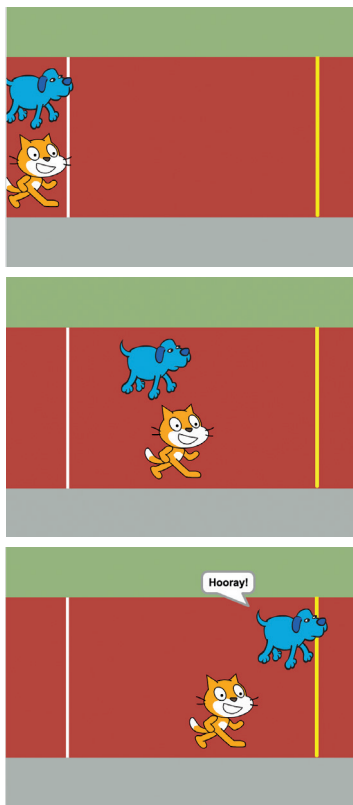
TRY IT

Click the green flag to start.

Keep pressing the **space** key until you cross the finish line!

Choose a Racer

Add another sprite so you can have a race.

scratch

Choose a Racer

GET READY

Choose a sprite to be
the second racer.

New sprite: 🐱 / 📁 📷

Dog2

ADD THIS CODE

Drag your sprite to where
you want it to start.

Choose **right arrow**
or a different key.

```
when 🚩 clicked
go to x: -200 y: 60
```

```
when right arrow ▾ key pressed
move 5 steps
if   touching Sprite2 ▾ ? then
    say Hooray! for 2 secs
```
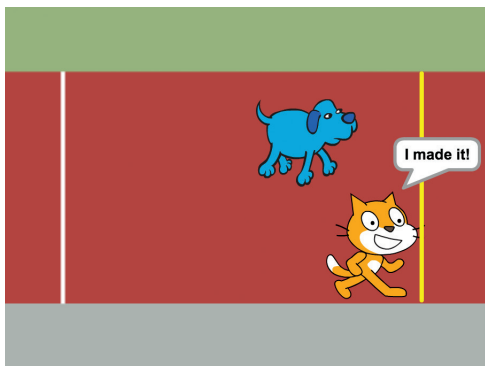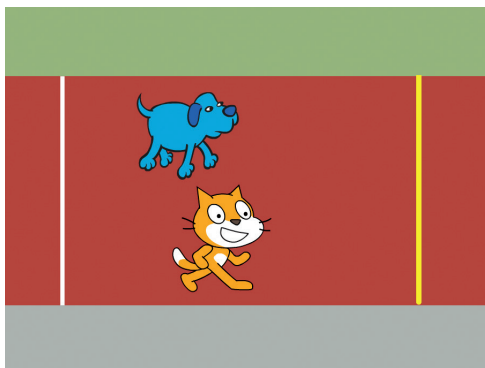
TRY IT

Click the green
flag to start.

Press the **space** key and
the **right arrow** key to
make your sprites race.
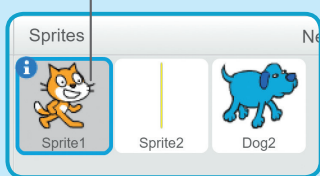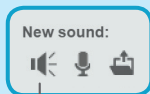
Add a Sound

Play a sound when you win the race.

scratch

Add a Sound

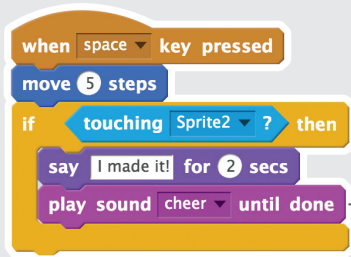scratch.mit.edu/racegame

GET READY

Click to select the cat.

Sprites		N
Sprite1	Sprite2	Dog2

Click the **Sounds** tab.

New sound:

Then choose a sound from the Sound library, like cheer.

ADD THIS CODE

Click the **Scripts** tab.

```
when space ▾ key pressed
move 5 steps
if    touching Sprite2 ▾ ? then
    say I made it! for 2 secs
    play sound cheer ▾ until done
```

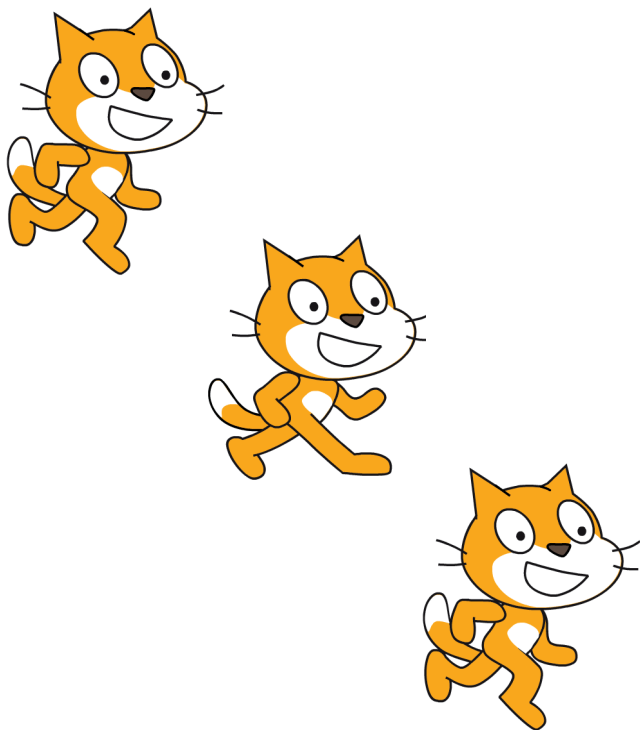Add this block to play the sound.

TRY IT

Click the green flag to start.

Press the **space** key until you cross the finish line!

Animate the Run

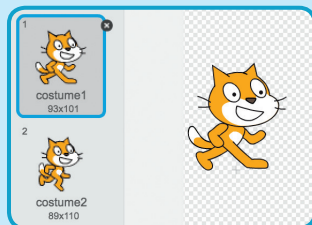**Switch costumes to make your sprite look like it's running.**

Animate the Run

GET READY

Click the **Costumes** tab to see your sprite's costumes.

ADD THIS CODE

Click the **Scripts** tab.

Add this block to switch between costumes.
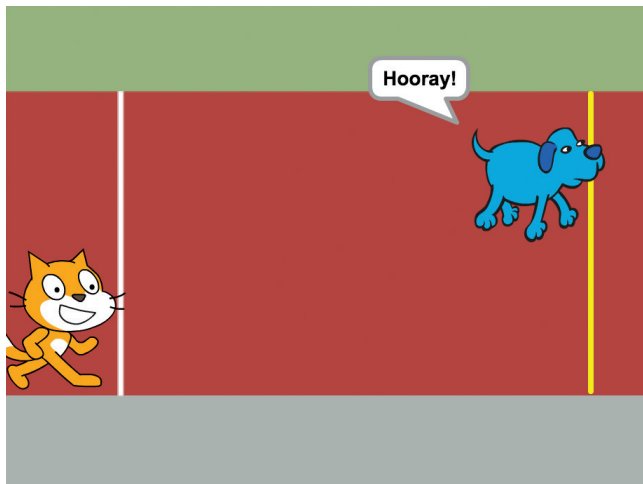
TRY IT

Press the **space** key.

TIP

You can animate any sprite that has more than one costume.

Race the Computer
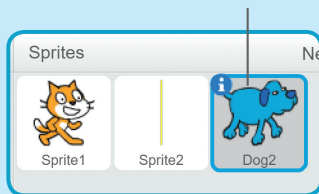
Race against a sprite that moves automatically.

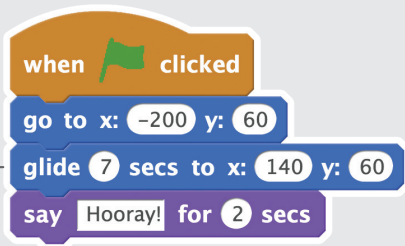SCRATCH

Race the Computer

scratch.mit.edu/racegame

GET READY

Choose the sprite you want to move automatically.

Sprites		Ne
Sprite1	Sprite2	Dog2

ADD THIS CODE

```
when 🚩 clicked
go to x: -200 y: 60
glide 7 secs to x: 140 y: 60
say Hooray! for 2 secs
```

Type a smaller number of seconds to go faster.

TRY IT

Click the green flag to start.

Press the **space** key to move the other sprite.