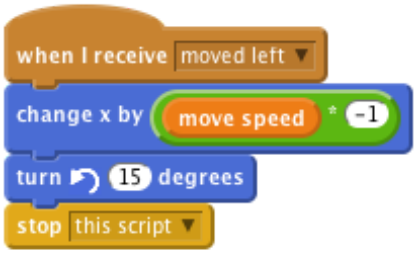
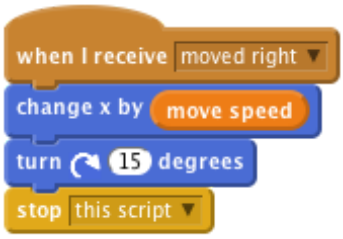
Level 4 Scratch Card - Wheels

These projects are for use outside the UK only. More information is available on our website at http://www.codeclub.org.uk/. This coursework is developed in the open on GitHub, https://github.com/CodeClub/ come and join us!

Activity Checklist

- [ ] To make a wheel appear to move, we want to **rotate** it by a small amount and move it by a small amount when we receive a **movement broadcast**.





- [ ] If you wanted, you could replace the values with variables like `move speed`, so you could control the speed in all directions from one place.

(Notice how we have to multiply moveSpeed by -1 to get the negative value?)

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