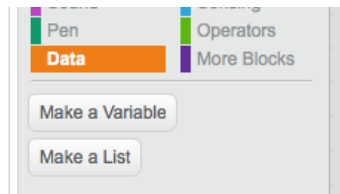# Scratch Card - Playback

✅ Activity Checklist

☐ **Get ready**

Press Make a variable to make an index variable

☐ **Try this code**

Make the sprite follow the path it recorded.

```
when I receive [replay v]
set [index v] to [1]
repeat (length of [xs v])
    set x to (item (index) of [xs v])
    set y to (item (index) of [ys v])
    change [index v] by (1)
    wait (0.1) secs
```