



## ✓ 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?)