SCRATCH **Layers**

Register/login at https://scratch.mit.edu
Remember to write down your password.

In this project we use layers to make sprites appear at different distances. One sprite can go behind another.

1) **Create** a new Project and name it.

2) In the **Sprite** section, choose a sprite. Search for any kind of "car".

3) Choose the **backdrop** "Blue Sky". This comes with a nice road and distant hills.

4) Move the van left and right until it's in the middle. The x position should be 0. Move it up and down until the wheels touch the road. Look at y (y = -96)

5) The van is in front, in the *foreground*, so add **go to front layer**.

6) Make the van look like its driving, bouncing up and down, but without moving left or right. Use **glide** to quickly (0.2 seconds) move it up about -3 pixels (more negative), before gliding back down again.
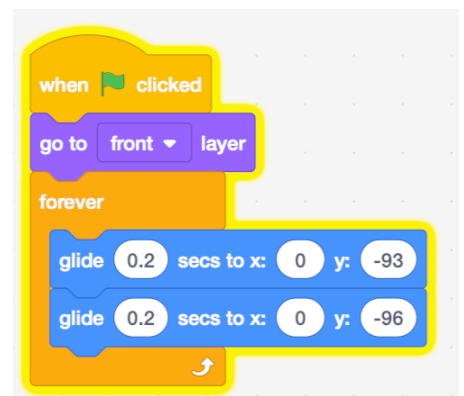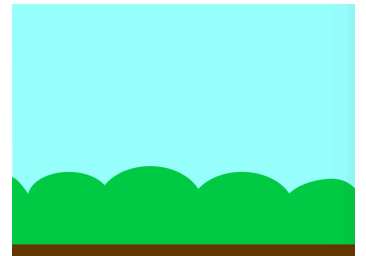
7) Add a background object – a tree. We will make this move across the screen, *behind* the van.
8) Place the tree so that the tree trunk is just above the road. Look at y (y = -90).
9) Add, **go to back layer** to the tree so it's in the background.

The Scratch screen is 480 pixels wide. In the middle of the screen x = 0. The right hand edge is positive, x = 240, and the left-hand edge is negative, x = -240.

```
when [flag] clicked
go to [back ▼] layer
forever
    go to x: (240) y: (-90)
    show
    glide (3) secs to x: (-240) y: (-90)
    hide
    wait (1) seconds
```

10) The tree starts at the right (x=240) and **glide**s left to (x = -240).
11) Use **show** and **hide** so that you only see the tree when it's moving.
12) A little **wait** at the end of the loop makes it more convincing.
13) Add next costume after the wait, so that each tree looks different to the last.

```
next costume
```
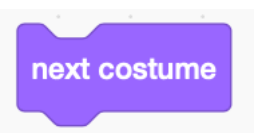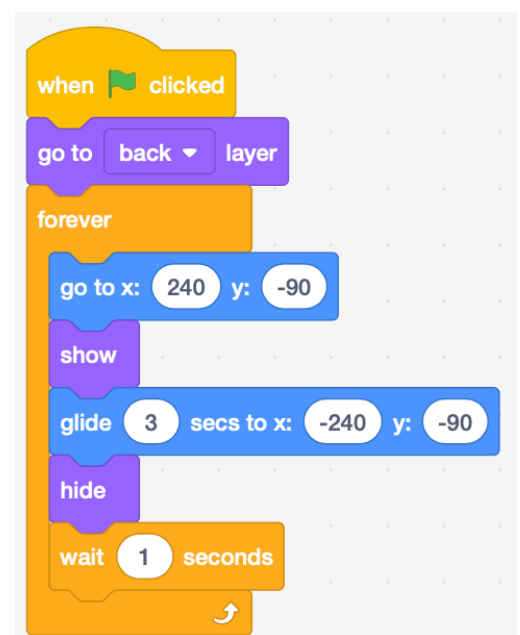
*Remember to **Save** your code with a good name.*
File > Save now