



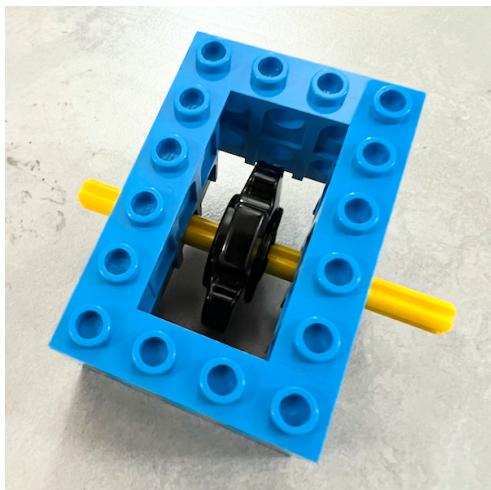
Control Car

Register/login at <https://scratch.mit.edu>

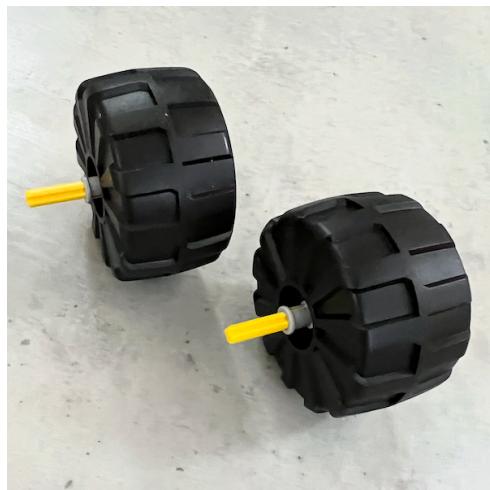
Build a remote controlled car.

1. Create a new Scratch project, add the **LEGO BOOST** extension, and connect the **BOOST**.

2. Find and build two wheels with a cross-shaped axle to fit into motors A and B on front of the BOOST.

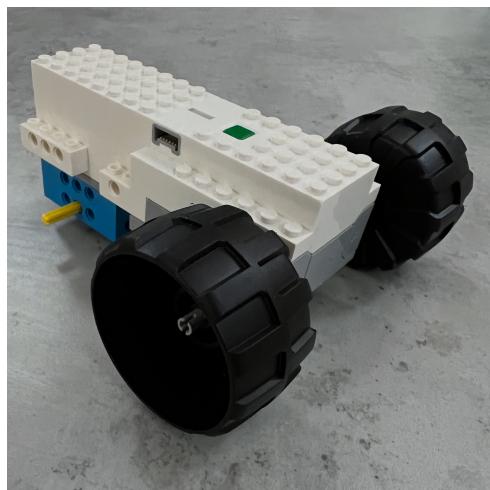


3. You need one or two wheels at the back. The image (left) shows one design idea.



4. Add the wheels to the BOOST.

5. Decorate your car with your own Lego designs so it doesn't get mixed up with somebody else's car.

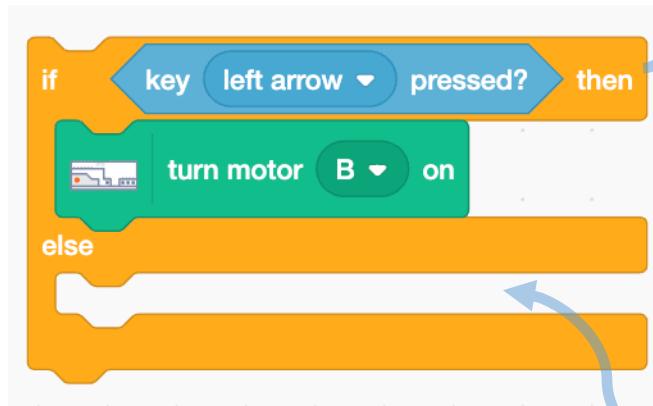


Now write code to control the car from Scratch. Use the up key to go forward, and the left, right keys to steer.

6. Add code (right) in a **forever** loop that **turns on** motors A and B **if** the **up arrow is pressed**. Or **else** it **turns both motors off**.

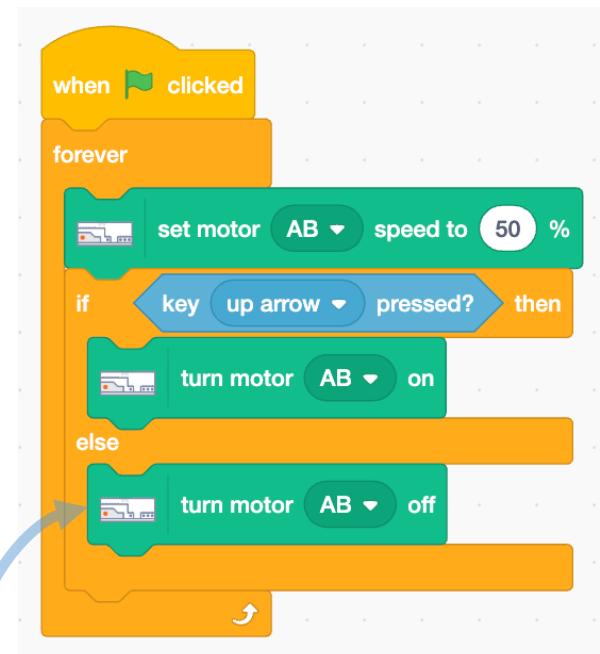
Add steering.

7. Take out the **turn off** motor A and B and replace it with another **if ... else** (below) that **turns on** only (the right-hand) motor B if the **left arrow is pressed**. Motor A should already be off, so it will turn right.

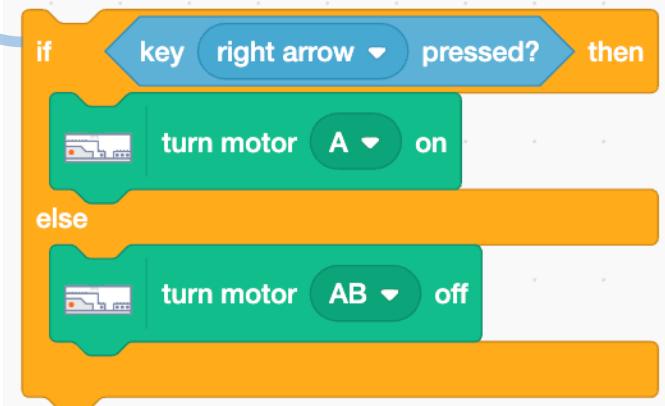


*The **if ... else** must be **nested** so it turns off the motors if no keys are pressed.*

If the wheels skid then wrap elastic bands around them for better grip.



8. Add code to the empty **else** part to **turn on** motor A **if** the **right arrow is pressed**, or **else** it **turns off** both motors.



*Save your code with a good name. **File > Save now***