

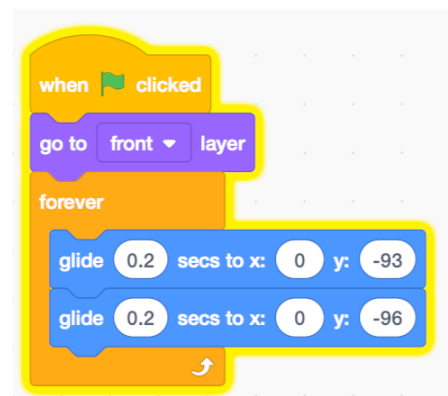
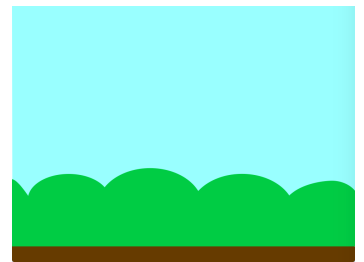
SCRATCH Layers

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



*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 to 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*, start by adding **go to front layer**.
- 6) Make the van look like its driving, bouncing up and down, but without moving left or right. In a **forever** loop use **glide** to quickly (0.2 seconds) move it up about -3 pixels (more negative), before gliding back down again.

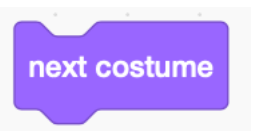
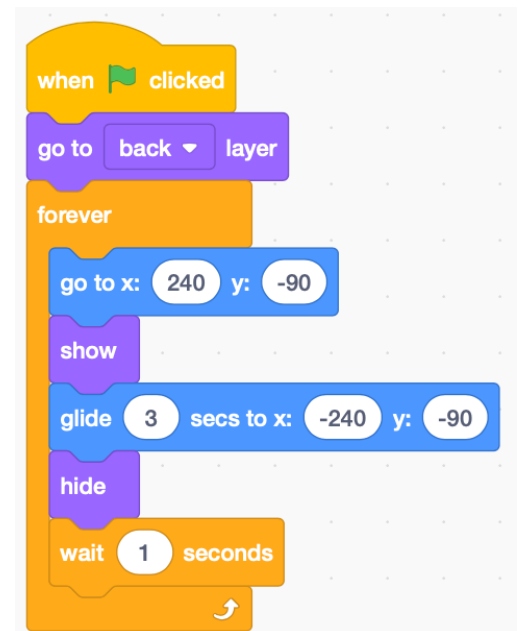


- 7) Add a background object – a tree. Make this move across the screen, *behind* the van.
- 8) Place the tree so that the tree trunk is just above the road. Look at y (y = -90).
- 9) Start with **go to back layer** so the tree is in the background.



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.

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



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