

# SCRATCH Scratch Scroller

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

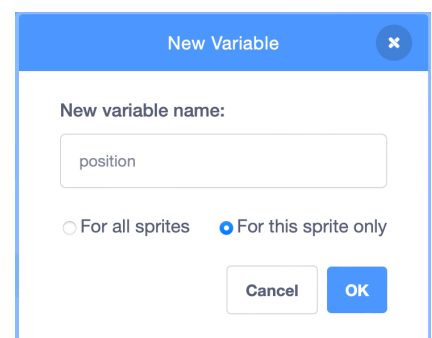
*Make a scrolling street background using two sprites side by side.*

*The street is a backdrop.*

*Copy it to a sprite.*



- 1) Choose a “city” backdrop for the stage, then click on the **backdrops** editor tab.
- 2) Use the select tool to select the whole city image.
- 3) Copy the image with the **copy** button.
- 4) **Delete** the backdrop from the stage (use the bin icon).
- 5) Create a new sprite using the paint tool.
- 6) On the **costumes** tab, click **paste** to add the image.
- 7) **Make a variable** for the sprite **position**, **For this sprite only** because we need two sprites in different positions.
- 8) **Make variables** (**For all sprites**), for the **speed** of the scrolling backdrop, and the **step** added to the position.
- 9) Hide all the variables except **speed** (uncheck them).



10) Add code to the city sprite. After setting the position to zero, make a clone. A forever loop scrolls the sprite and its clone to the left.

11) The **step** must be negative to make the sprite scroll left. Make the speed negative by multiplying it (\*) by -1.

12) Broadcast the step to the sprite itself and its clone.

13) When the sprite receives the step message it **changes position** by the step value – it moves left.

*The screen and pixel width is 480 pixels.*

14) Once the sprite has moved off screen by 480 pixels (**position**<-480), it jumps over the other sprite to the right by two screen widths, adding  $480 \times 2 = 960$  to its position.

15) Make the sprite **go to** the new position.

16) Finally, start the clone one screen width (480) to the right.

*You can add a vehicle sprite to make it look like its driving along.*

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

