

# SCRATCH Super Scratch Racer

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

*Steer the car round the track.*



1) Download the track image from:

<https://codeclub67.github.io/images/track.png>

2) To make the track, **Upload Backdrop** to the stage.

3) Download a car from:

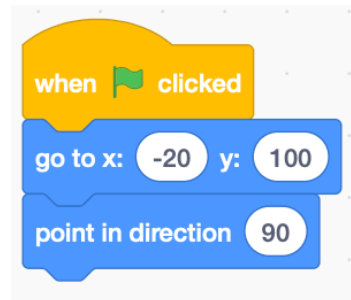
<https://codeclub67.github.io/images/car.gif>



4) Create and **Upload Sprite** for the car

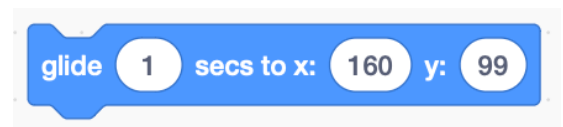
5) Choose the car costume, and resize to **40%**.

6) The code starts by placing the car on the start line and pointing it in the right direction.



*Press the **green flag** to see the effect.*

7) Drag the car to the first turn, look at the car's x, y position.



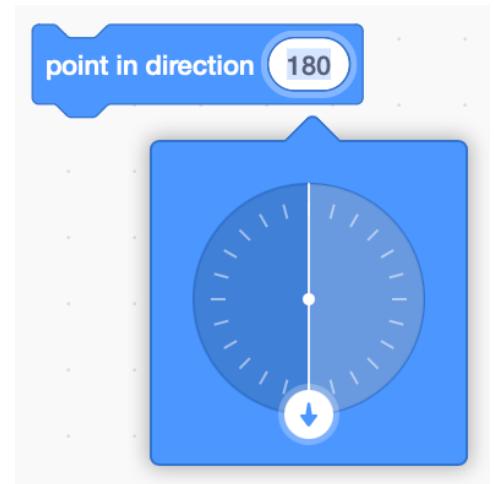
8) Add **glide to x,y** to the code.

Notice that x,y are already set to the car's position.

9) Turn the car by adding another **point in direction**.

Click on the angle and dial in the new direction so it's facing the right way for the next section of track.

*Wave the **green flag** to start the race.*

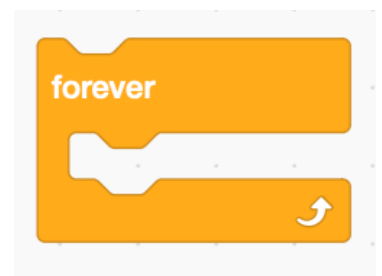


10) Drag the car to the next turn and add another pair of **glide** and **point**.

*Run the race each time to see the effect.*

11) Continue until the car has completed one lap, stopping on the start line.

12) Add a **loop** around the code to make the car drive round the track forever.



*Try adding another car by duplicating the first one, waiting for 1 second at the start to keep them apart.*

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