# **Scratch logo and symbol, meaning, history, PNGAsteroids 11: Breaking up**

*In classic asteroids they break up when hit.*

1. **Graphical user interface, application

   Description automatically generated**Create a variable for the asteroid speed. Each one has a different speed so create a variable for this sprite only:  
   Variables > Make a Variable > **For this sprite only** > called **speed**
2. In the startup code, set the initial speed to a slow 1.
3. A picture containing chart

   Description automatically generatedThe motion of the asteroid is performed in the tumble block. Change **move** to use the speed variable (see the code over the page).
4. Now make it speed up when hit. Double the speed by multiplying it by 2.

Graphical user interface

Description automatically generated with medium confidence*Try it out – it should be much harder to hit the little asteroids now!*