# **Scratch logo and symbol, meaning, history, PNGAsteroids 9: Breaking up**

*In classic asteroids they break up when hit.*

* **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**
* In the startup code, set the initial speed to a slow 1.
* 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).
* Now we can 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!*