# Scratch logo and symbol, meaning, history, PNG

**…extric**

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

*Move and rotate the track around a car (at the origin).*

1. A pixel art of a car

   AI-generated content may be incorrect.Download the track image from:  
   <https://codeclub67.github.io/images/track.png>
2. Create a new sprite from **track.gif** and set the size to 150%.
3. A screenshot of a computer

   AI-generated content may be incorrect.Download car graphics from:  
   https://codeclub67.github.io/images/microcar.gif
4. Create a new sprite from **microcar.gif** and set the size to 35%.
5. A cat in a grid

   AI-generated content may be incorrect.Add code to keep the car on the front layer.
6. The car **must** be at (0,0) called the screen origin, right in the middle of the screen.
7. Set the x, y coordinates of the car to 0,0.

A screenshot of a phone

AI-generated content may be incorrect.*Leave the car where it is and move the track.*

1. Add this code to the track. It positions the track with the car behind the starting line. Moving the track downwards (Decreasing y) makes the car appear to move forward.

*Steer the car by turning the track. Normally we can only rotate a sprite around its own centre. The code below rotates a sprite* ***around the origin*** *(0,0).*

1. In **My Blocks**, **Make a Block** to rotate a sprite by some **angle**. This uses *trigonometric* functions sin, cos (and atan) that work out how x and y change as you move around a circle (varying the angle).

A screenshot of a computer

AI-generated content may be incorrect.

1. A screenshot of a computer

   AI-generated content may be incorrect.Use the new block when you press the left and right arrows to steer. To turn right rotate the track anti-clockwise -10° (degrees). To turn left rotate the track clockwise 10°.

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

*Try adding code to the car to see if it has come off the track by sensing colours, and make it explode.*

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