# *A picture containing diagram Description automatically generated*Scratch logo and symbol, meaning, history, PNG

**Layers**

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

Remember to write down your password.

*Use* ***layers*** *to make sprites appear at different distances. One sprite can go behind another.*

1. **Create** anew Project and name it.
2. A picture containing shape

   Description automatically generatedIn the **Sprite** section, choose a sprite. Search for any kind of “car”.
3. Choose the **backdrop** “Blue Sky”. This comes with a nice road and distant hills.
4. Move the van to the middle. The x position should be 0. Move it up and down until the wheels touch the road. Look at y (y = -96)
5. Graphical user interface, application

   Description automatically generatedThe van is in front, in the *foreground*, start by adding **go to front layer**.
6. Make the van look like its driving, bouncing up and down, but without moving left or right. In a **forever** loop use **glide** to quickly (0.2 seconds) move it up about -3 pixels (more negative), before gliding back down again.
7. A picture containing text

   Description automatically generatedAdd a background object – a tree. Make this move across the screen, *behind* the van.
8. Place the tree so that the tree trunk is just above the road. Look at y (y = -90).
9. Start with **go to back layer** so the tree is in the background.

*Graphical user interface, text, application, chat or text message

Description automatically generatedThe Scratch screen is 480 pixels wide. In the middle of the screen x = 0. The right-hand edge is positive, x = 240, and the left-hand edge is negative, x = -240.*

1. Add a **forever** loop.
2. In the loop, the tree starts at the right (x=240) and **glides** left to (x = -240).
3. Use **show** and **hide** so that you only see the tree when it’s moving.
4. A little **wait** at the end of the loop makes it more convincing.
5. Icon

   Description automatically generated with medium confidenceAdd next costume after the wait, so that each tree looks different to the last.

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