# Scratch logo and symbol, meaning, history, PNG

**Layers**

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

Remember to write down your password.

*In this project we use layers to make sprites appear at different distances. One sprite can go behind another.*

*A picture containing diagram

Description automatically generated*

1. **Create** anew Project and name it.
2. In the **Sprite** section, choose a sprite. Search for any kind of “car”.
3. A picture containing shape

   Description automatically generatedChoose the **backdrop** “Blue Sky”. This comes with a nice road and distant hills.
4. Graphical user interface, application

   Description automatically generatedMove the van left and right until it’s in 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. The van is in front, in the *foreground*, so add **go to front layer**.
6. Make the van look like its driving, bouncing up and down, but without moving left or right. 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. We will 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. Add, **go to back layer** to the tree so it’s 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. The tree starts at the right (x=240) and **glide**s left to (x = -240).
2. Use **show** and **hide** so that you only see the tree when it’s moving.
3. A little **wait** at the end of the loop makes it more convincing.
4. 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***