# Scratch logo and symbol, meaning, history, PNG

**Scratch & Scroll**

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

*A picture containing diagram

Description automatically generatedMake a scrolling street background using two sprites side by side.*

*The city is a backdrop. Copy it to a sprite.*

1. Choose a “city” backdrop for the stage, then click on the **backdrops** editor tab.
2. Use the select tool to select the whole city image.
3. Copy the image with the **copy** button.
4. **Delete** the backdrop from the stage (use the bin icon).
5. Create a new sprite using the paint tool.
6. On the **costumes** tab, click **paste** to add the image.
7. Graphical user interface, application

   Description automatically generated**Make a variable** for the sprite **position**, **For this sprite only** because we need two sprites in different positions.
8. **Make variables** (**For all sprites),** for the **speed** of the scrolling backdrop, and the **step** added to the position.
9. Hide all the variables except **speed** (uncheck them).
10. Right-click on **speed** and make it a **slider**.
11. Graphical user interface

    Description automatically generatedAdd code to the city sprite. After **setting position** to zero, make a clone. A **forever loop** scrolls the sprite and its clone to the left.
12. The **step** must be negative to make the sprite scroll left. Make the speed negative by multiplying it (\*) by -1.
13. **Graphical user interface

    Description automatically generatedBroadcast** the step to the sprite itself and its clone.
14. When the sprite **receives** the message, **change position** by the step value – it moves left.

*The screen and pixel width is 480 pixels.*

1. Once the sprite has moved off screen by 480 pixels (**position<**-480), it jumps over the other sprite to the right by two screen widths, adding 480\*2=960 to its **position**.
2. Make the sprite **go to** the new **position**.
3. *Graphical user interface, application, chat or text message

   Description automatically generated*Finally, start the clone at a **position** one screen width (480) to the right.

*You can add a vehicle sprite to make it look like its driving along.*

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