

## Scratch Card - Wheels

### ✓ Activity Checklist

To make a wheel appear to move, we want to rotate it by a small amount and move it by a small amount when we receive a movement broadcast.



If you wanted, you could replace the values with variables like **move speed**, so you could control the speed in all directions from one place.

(Notice how we have to multiply moveSpeed by -1 to get the negative value?)

**These projects are for use outside the UK only. More information is available on our website at <http://www.codeclub.org.uk/>. This coursework is developed in the open on GitHub (<https://github.com/CodeClub>), come and join us!**

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