

# Is this one direction ?

**1** We will need a variable to store some information in. Think of a variable as a cardboard box with the name written on the outside. We can put a number inside it and then check on it later.

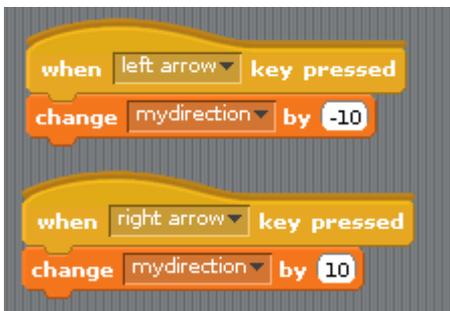
Click on [variables](#) (in version 2 of scratch this is called [data](#))

Click on 'make a variable' and make sure the dot is in the 'for all sprites' option. Set the name to 'mydirection'

remove the tick next to the name so it doesn't show up on the screen.



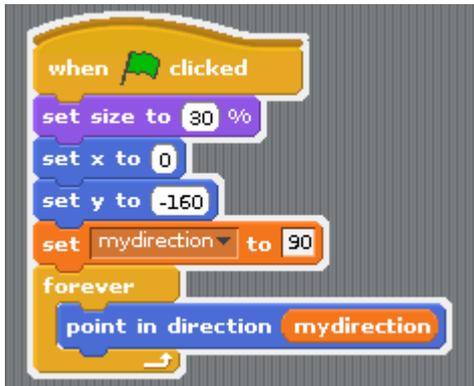
**2** Make sure you have clicked on the Wizards Hat and update the existing code (no need to add new bits just yet). Remove the two blue 'turn' commands and replace them with these orange ones (from the [variables](#) section) :



Make sure it is the 'change' commands you picked up and not the 'set' commands.

And notice that one of the numbers is '-10' and one is '10'

4 Also change the other bit of code to this :



This means we set the variable to '90' (this is the value we were setting the direction to before and it means point straight up).

Now do a loop 'forever'. This means go round and round and keep doing anything inside the loop area over...and over...and over...and over...and....

The thing we will keep doing is to point in the direction inside the variable (box) called 'mydirection'.

You will not be able to type in 'mydirection' into that box. You need to go to variables and pick up the name (next to the tick area) and drop it into the box.

Give it another test. Has anything changed ?

No - to be honest - it is very similar, but we are getting ready for the next sheet where we will give our bullet some direction.

Lets move onto sheet 4.