

The need for speed

1 A Car is not much good if it does not go forward and backwards. Let's make our car move.

For this to happen we need to know how fast it is moving.


We need a variable.

A Variable is a bit like a box with a name on the front.

We are going to create a box called 'speed' and into that box we can put a number and check on it later.

Click on the [Variables](#) button. And then click on Make a variable. Leave the 'dot' in 'For all sprites'.

In the box, type 'speed' and click OK.

You should now see the word 'speed' with a tick next to it : 

Click on the box to remove the tick. This stops it showing up on the game screen.

Now we need to add some more code to the car to make it move.

2 Moving forward.

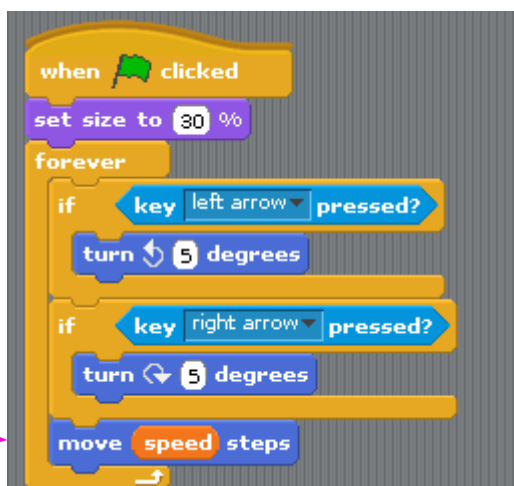
Add this new bit of code in :



You will find the top part in [control](#) and the bottom bit in the [variables](#) button area.

You also need to add one more line to the code you already did on the last sheet.

You will find 'move 10 steps' in the [motion](#) button area. After you have dragged that out and added it in, go to the Variables button area and pick up the work 'speed' and drop that where the 10 is :



Go for a drive.

All working ?

3 Moving backwards.
(or just slowing down).

Add another new bit of code :



You will find the top part in [control](#) and the middle bit in the [variables](#) button area and the last bit in the [motion](#) area.

This now means you press UP to go faster, and you press DOWN to stop and reverse.
Always handy if you go the wrong way :)

Note the slight difference in the controls. When you go forward it just starts driving.
When you go back, you need to hold the button down. This has been done for a reason. All will become clear in the later sheets.

Test it. If it is not working exactly like that then check your code.

Go for a drive round the screen and get used to your new car –
you may have to take a driving lesson soon !