Start your project

1 Open up scratch.

For today's project we do not need the cat sprite (picture).

Right click on the cat and select delete. (If you have a Mac hold down CTRL on the keyboard and then click on it)
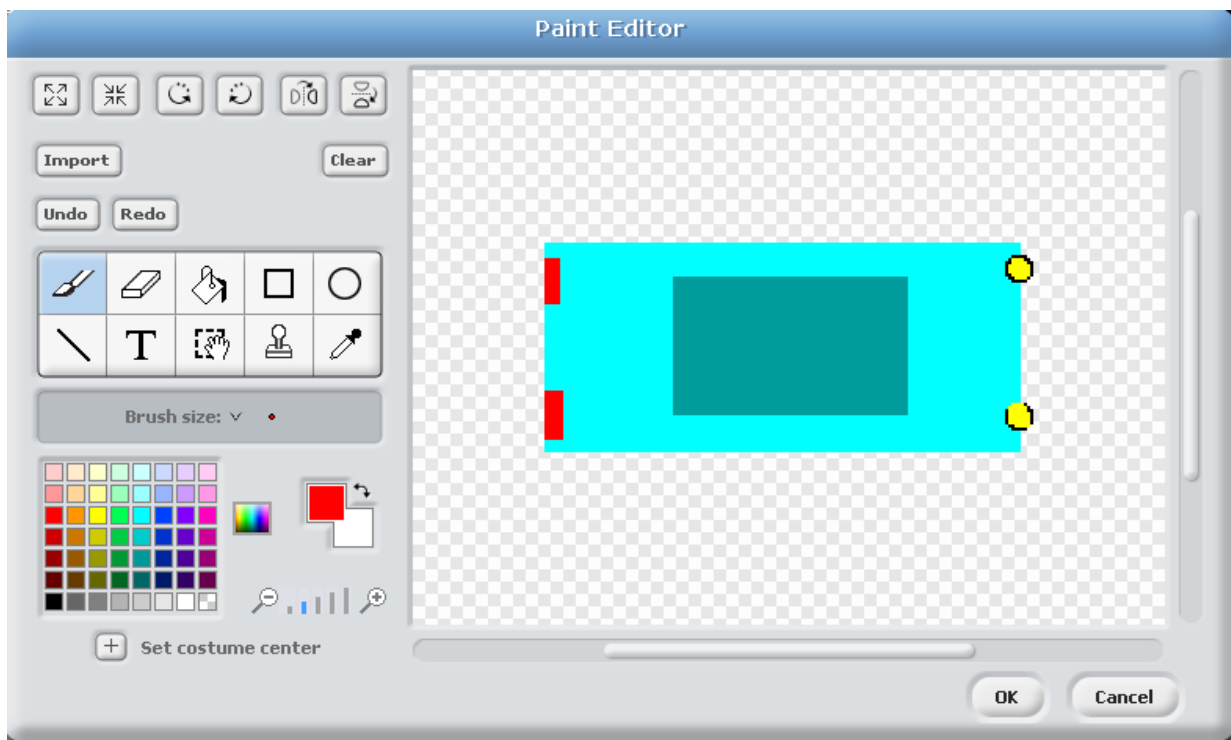
2 We will need something to replace the cat so let's draw a car.

Click on the add sprite button with the paint brush

Now in the editor that shows up, draw a car as you would see it from above.

Something like this :

If you make mistakes – remember the 'undo' button.

I have done most of this using the rectangle tool (the one that looks like a square) and picking colours to use as the filled in areas. Put lights on your car so you can see what direction it is driving in.

Let's give our car something to do.

3 click on scripts at the top and and then on the control button in the top left.
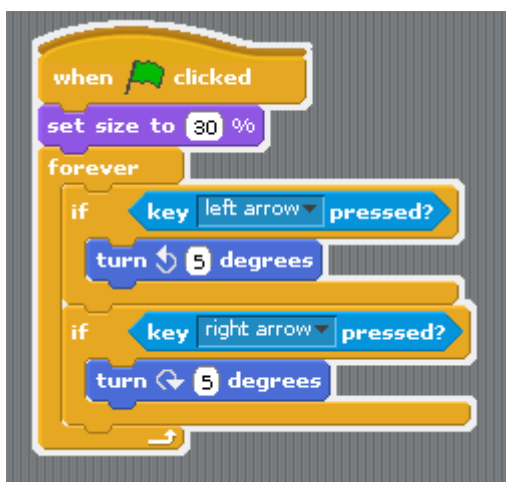Find the button like this and drag it into the middle area -

Now add to it (stick the bits onto the bottom a bit like Lego bricks)

You will find the purple command in the looks button area and the other orange ones under control.

Note – the two 'if' statements are inside the forever one. As you hover over and the white line goes inside – the forever loop grows to the right size so the other bits fit inside.

And now add these bits into the code you have already done. You will find the 'key pressed' command in the sensing button area and the turn command in the motion area. Make sure you get the right turn command as there are two of them and we are using both – see how the arrow goes round one way and round the other way on the other command.

Test it by pressing the green flag in the top right hand corner of the screen. Does it work ?
Press the LEFT and RIGHT arrow keys on your keyboard. What happens ?