



ACTIVITY GOAL

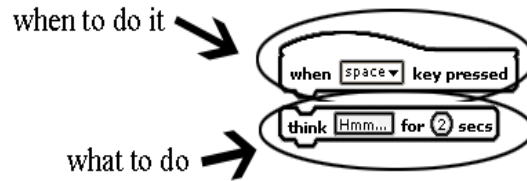
In this project, use the knowledge from the prior projects to create a racing game that you and a friend can play.

BACKGROUND

Remember, every script must start with a **control block** to tell when to do something. **Action blocks** tell the sprite what to do.

EXPLORE

1. Look at the **stage**. There is a racetrack and two animals. Those animals are going to race around the track, and whichever one crosses the finished line first will win.



Note: You won't be able to stop them from crossing through the middle just yet. That is a later project.

PROGRAMMING CHALLENGE: RACING GAME

Your goal is create several **scripts** so that the letters say their name and do something else fun.

PLAN

Step 1: Plan what you are going to do. Which keys are you going to use for each animal, and what will they do? You need at least 4 keys for each animal.

Horse

Key 1: _____
Key 2: _____
Key 3: _____
Key 4: _____

Action 1: _____
Action 2: _____
Action 3: _____
Action 4: _____

Bat

Key 1:

Action 1:

Key 2: _____

Action 2: _____

Key 3: _____

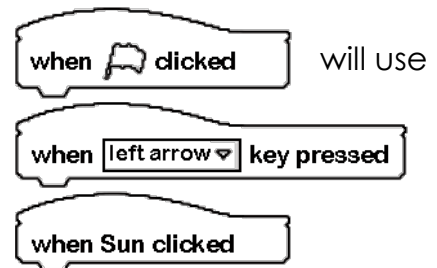
Action 3: _____

Key 4: _____

Action 4: _____

Step 2: Plan how you are going to do it:

1. Circle the **control block** on the right you will use for **initialization**.
2. Draw a square around the **control block** you will use to make the animal do an action.

**CREATE**

Now it is time to create your project!

1. Create an **initialization script** for each animal so they start at the right place to begin the race.
2. Create at least 4 **scripts** for each animal so that a user (you or someone else) can race the animal.

Double-check: Did you remember everything?

1. Push all of the keys to make sure your **scripts** are working.
2. Move everything around on the **stage** and click the green flag to check **initialization**.

Now you and a friend can race!