

Make a Card



1. Fold the card in half

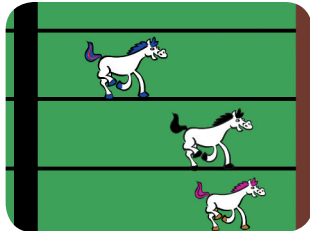
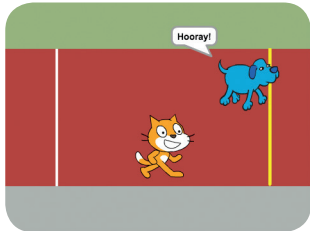


2. Glue the backs together



3. Cut along the dashed line

Race to the Finish Cards



Make a game where two characters race each other.

Race to the Finish Cards

Use these cards in this order:

- 1 Start the Race
- 2 On Your Mark
- 3 Reach the Finish Line
- 4 Choose a Racer
- 5 Add a Sound
- 6 Animate the Run
- 7 Race the Computer

scratch.mit.edu/racegame

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Make a Card



1. Fold the card in half



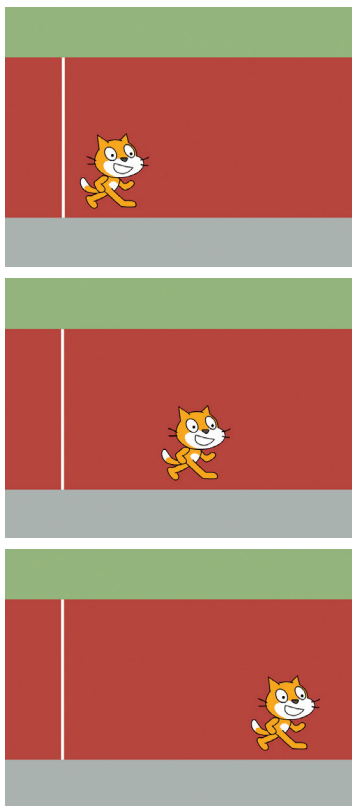
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Start the Race

Make your sprite move on a racetrack.



Race to the Finish

1

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Start the Race

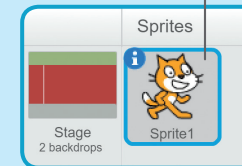
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GET READY

New backdrop:
Choose a backdrop.



Click to select the cat.



ADD THIS CODE

Click the Scripts tab.

when space key pressed

move 5 steps

Try different numbers to change the speed.

TRY IT

Press the **space** key to move the sprite.

Make a Card



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On Your Mark

Choose a starting point for your sprite.



Race to the Finish

2

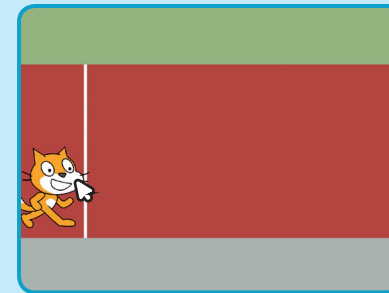
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On Your Mark

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GET READY

Drag your sprite to where you want it on the Stage.



ADD THIS CODE



when  clicked

go to x: -200 y: -45

— Set the starting position.
(Your numbers may be different.)

TRY IT

Press the **space** key
to move your sprite.

Click the green
flag to reset.



Make a Card



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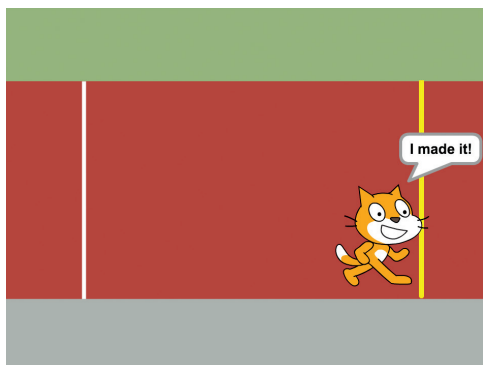
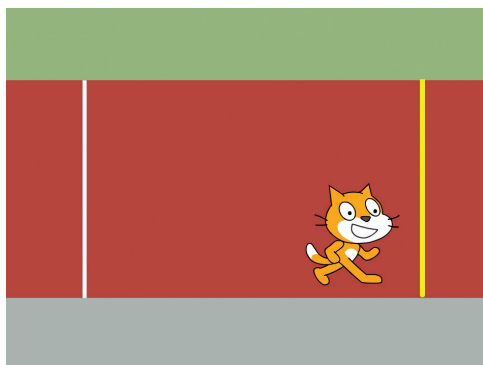
2. Glue the backs together



3. Cut along the dashed line

Reach the Finish Line

Make your sprite do something when it reaches the finish line.



Race to the Finish

3

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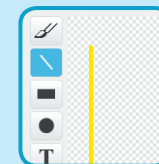
Reach the Finish Line

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GET READY

Click the paintbrush to draw a new sprite.

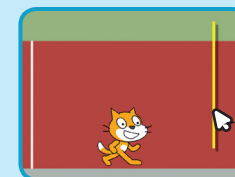
New sprite:    



Choose the **Line** tool and draw a line.

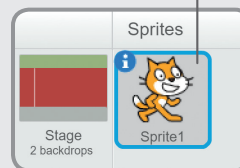
To make a straight line, hold down the Shift key while drawing.

Drag the line (Sprite2) to where you want it on the Stage.

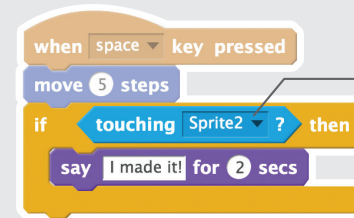


ADD THESE BLOCKS

Click to select the cat.



Click the **Scripts** tab.



Choose **Sprite2**.

Add these blocks.

TRY IT

Click the green flag to start.



Keep pressing the **space** key until you cross the finish line!

Make a Card



1. Fold the card in half



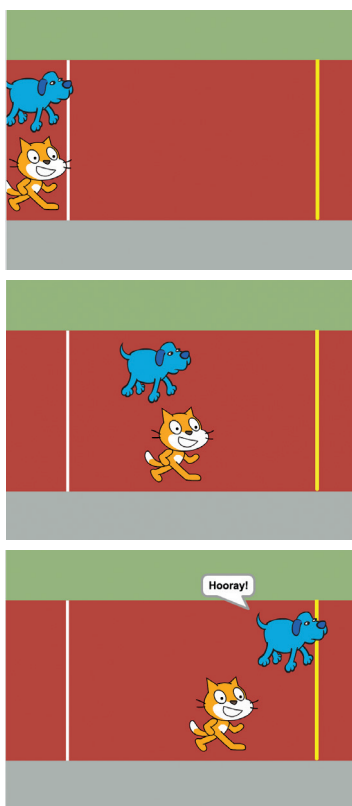
2. Glue the backs together



3. Cut along the dashed line

Choose a Racer

Add another sprite so you can have a race.



Race to the Finish

4

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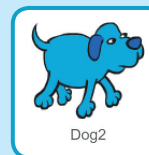
Choose a Racer

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GET READY

Choose a sprite to be the second racer.

New sprite:    



ADD THIS CODE

Drag your sprite to where you want it to start.

when  clicked

go to x: -200 y: 60

Choose **right arrow** or a different key.

when right arrow key pressed

move 5 steps

if touching Sprite2 ? then

say Hooray! for 2 secs

TRY IT

Click the green flag to start.



Press the **space** key and the **right arrow** key to make your sprites race.

Make a Card



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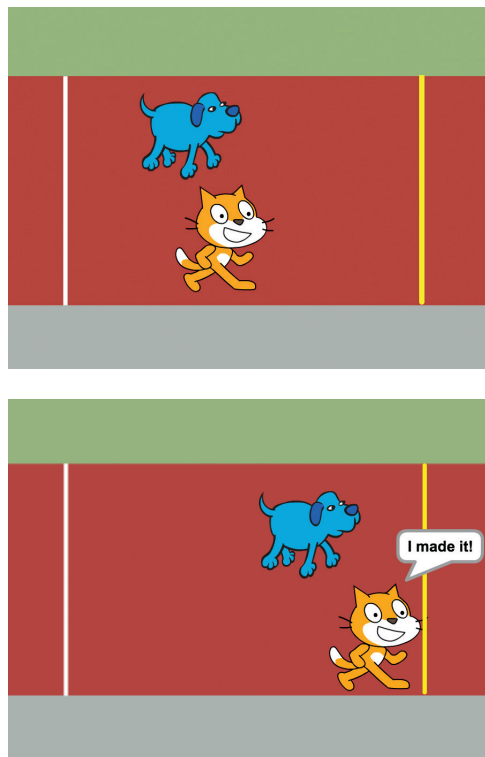
2. Glue the backs together



3. Cut along the dashed line

Add a Sound

Play a sound when you win the race.



Race to the Finish

5

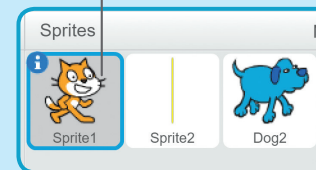
SCRATCH

Add a Sound

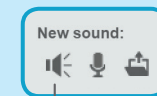
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GET READY

Click to select the cat.



Click the **Sounds** tab.



Then choose a sound from the Sound library, like cheer.

ADD THIS BLOCK

Click the **Scripts** tab.



Add this block to play the sound.

TRY IT

Click the green flag to start.



Press the **space** key until you cross the finish line!

Make a Card



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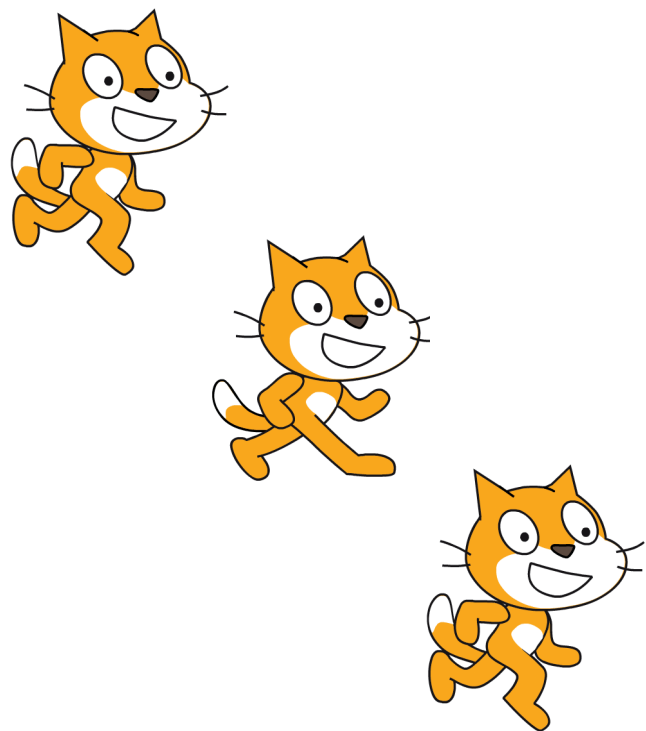
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Animate the Run

Switch costumes to make your sprite look like it's running.



Race to the Finish

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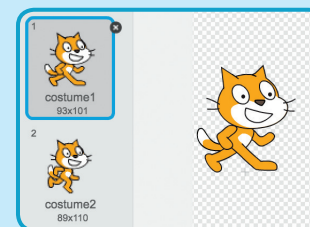
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Animate the Run

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GET READY

Click the **Costumes** tab to see your sprite's costumes.



ADD THIS BLOCK

Click the **Scripts** tab.



Add this block to switch between costumes.

TRY IT

Press the **space** key.

TIP

You can animate any sprite that has more than one costume.

Make a Card



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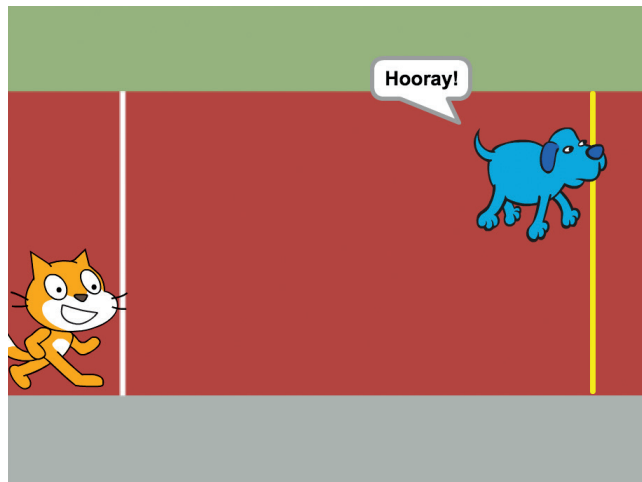
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Race the Computer

Race against a sprite that moves automatically.



Race to the Finish

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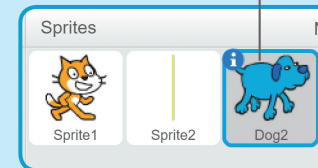
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Race the Computer

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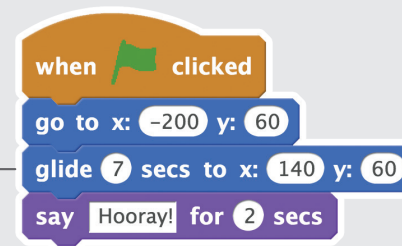
GET READY

Choose the sprite you want to move automatically.



ADD THIS CODE

Type a smaller number of seconds to go faster.



TRY IT

Click the green flag to start.



Press the **space** key to move the other sprite.