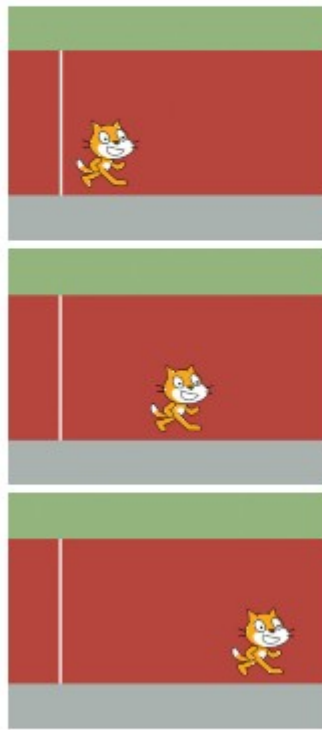


Start the Race

Make your sprite move on a racetrack.



खेळणे सुरु करा

1



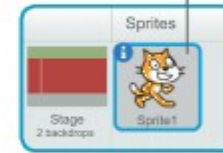
Start the Race

scratch.mit.edu/projects/game

GET READY

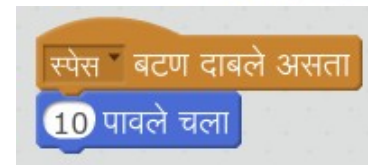


Click to select the cat.



ADD THIS CODE

Click the **Scripts** tab.



Try different numbers to change the speed.

TRY IT

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

On Your Mark

Choose a starting point for your sprite.



Space to Close Window

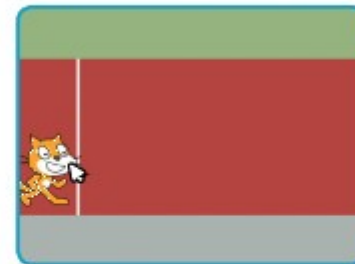


On Your Mark

scratch.mit.edu/projects/616

GET READY

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



ADD THIS CODE



```
क्लिक केले असता  
x: -186 y: -71 ला जा
```

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

TRY IT

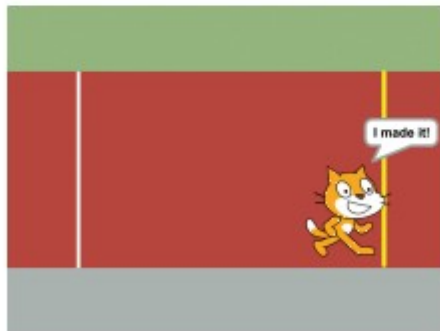
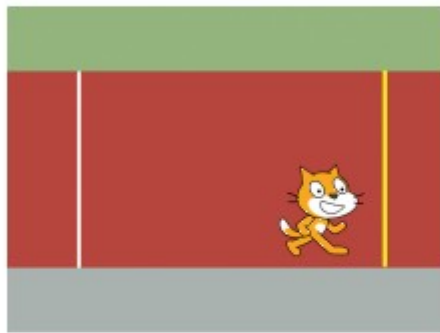
Press the space key to move your sprite.

Click the green flag to reset.



Reach the Finish Line

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



Reach the Finish Line

3



Reach the Finish Line

scratch.mit.edu/share/game

GET READY

Click the paintbrush to draw a new sprite.

New sprite:



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

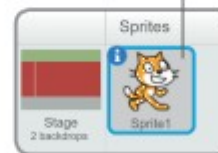
To make a straight line, hold down the Shift key while drawing.

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



ADD THIS CODE

Click to select the cat.



Click the **Scripts** tab.

```
स्पेस बटण दाबले असता
पावले चला
if (स्प्राइट ला स्पर्श होत आहे का?) then
मी जिंकलो। मी जिंकलो। म्हणा 2 सेकंदाकरीता
```

TRY IT

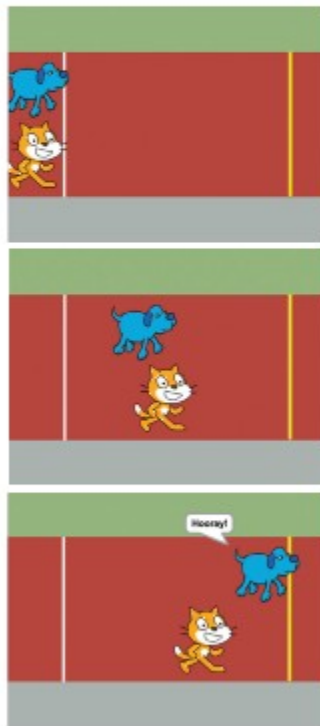
Click the green flag to start.



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

Choose a Racer

Add another sprite so you can have a race.



Back to the Finish

4



Choose a Racer

scratch.mit.edu/projects

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.

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

```

क्लिक केले असता
x: -195 y: 65 ला जा

```

```

उजवा बाण बटण दाबले असता
5 पावले चला
if स्क्राइट ला स्पर्श होत आहे का? then
मी जिंकलो। मी जिंकलो। म्हणा 2 सेकंदाकरीता

```

TRY IT

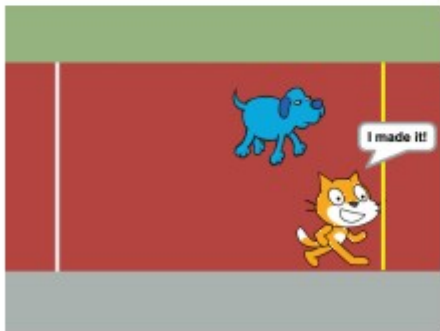
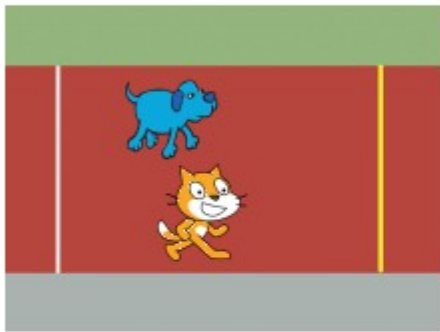
Click the green flag to start.



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

Add a Sound

Play a sound when you win the race.



Race to the Finish

5

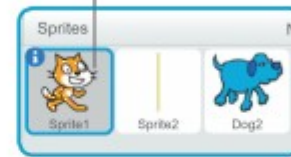


Add a Sound

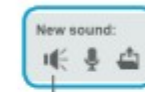
scratch.mit.edu/learn/game

GET READY

Click to select the cat.



Click the Sounds tab.



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

ADD THIS CODE

Click the Scripts tab.

```

उजवा बाण बटण दाबले असता
5 पावले चला
if स्पाइट ला स्पर्श होत आहे का? then
मी जिकलो। मी जिकलो। म्हणा 2 सेकंदाकरीता
संपेपर्यंत cheer आवाज वाजवा
  
```

Add this block to play the sound.

TRY IT

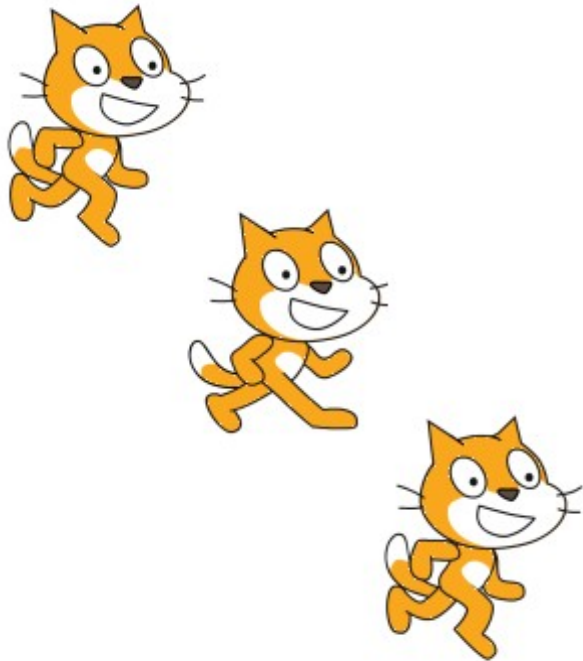
Click the green flag to start.



Press the space key until you cross the finish line!

Animate the Run

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



Back to the Finish

6



Animate the Run

scratch.mit.edu/projects/game

GET READY

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



ADD THIS CODE

Click the **Scripts** tab.



स्पेस बटण दाबले असता

5 पावले चला

पुढचा अवतार

if **स्प्राइट ला स्पर्श होत आहे का?** then

मी जिकलो। मी जिकलो। म्हणा 2 सेकंदाकरीता

TRY IT

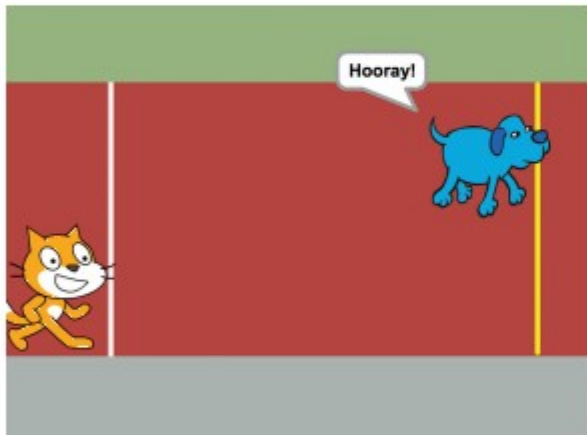
Press the **space** key.

TIP

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

Race the Computer

Race against a sprite that moves automatically.



Back to the Finish

7



Race the Computer

scratch.mit.edu/racegame

GET READY

Choose the sprite you want to move automatically.



ADD THIS CODE

क्लिक केले असता

x: -195 y: 65 ला जा

7 सेकंदाकरीता x: 135 y: 73 कडे सरकवा

मी जिंकलो। मी जिंकलो। म्हणा 2 सेकंदाकरीता

संपेपर्यंत cheer आवाज वाजवा

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.