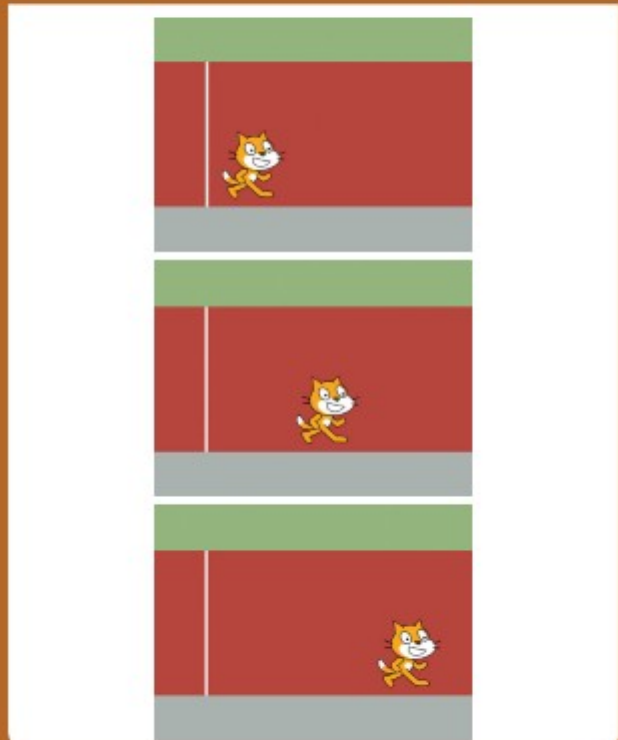


# Start the Race

Make your sprite move on a racetrack.



Race to the Finish

1

SCRATCH

# Start the Race

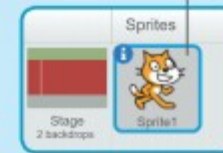
[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

## GET READY

New backdrop:  
Choose a backdrop.



Click to select the cat.



## ADD THIS CODE

Click the **Scripts** tab.

स्पेस बटण दाबले असता

10 पावले चला

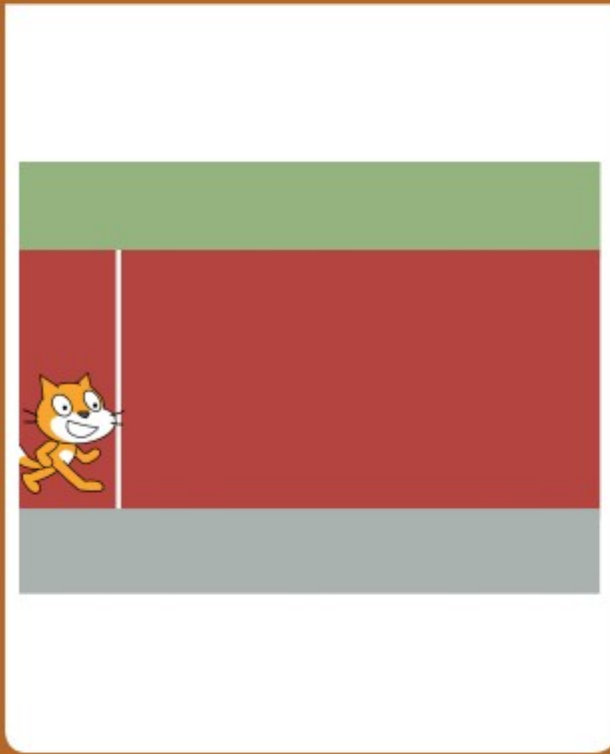
Try different numbers to change the speed.

## TRY IT

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

# On Your Mark

Choose a starting point for your sprite.



Race to the Finish

2

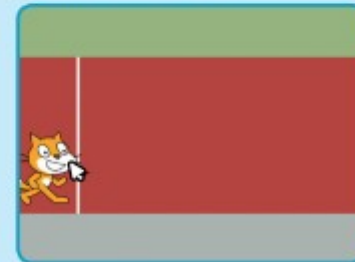


# On Your Mark

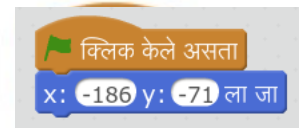
[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

## GET READY

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



## ADD THIS CODE



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

## TRY IT

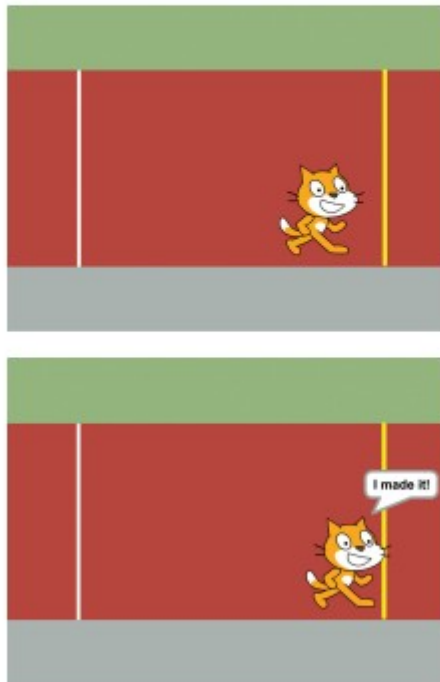
Press the **space** key to move your sprite.

Click the green flag to reset.



# Reach the Finish Line

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



Race to the Finish

3

SCRATCH

# Reach the Finish Line

[scratch.mit.edu/racegame](http://scratch.mit.edu/racegame)

## GET READY

Click the paintbrush to draw a new sprite.

New sprite:



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

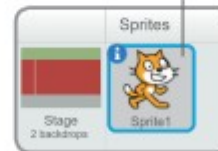
To make a straight line, hold down the Shift key while drawing.

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

5 पावले चला

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

मी जिंकलो। मी जिंकलो। म्हणा 2 सेकंदाकरीता

## TRY IT

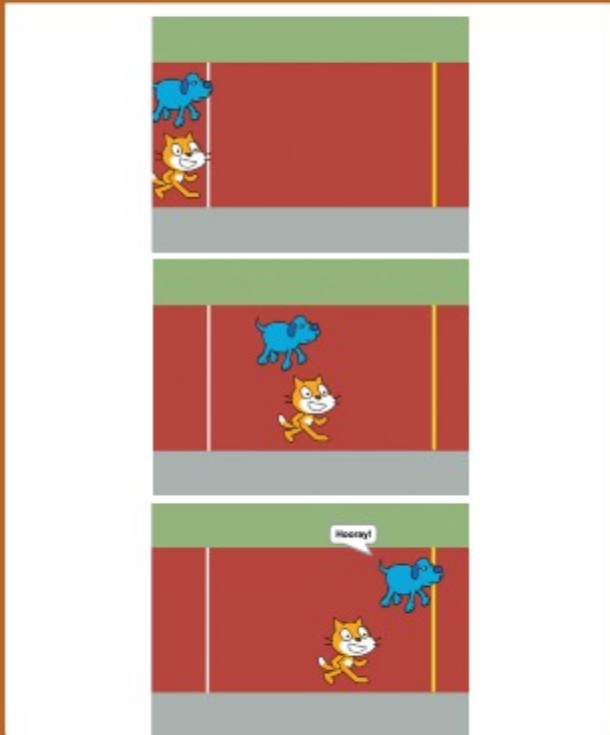
Click the green flag to start.



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

# Choose a Racer

Add another sprite so you can have a race.



Race to the Finish

4



# Choose a Racer

[scratch.mit.edu/racegame](http://scratch.mit.edu/racegame)

## 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 **स्पाइट** ला स्पर्श होत आहे का? then  
मी जिंकलो। मी जिंकलो। म्हणा 2 सेकंदाकरीता

## TRY IT

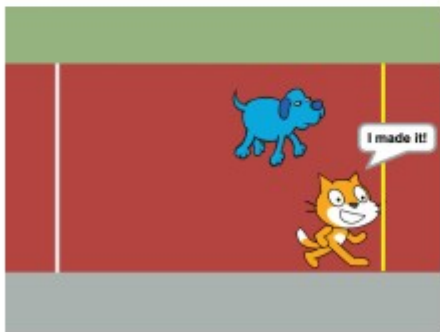
Click the green flag to start.



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

SCRATCH

# Add a Sound

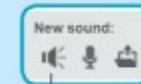
scratch.mit.edu/racegame

## GET READY

Click to select the cat.



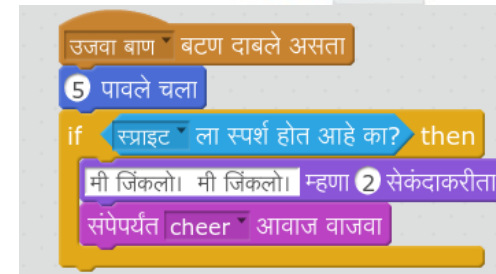
Click the Sounds tab.



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

## ADD THIS CODE

Click the Scripts tab.



Add this block to play the sound.

## TRY IT

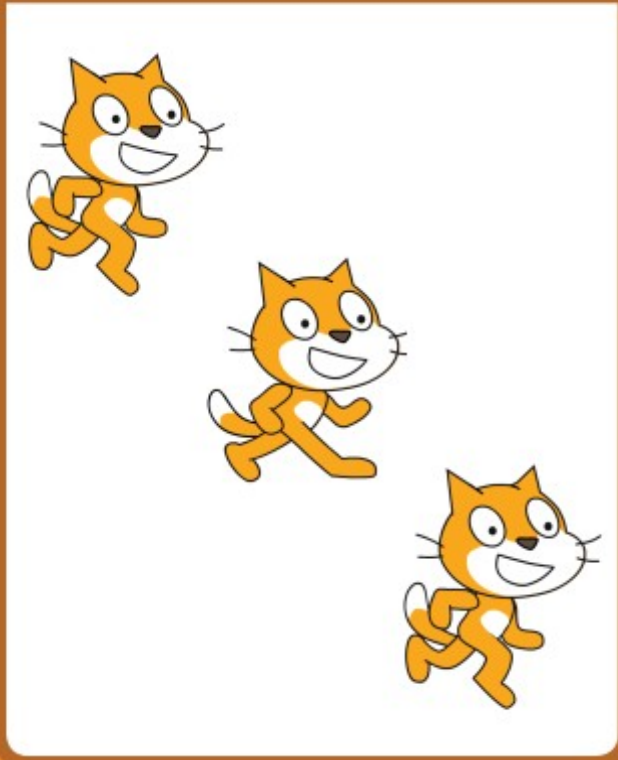
Click the green flag to start.



Press the space key until you cross the finish line!

# Animate the Run

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



Race to the Finish

6

SCRATCH

# Animate the Run

[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

## 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 जिंकलो। मी जिंकलो। म्हणा 2 सेकंदाकरीता
```

## TRY IT

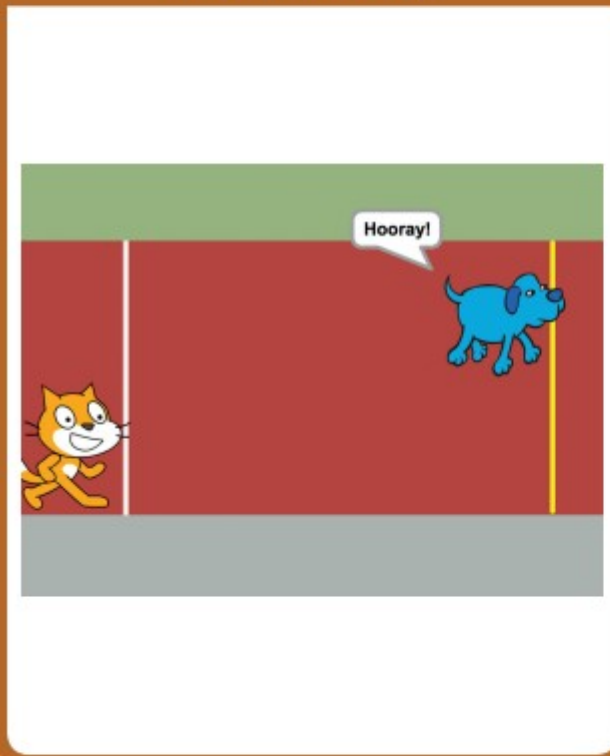
Press the **space** key.

## TIP

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

# Race the Computer

Race against a sprite that moves automatically.



Race to the Finish

7

SCRATCH

# Race the Computer

[scratch.mit.edu/racegame](http://scratch.mit.edu/racegame)

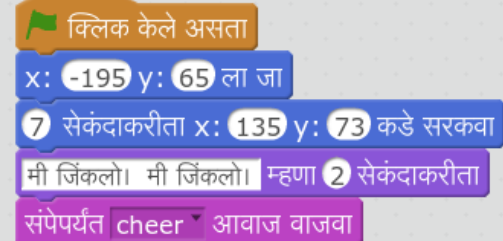
## GET READY

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.