EVERYTHING ON THIS PAGE is code for the **convertible** sprite.

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| Choose a new sprite: One of the convertibles | Create a new variable called "Score" |
| Write code to place the car, make it a little smaller, and set the score to zero.Make it smallerPlace the CarSet the score to zero | Write code to move the car when the arrow keys are pressed. |
| You can have more than one code string for a sprite. The whole thing should look like this: TEST YOUR CODE. Does the car move like it should? |
| The car will control when snowflakes are released. Put this code in to do that:OPERATORSThe rest of the blocks are in CONTROL |

"Scratch is developed by the Lifelong Kindergarten Group at the MIT Media Lab.

See http://scratch.mit.edu".

EVERYTHING ON THIS PAGE is code for the **snowflake** sprite.:

|  |  |
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| Create a new sprite – choose the snowflake | You will have 2 code strings for the snowflake. Here is the first.(Make sure the snowflake is highlighted) |
| Here is the second.OPERATORSLOOKSLOOKS: Make the snowflake smallerCONTROL: Not the usual hat blockThis gets rid of any snowflakes that make it to the bottomThis gets rid of the snowflake after it touches the carThis gives a point when the snowflake touches the carThis makes it fallThis makes the snowflake appear randomly at the top of the stage |