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

|  |  |
| --- | --- |
| 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 smaller  Place the Car  Set 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:    OPERATORS  The 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.:

|  |  |
| --- | --- |
| 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.    OPERATORS  LOOKS  LOOKS: Make the snowflake smaller  CONTROL: Not the usual hat block  This gets rid of any snowflakes that make it to the bottom  This gets rid of the snowflake after it touches the car  This gives a point when the snowflake touches the car  This makes it fall  This makes the snowflake appear randomly at the top of the stage | |