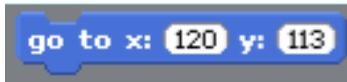
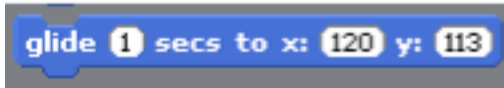


“The Great Race”

Learning How To Use Motion in Scratch

There are basically 3 scripts you can use to move Sprites in Scratch.



View the “The Great Race” model on the class website. You are going to recreate this race exactly as it appears in the model. The goal is to have you use the three scripts shown above, one for each of the participants in the race. The second goal is to have you analyze how the code should be written so that it appears exactly the way it does in the Model. This can only be done by viewing the Model several times. The questions below are designed to help you focus on specific aspects of the model that need to be integrated into the code.



- What do the three figures do the moment the Green Flag is selected? Where are they standing when the Green Flag is selected? Then what happens? Is a “space bar reset” visible in the race?
- Look at the scripts for each of the 3 sprites. What 3 blocks do all three sprites use?
- What block does Hillary Clinton use to move?
- What block does Donald Trump use to move?
- What block do I use to move?

Now, write a program that will perfectly match the program seen in the “Great Race.” Note: Each figure in the race must use one of the scripts above. Each script can only be used once.



Three images, Hillary, Trump, yourself and the track are visible in the program.	5 pts.
When the Green Flag is clicked, the participants are actually standing at the finish line. Their figures move to the starting line, one second passes and the figures proceed down the track.	5 pts.
When the race proceeds, Trumps image disappears at the starting line and reappears at the finish line in a blink of an eye. Although Hillary and your image have different scripts, they arrive at the finish line at the same time.	5 pts.
Each figure in the race must use one of the scripts above. Each script can only be used once.	5 pts.