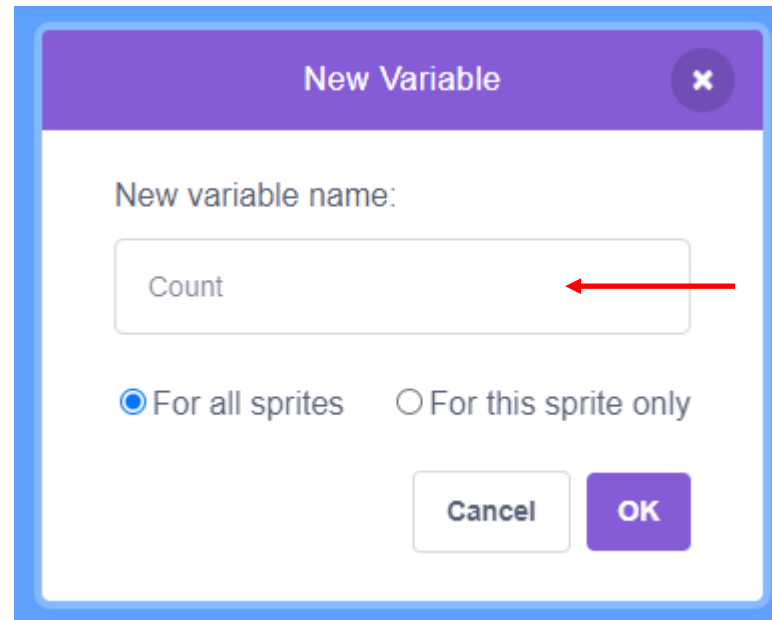
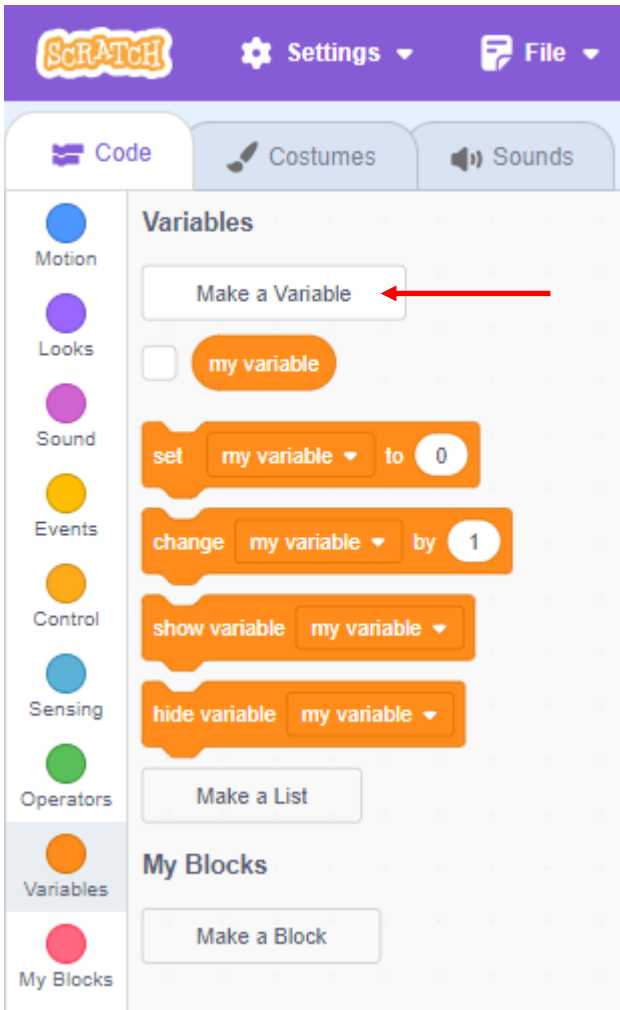
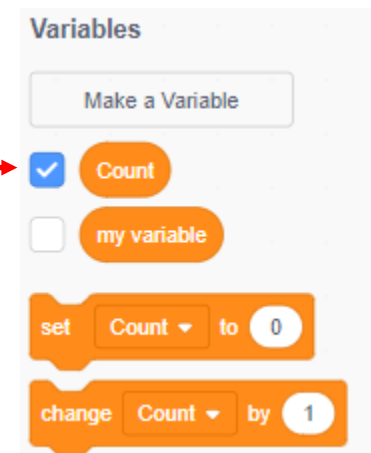


1) Start a new project. Choose a character.

2) Create a variable. Name your new variable "Count".



Keep this checked. →



3) Create this code sequence.



Click the green flag above the stage.

What happens?

Why is the start count set to 11?

Why use the wait 1 second block?

(What happens without it?)

Why use the set Count to 0 block?

Change the glide time to 1 second.

What happens?

Show Mr. Desmond how your code works.

4) Add a second character.


Create a program to have your second character race your first character after the count down.

Make sure both characters are properly sized.

Make sure both characters are properly spaced out on the stage

Only character 1 needs the countdown code.

5) Add a random number to the glide block for each character.

Use this code segment. A green Scratch code block with the text "pick random" followed by a white circle containing the number "1", the word "to", and another white circle containing the number "4".

Show Mr. Desmond how your code works.