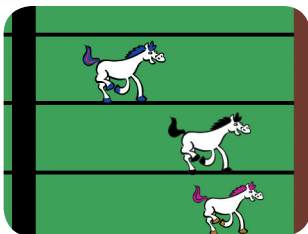
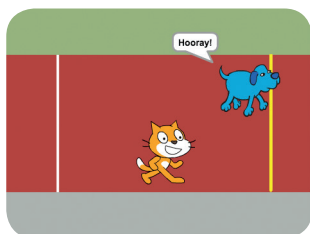


# Race to the Finish Cards



**Make a game where two characters  
race each other.**

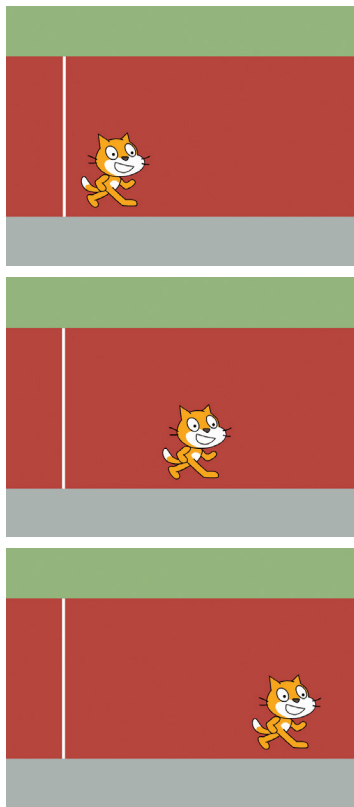
# Race to the Finish Cards

Use these cards in this order:

- 1 Start the Race
- 2 On Your Mark
- 3 Reach the Finish Line
- 4 Choose a Racer
- 5 Add a Sound
- 6 Animate the Run
- 7 Race the Computer

# Start the Race

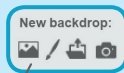
Make your sprite move on a racetrack.



# Start the Race

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

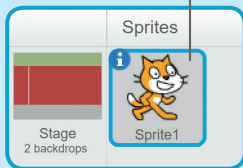
## GET READY



Choose a backdrop.



Click to select the cat.



## ADD THIS CODE

Click the **Scripts** tab.



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.

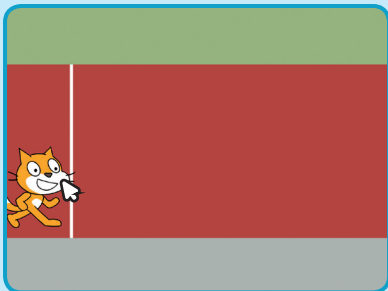


# On Your Mark

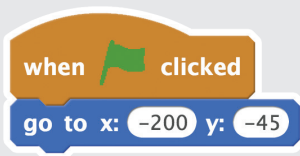
scratch.mit.edu/racegame

## 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

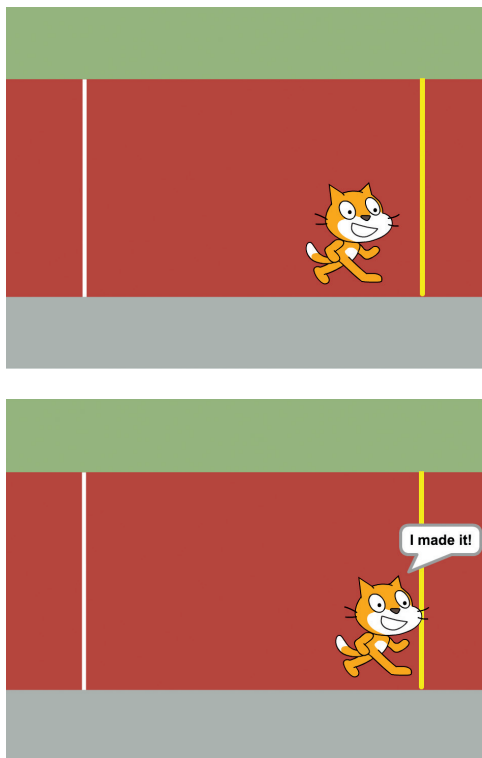
Press the **space** key  
to move your sprite.

Click the green  
flag to reset.



# Reach the Finish Line

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



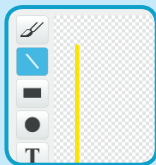
# Reach the Finish Line

scratch.mit.edu/racegame

## GET READY

Click the paintbrush to draw a new sprite.

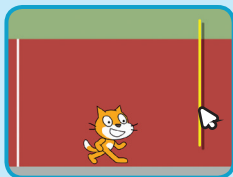
New sprite:



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

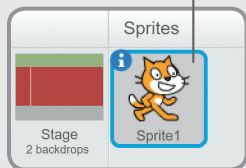
To make a straight line, hold down the Shift key while drawing.

Drag the line (Sprite2) to where you want it on the Stage.

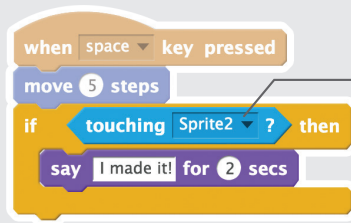


## ADD THESE BLOCKS

Click to select the cat.



Click the **Scripts** tab.



Choose **Sprite2**.

Add these blocks.

## TRY IT

Click the green flag to start.

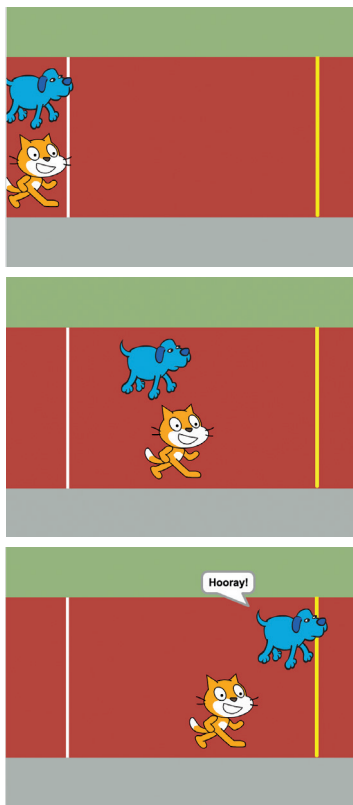


Keep pressing the **space** key until you cross the finish line!



# Choose a Racer

Add another sprite so you can have a race.



# 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.



## TRY IT

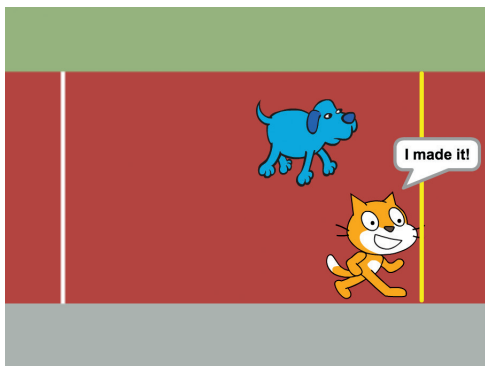
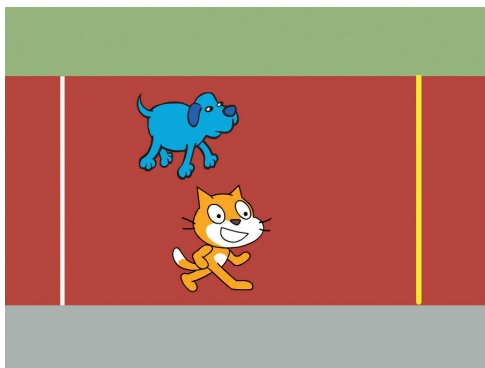
Click the green flag to start.



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.

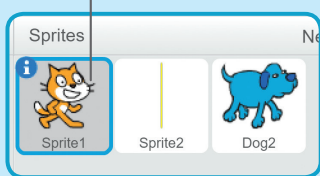


# Add a Sound

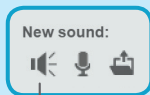
[scratch.mit.edu/racegame](https://scratch.mit.edu/racegame)

## GET READY

Click to select the cat.



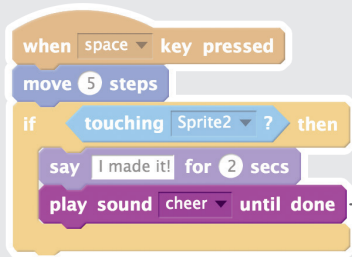
Click the Sounds tab.



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

## ADD THIS BLOCK

Click the Scripts tab.



— Add this block to play the sound.

## TRY IT

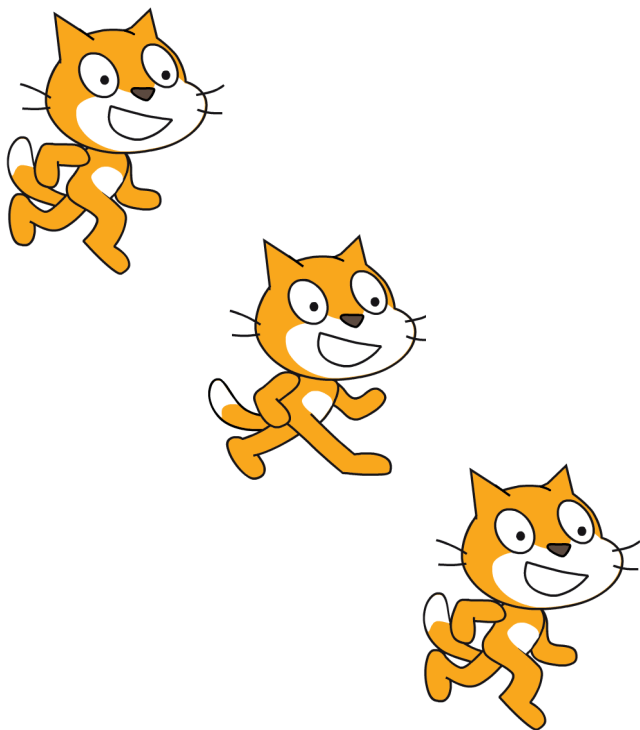
Click the green flag to start.



Press the **space** key until you cross the finish line!

# Animate the Run

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

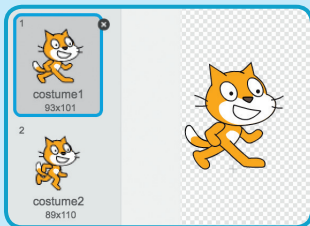


# Animate the Run

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

## GET READY

Click the **Costumes** tab to see your sprite's costumes.



## ADD THIS BLOCK

Click the **Scripts** tab.



Add this block to switch between costumes.

## TRY IT

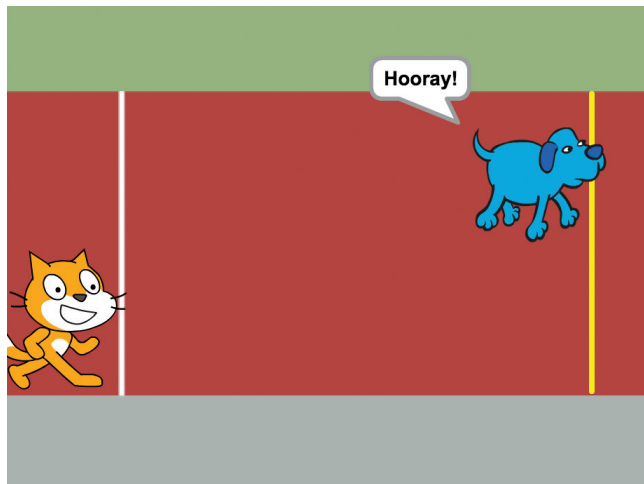
Press the **space** key.

## TIP

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

# Race the Computer

Race against a sprite that moves automatically.

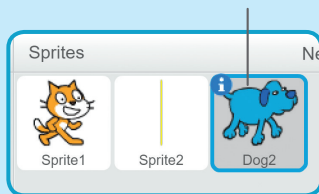


# Race the Computer

scratch.mit.edu/racegame

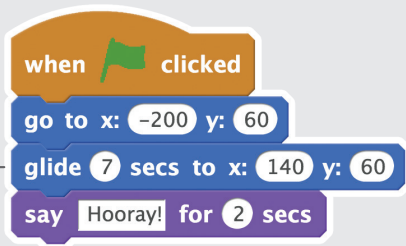
## GET READY

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.