## Scratch Programming: 8. Reuse

Task: Create a race. Allow the user to move the sprite around a race track whilst running a clock to time the race.

### Lesson Objectives:

To learn how to

- reuse code
- design a program in Scratch
- use the paint editor

#### What do you need to do?

Follow the instructions below.

Important. Always save your work regularly. Use the 'Save as' option so you know where the file is saved.

### Reuse

This task is different as we will reuse the code from the previous task that created a maze. Start by loading the previous maze code and delete the maze sprite.

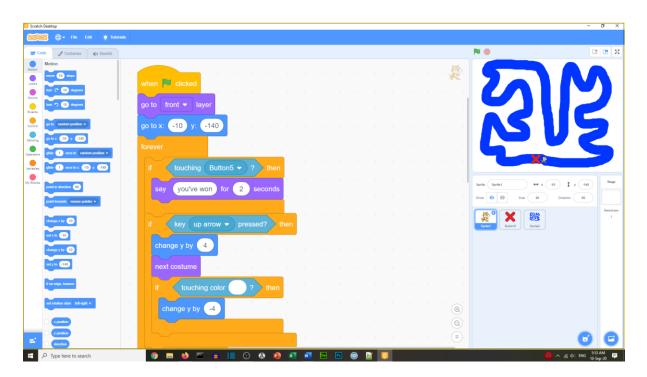
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Create the race track

- Draw a race track using the paint editor
- Make the track wide enough for the cat sprite to walk
- Make the track a different color from the background
  - The cat sprite will be stopped when off the track

The size of the cat should be 20% from the last task

- Move the cat to the start
- After the when green flag clicked block:
  - Add a go to front layer block
    - $\circ \quad \text{Add a go to block}$



- Move the end cross (Change it to an end line if you wish)
- Add a go to front layer block

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Create the clock

- Create a variable called 'seconds'
- Set seconds to 0
- Add a when green flag clicked block Inside a forever block
- Add a wait 1 second block

- Followed by change seconds by 1
- Add an if block (inside the forever block, before the wait block)
- Put a touching block with the name of the race track sprite
- Inside the if block put stop all

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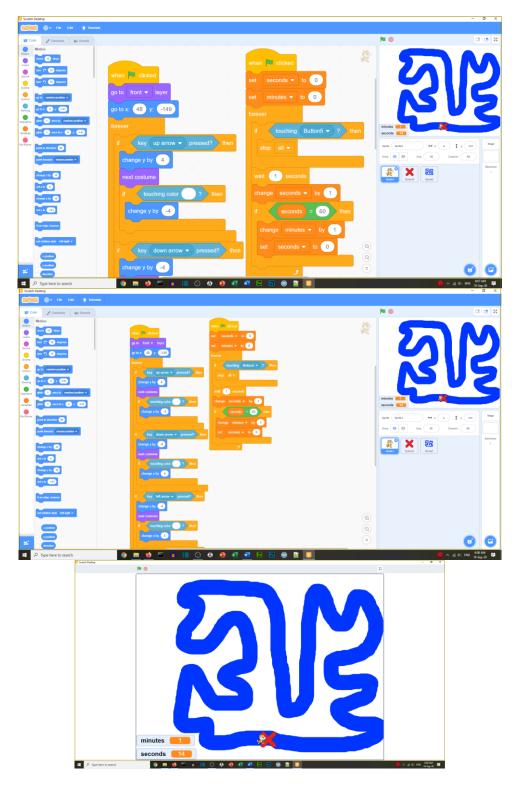
Add minutes

- Create a variable called minutes
- Set minutes to 0
- Inside the forever block add an if block
- Add if seconds = 60
- Inside add change seconds to 0
- Inside add change minutes by 1

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### Test your race game

Your program and code should look like the program below.



Other things to do:

- Add sound effects
- Increase the cat size if goes off the track
- Add curbs so different color areas make the game harder

# Well done you have completed Task 8