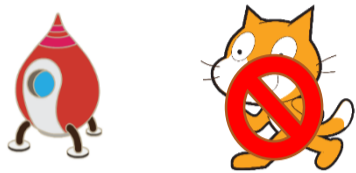


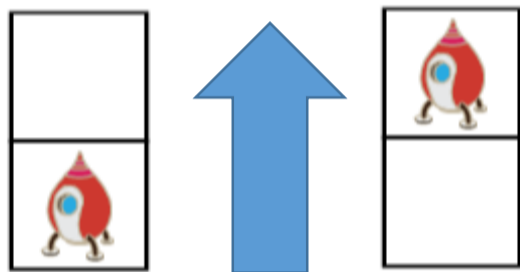
# Crossing the Street

## Moving across the road

1.) Delete the Cat and put another character in.



2.) Program the character to move one WHOLE square and wait a bit.



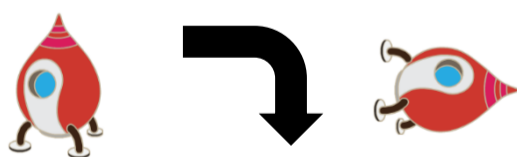
3.) Put together this code for that.

- 1.) Change this for starting location
- 2.) This number needs to change to ensure you are moving one whole square

```

when clicked
  go to x: 0 y: -140
  forever loop
    if key up arrow pressed?
      change y by 51
      wait .3 secs
  
```

4.) Try to make it move down as well.  
 5.) You want the ship to turn left and right when it moves left and right.



6.) Use this code to turn it when moving left, right, up and down.

```

if key right arrow pressed?
  point in direction 0
  change x by 51
  
```

## Animating the move

You want the creature to animate when it moves.



Change this code here:

```

switch costume to spaceship-b
if key up arrow pressed?
  change y by 51
  wait .3 secs
  
```

To include these:

```

switch costume to spaceship-a
  change y by 20
  wait .2 secs
change y by 10
  wait .2 secs
  change y by 21
  
```

- 1.) Add more of these if you have more animations
- 2.) The total of these numbers adds up to moving 1 WHOLE square

## Moving the cars

Insert a car:



You want the car to touch the edge and reappear at the other side so use this code:

```

when clicked
  go to x: -280 y: -9
  > 250
  go to x: -280 y: -9
  if then
    move 2 steps
    x position
  forever
  
```

Now make it so that if you touch the vehicle it restarts.