

# MARIO KART

① Open *Scratch*:  → [scratch.mit.edu](https://scratch.mit.edu) → 

Google Chrome

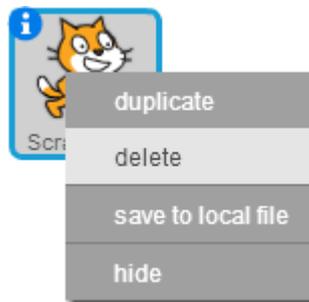
② Paint a **simple** track for the backdrop:



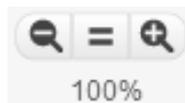
Make the road wide!

Paint a finish line!

③ Right-click on the cat to delete it.



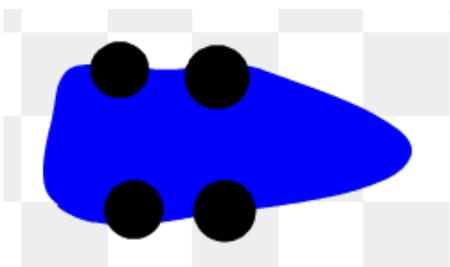
④ Paint a **simple** car from above, facing right:



Zoom out to 100%.



Set the costume centre to the middle of your car.



It must be small enough to fit on your track!



Click this button at the top of the screen to shrink the car if needed so that it can fit on the track.

- 5 Click on the scripts tab for your car and then copy these commands:

The image shows several Scratch scripts for a car race game. Each script is accompanied by a yellow text box explaining its function:

- when up arrow key pressed**: move 4 steps
- when down arrow key pressed**: move -4 steps
- when left arrow key pressed**: turn 15 degrees, move 4 steps
- when right arrow key pressed**: turn -15 degrees, move 4 steps
- when green flag clicked**: point in direction 90, go to x: -228 y: 70. *Put the car back at the start for a new race. Change the x: and y: numbers to your start position's X and Y co-ordinates.*
- when green flag clicked**: forever loop containing:
  - if touching color green?** then: say Bad luck! for 2 secs, go to x: -228 y: 70, point in direction 90. *If your car touches the grass then put it back to the start. Change to the colour of your grass. Change the x: and y: numbers to your start position's X and Y co-ordinates.*
- when green flag clicked**: wait until touching color purple?, say Well done! for 2 secs, say timer - 2. *Show your race time. (Remember to tick the box to show the timer.)*
- when green flag clicked**: reset timer. *If your car touches the finish line then say "Well done!"*

*Test your game regularly to check it works and so you can debug any mistakes!*

- 6 Extra challenges to improve your game:

*Can you change the race track so it is more challenging?  
Can you add sound effects to different parts of the game?  
Can you paint obstacles to avoid? (If touching colour then go back to the start.)*