

# Scratch Level 1: Code Your Own Game

## TUTORIAL #4: Random Motion

\*This tutorial will help you:

- ✓ Add random motion to two sprites in your program.

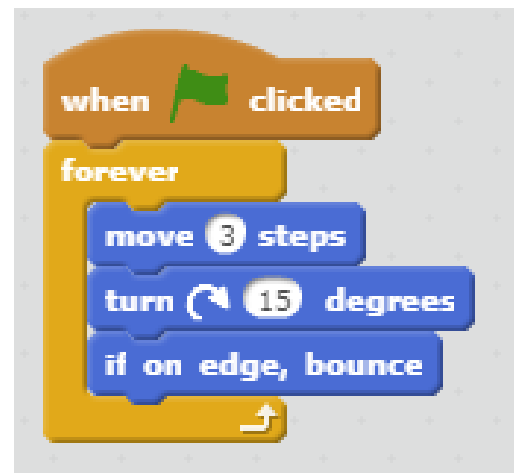
---

### STEP ONE:

\_\_\_\_\_ **Open the Scratch project you created for Tutorial #3.** (Remember that in Tutorial #3, we added score and lives to our game.)

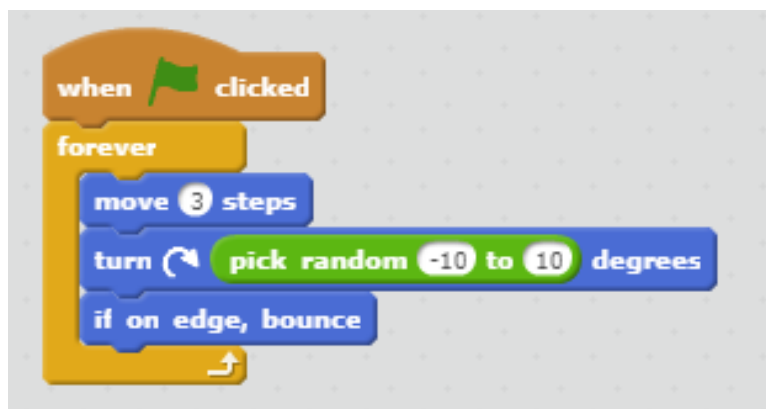
### STEP TWO:

\_\_\_\_\_ **Add motion blocks to your shark.** We want our shark to move randomly around our screen. Add the following blocks to allow your shark to move, turn, and bounce off the edge of the screen (so the shark doesn't disappear from view).



### STEP THREE:

\_\_\_\_\_ **How do we add random motion?** Our shark is just spinning in a circle! To get random motion, you'll need a green "*pick random*" block that you'll find in the Operators category. Fit the green block inside the white space in the blue "*turn*" block.



### STEP FOUR:

\_\_\_\_\_ **Add random motion to the yellow fish.** Now try adding similar code to your yellow fish so it also moves randomly around the screen.