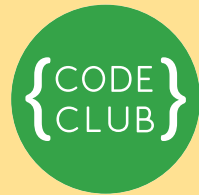
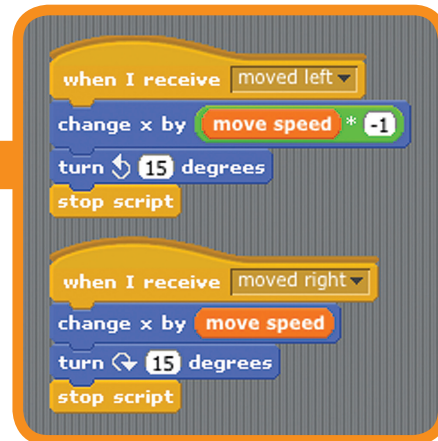


# Scratch Card: Wheels



Keep track of your progress by  
ticking off the boxes below:

1. To make a wheel appear to move, we want to **rotate** it by a small amount and move it by a small amount when we receive a **movement broadcast**.

☐

2. If you wanted, you could replace the values with variables like **move speed**, so you could control the speed in all directions from one place.

☐

(Notice how we have to multiply moveSpeed by -1 to get the negative value?)