

Experiment



Change the number in the **move block** and see what happens.



Try using a different value in the **set size** code block.

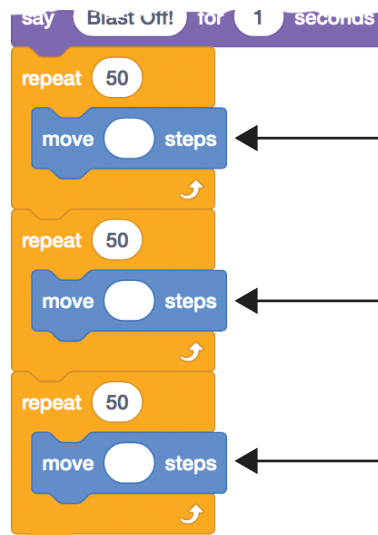
Challenges

1. Change the message when the rocket blasts off.
2. Make the countdown start at ten.

3. Make the rocket move slowly at first, then accelerate getting faster and faster.

Remove the **forever** loop at the end of your code by dragging back it to the middle.

Replace it with these three **repeat 50** blocks.



What number could you put here to make it start slowly?

What value could you put here to make it move a little faster?

What number could you put here to make it move quickly?

4. Change the rocket design.
5. Draw some more things on the background.
6. Add a **go to x: y:** code block to make your rocket **start** on the ground. You will have to experiment to find the right values for x and y.