

## Experiment



Change the number in the **turn blocks** and see if makes the moon buggy easier to steer.



## Challenges

**Add some code to give the buggy extra speed when you need it. You might need to:**

- Add another *when key pressed* code block.
  - Choose a key to press for extra speed.
  - Make the buggy move forward a few steps when that key is pressed.
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**Add another button to move the buggy backwards when you get stuck:**

- Add another *when key pressed* code block.
  - Choose a different key to press to make the buggy reverse (go backwards).
  - Make the buggy move backwards a few steps when that key is pressed - use a negative (minus) number for this.
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**What else might Tazz see on the moon? Draw your ideas on the backdrop.**

## Save Your Project

You will need your all your code and your moon buggy in the next project so make sure you save it to your Scratch account, or download it to your computer.