

## Experiment



On one section of rocket try changing 1 to a larger value. What happens?

Try changing the values in the other rocket sections. Can you keep the rocket moving together at a different speed?

## Challenges

Change the bottom section rocket sprite (Sprite3) picture. Add some flames below the engine.

Create a simple animation effect by:

- duplicating the Sprite 3 costume
- changing the flames below the engine in the second costume
- adding a **next costume** block into the main repeat loop for the Sprite3 code.