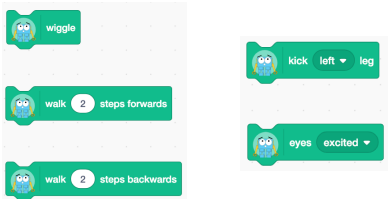


CHALLENGES BY MARTY

Build a Remote Control: Guide

1 Basic Moves

- Decide on the core moves that your remote control will use

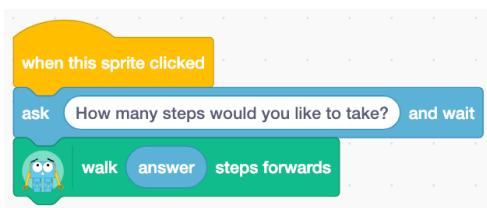


2 Getting Interactive

- What can we use to trigger the actions? Buttons on the keyboard? Sprites on the Scratch stage?

3 Customising the Remote

Try using the ask blocks in Scratch to enter details like the number of steps you want Marty to take or how long he should do the circle dance for!



4 Next Steps

- Try adding in some new control actions like a handshake button or a dance move button
- Can you use your new remote control to carry out other programs you have made before such as walking towards a ball and scoring a goal?