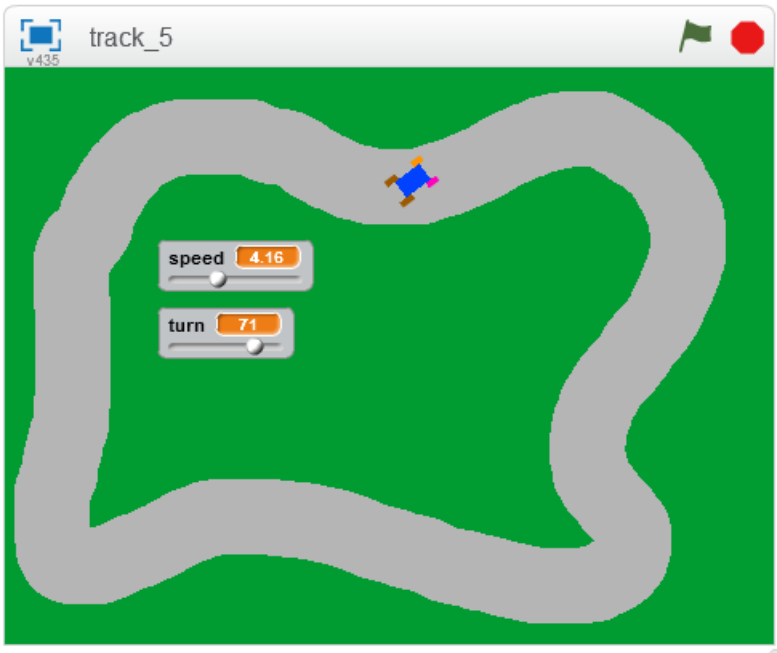


# Track\_4&5



```
when green flag clicked
  go to x: -122 y: 139
  point in direction 90
  set turn to 15
  set speed to 2
  forever loop
    if color orange is touching green? then
      turn left turn degrees
    if color pink is touching green? then
      turn right turn degrees
    move speed steps
```

## Data

Make a Variable

speed

turn

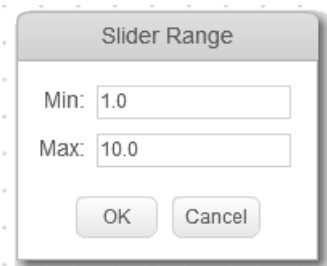
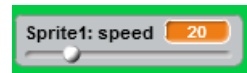
set turn to 0

change turn by 1

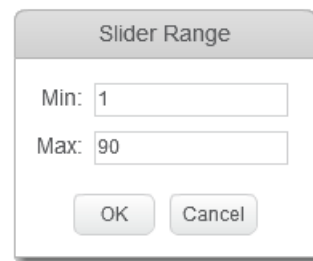
show variable turn

hide variable turn

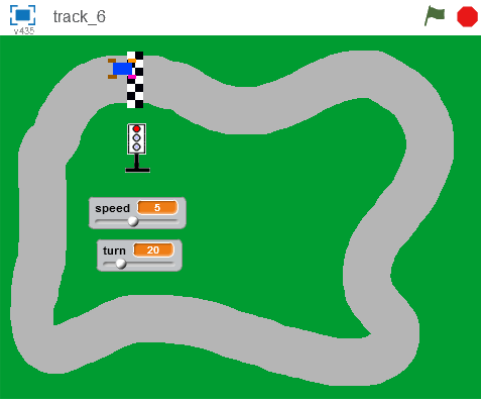
speed



turn



# Track\_6



```
when I receive go
go to x: -122 y: 139
point in direction 90
reset timer
repeat until not touching Sprite3
  if color orange is touching green? then
    turn left turn degrees
  if color pink is touching green? then
    turn right turn degrees
  move speed steps
move 1 steps
forever
  if color orange is touching green? then
    turn left turn degrees
  if color pink is touching green? then
    turn right turn degrees
  if touching Sprite3? then
    move speed steps
    broadcast finished
    stop this script
  move speed steps
```

```
when green flag clicked
go to x: -122 y: 139
point in direction 90
set turn to 20
set speed to 5
```



```
when clicked
  switch costume to TLred
  go to x: -104 y: 69
  point in direction 90
  wait 2 secs
  switch costume to TForange
  wait 2 secs
  switch costume to TLgreen
  broadcast go
```

```
when I receive finished
  switch costume to TLred
```



```
when clicked
  go to x: -106 y: 136
```

```
when I receive finished
  say join You won in join timer secs !! for 2 secs
  wait 0.5 secs
  broadcast go
```