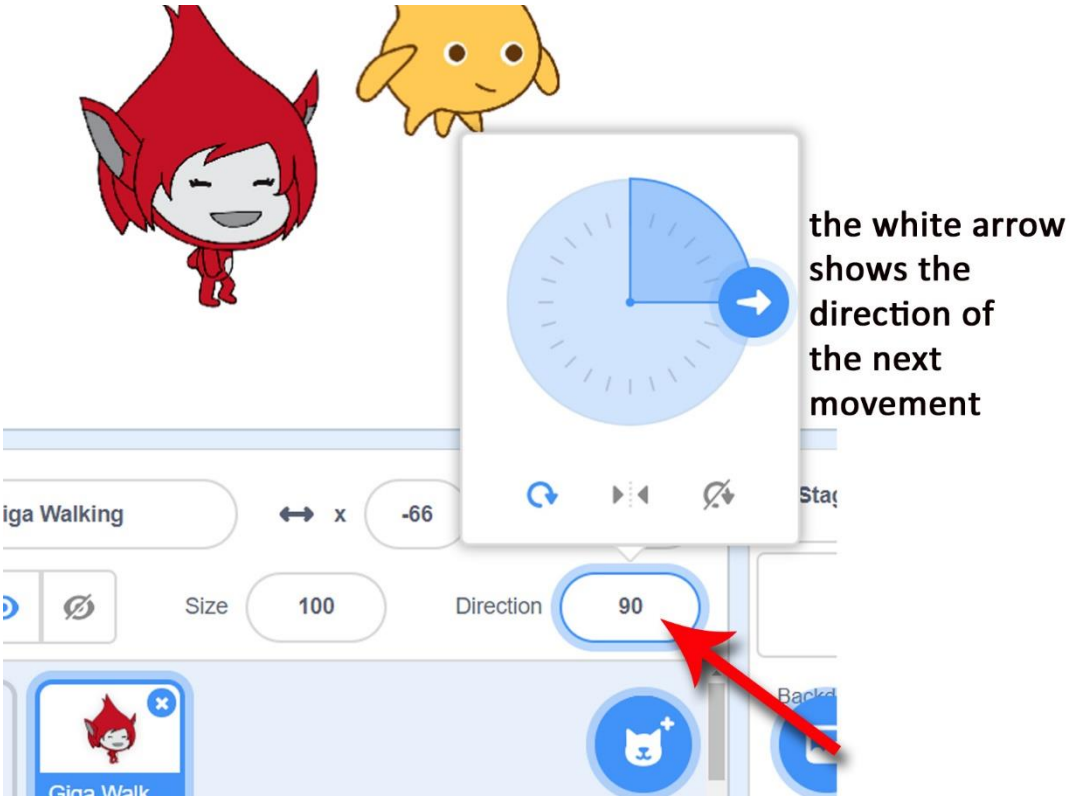
The image below shows where the **direction** box is (see red arrow).

In this example, Giga has a 90° direction. Thus, when you **click in the direction box**, initially the number 90 is shown. A helpful circle appears with a white arrow that translates the degrees' meaning into a direction that is visualized.

The movement will happen in the direction the white arrow points. You can see the movement in this image would follow straight forward to the right, which is where the white arrow is pointing.

Drag the white arrow around in the circle and notice how that changes the direction of the sprite. See the degrees number change as well.

Remember to test your program by running it before you decide to keep your changes.



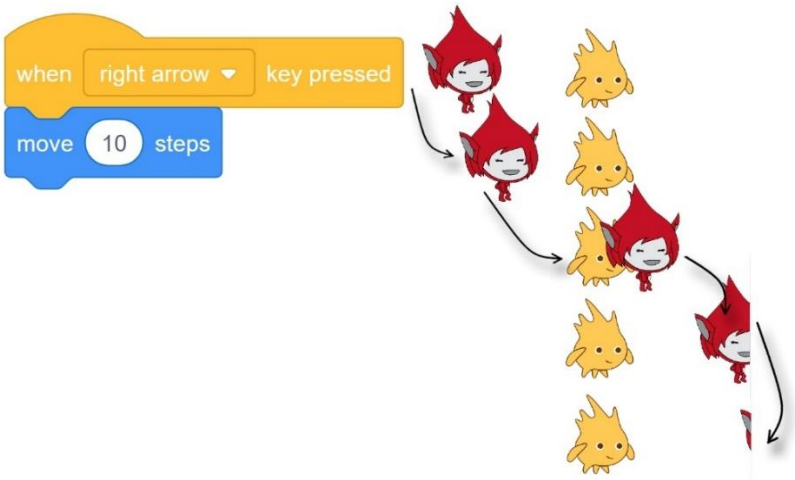
Let's stop for a moment and think about the code we added earlier for the **right** arrow. We had a movement towards the right side of the

screen, 10 points at a time for every key stroke. The number 10 without a sign is always considered positive.

It is important to notice the points, or rather the numbers were **positive**. This worked just like the number line,

- in math, **positive** steps go to the **right**, and
- **negative** steps move in the opposite direction to the **left**.

Repeated positive numbers result in positive directions like so.

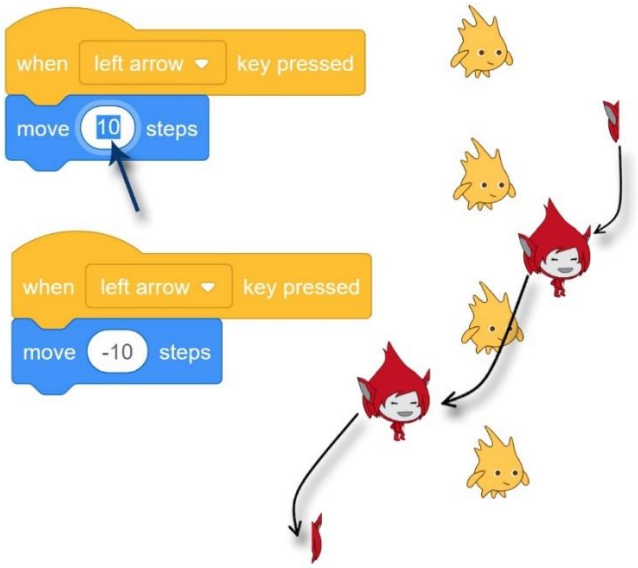


You probably guessed that by changing the positive to negative (using the **minus sign**) we get movement in the opposite direction, that is to the left.

We've just added a left arrow key event on page *34*, also seen in the next image. You must fix the number in the blue move box. It may say 10, or some other number for now. To change it, click the mouse inside the block's white bubble (an arrow points to it in the next figure).

Type the number **-10** to replace whatever number you have in your box.

Next time you press the left arrow you will see movement to the left as shown by the progression in the next image.



This completes the programming of the **left arrow** key.

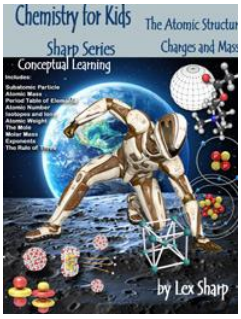
Books in This Series

Find out more about Coding with Scratch at:
https://sharpseries.ca/scratch/w.html.

Find out about **Color Your Way to Math** Volumes 1 to 3 at:
https://sharpseries.ca/cyw/cyw2m.html.

Find out about **Early Math Concepts** at:

https://sharpseries.ca/em/v1.html.



Find out about **Chemistry for Kids** at:

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