



Activity Checklist

To make a wheel appear to move, we want to **rotate** it by a small amount and move it by a small amount when we receive a **movement** broadcast.

when I receive moved left V
change x by move speed * -1
turn 🄊 15 degrees
when I receive moved right V
change x by move speed
turn (* 15 degrees

If you wanted, you could replace the values with variables like move speed, so you could control the speed in all directions from one place.

(Notice how we have to multiply moveSpeed by -1 to get the negative value?)