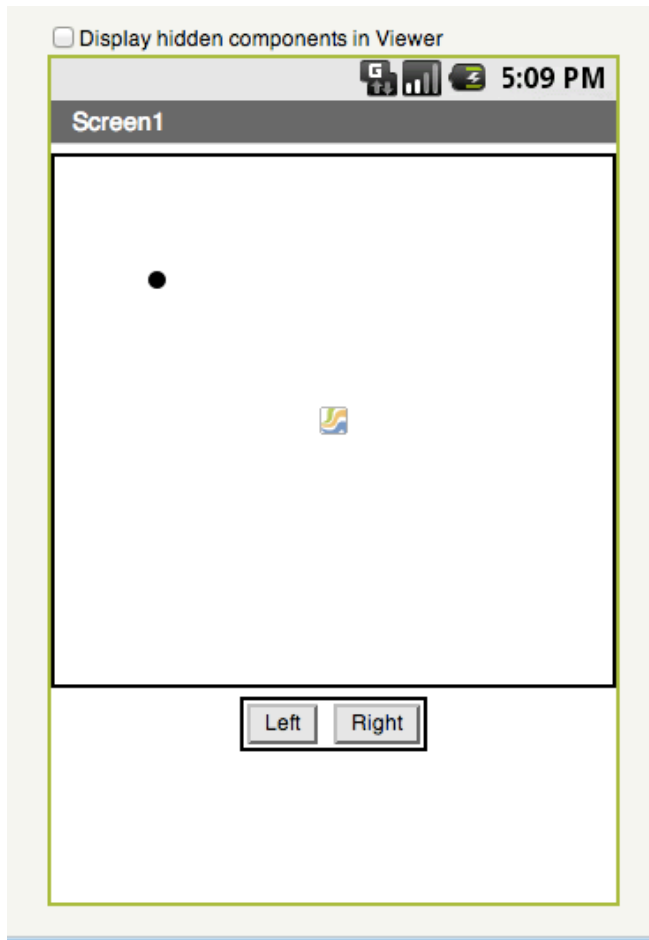




# Movement with Buttons

*Move a sprite by touching a button.*



## Get Ready

You will need these components in the design screen:

- **Canvas**
- **Sprite**
- **Button**

## Try These Blocks

```
initialize global speed to 1

when Left .Click
do set Ball1 . X to Ball1 . X - get global speed

when Right .Click
do set Ball1 . X to Ball1 . X + get global speed
```

## What Does it Mean?

Define a **speed** variable to 1 to set the how far the sprite will move each time the button is clicked.

The **Left.Click** event moves the ball to the left every time the button is touched.

The **Right.Click** event moves the ball to the right every time the button is touched.

**Can you add buttons to make the ball move up and down?**

