

## Challenge Tutorial Template

Use this template to design and develop the tutorial of the challenge through a Game-Based Learning (GBL) approach.

Name	Design your own self-driving car!
Tool	For this challenge you will use the starter project <a href="https://scratch.mit.edu/projects/243547455/editor/">https://scratch.mit.edu/projects/243547455/editor/</a> .
Aim	Code along and try to build a self-driving car in <a href="https://scratch.mit.edu">scratch.mit.edu</a> .
Description	The students will try to understand how self-driving cars work while building one themselves.
Step-by-step	<p>You will program your own self-driving car today in Scratch. If you open the slides, you will see step by step instructions with a lot of pictures. Copy the slides, and you will learn how to program your self-driving car in Scratch!</p> <p>Have you already used Scratch before, and don't you think you need example pictures? Then follow the steps below and see if it works! If it doesn't, you can always take a look at the slides later. Good luck!</p> <ol style="list-style-type: none"><li>1. Make the car move</li><li>2. Add a radar</li><li>3. Use radar to sense the road</li><li>4. Choose a starting point</li><li>5. Test and debug</li><li>6. Try to implement an ethical choice (Hint: add obstacles with additional Add-Ons)</li></ol>