

## Lesson 4

### Worksheet 3 — Tasks

- 1. Add a feature so you can change the speed of the bird. E.g., add a script that increases the speed when you press 'f'. Add a script that will reset the Bird's speed to 3 when 'r' is pressed. (To increase the speed, you can use the calculation `self.speed = self.speed + 1`).**

Paste the new code from your Bird sprite below:

2. **Can you create a new second variable that allows the bird to have different speeds for up-and-down movement and side-to-side movement?**

Paste the code from your Bird sprite below:

## Extensions

**Print the new values of the horizontal and vertical speeds whenever your program changes them.**

Paste the new code from your Bird sprite below: