# Lesson 4

## Worksheet 2

1. **How can you increase the speed from 3 to 4 for all four directions of movement? Do you think it is easier to make this change because of the “*self.speed*” variable?**
2. **When the variable speed is created in the Bird sprite, the bird "owns" it. To see what this means, try adding '*self.say\_for\_seconds(self.speed, 1)*' to the Star's movement script, and see what happens.**
3. **The variable *self.speed* is created when the bird first stores something in it. Try removing the line "*self.speed = 3*" in the Bird sprite and investigate what happens when a sprite uses a variable it never created.**
4. **Create a variable speed in Star, with the number 100 in it. Does this variable make any difference to how quickly the Bird moves?**