

Scripts | Costumes | Sounds

**Motion**

- Events
- Control
- Sensing
- Operators
- More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards

go to x: 0 y: 0

go to mouse-pointer

glide 1 secs to x: 0 y: 0

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

x position

y position

direction

Motion | Looks | Sound | Pen | Data

**Looks**

- Events
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say Hello! for 2 secs

say Hello!

think Hmm... for 2 secs

think Hmm...

show

hide

switch costume to costume2

next costume

switch backdrop to backdrop1

change color effect by 25

set color effect to 0

clear graphic effects

change size by 10

set size to 100 %

go to front

go back 1 layers

costume #

backdrop name

size

Looks | Sound | Pen | Data

**Sound**

- Control
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play sound meow

play sound meow until done

stop all sounds

play drum 1 for 0.25 beats

rest for 0.25 beats

play note 60 for 0.5 beats

set instrument to 1

change volume by -10

set volume to 100 %

volume

change tempo by 20

set tempo to 60 bpm

tempo

Sound | Pen | Data

**Operators**

- Sensing
- More Blocks

pick random 1 to 10

<

=

>

and

or

not

join hello world

letter 1 of world

length of world

mod

round

sqrt of 9

Looks | Sound | Pen | Data

**Pen**

- Control
- Sensing
- Operators
- More Blocks

clear

stamp

pen down

pen up

set pen color to

change pen color by 10

set pen color to 0

change pen shade by 10

set pen shade to 50

change pen size by 1

set pen size to 1

Looks | Sound | Pen | Data

**More Blocks**

Make a Block

Add an Extension

LEGO WeDo

turn motor on for 1 secs

turn motor on

turn motor off

set motor power to 100

set motor direction to this way

when distance < 20

when tilt = 1

distance

tilt

Motion | Looks | Sound | Pen | Data

**Events**

- Control
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when clicked

when space key pressed

when this sprite clicked

when backdrop switches to backdrop

when loudness > 10

when I receive message1

broadcast message1

broadcast message1 and wait

Looks | Sound | Pen | Data

**Control**

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wait 1 secs

repeat 10

forever

if then

if then else

wait until

repeat until

stop all

when I start as a clone

create clone of myself

delete this clone

Looks | Sound | Pen | Data

**Sensing**

- Control
- Sensing
- Operators
- More Blocks

touching ?

touching color ?

color is touching ?

distance to

ask What's your name? and wait

answer

key space pressed?

mouse down?

mouse x

mouse y

loudness

video motion on this sprite

turn video on

set video transparency to 50 %

timer

reset timer

x position of Sprite1

current minute

days since 2000

username