



Scratch Code Blocks

when  clicked

when key pressed

when this sprite clicked

Events

Program what
starts your
program and what
moves your
sprites. (Inputs)

move 10 steps

turn ↻ 15 degrees

turn ↺ 15 degrees

point in direction 90 ▼

point towards ▼

go to x: 175 y: 0

go to ▼

glide 1 secs to x: 175 y: 0

Move

Program how far
and which
direction your
sprite moves

play sound

play sound until done

stop all sounds

play drum for beats

rest for beats

play note for beats

set instrument to

change volume by

set volume to %

Sounds

Add sounds to your program and choose how long, when and what volume they play.

clear

stamp

pen down

pen up

set pen color to



change pen color by 10

set pen color to 0

Pen

Leave a trail
behind your sprite
and choose
colour.

Score

Variables

Add a *variable* such as a *score* to your program. Try using it with *if code blocks* (Control)

set Score to 0

change Score by 1

show variable Score

hide variable Score

A yellow Scratch block with a notch on the left and a tab on the right. The text "wait 1 secs" is written in white. The number "1" is inside a white circle.A yellow Scratch block with a notch on the left and a tab on the right. The text "repeat 10" is written in white. The number "10" is inside a white circle. A small white arrow icon is at the bottom right.A yellow Scratch block with a notch on the left and a tab on the right. The text "forever" is written in white. A small white arrow icon is at the bottom right.A yellow Scratch block with a notch on the left and a tab on the right. The text "if" is on the left, a white hexagonal condition slot is in the middle, and "then" is on the right. A small white arrow icon is at the bottom right.A yellow Scratch block with a notch on the left and a tab on the right. The text "if" is on the left, a white hexagonal condition slot is in the middle, "then" is on the right, and "else" is on the left of the bottom section. A small white arrow icon is at the bottom right.

Control

Add loops to your program to simplify it.

Use if blocks (conditions) to create interaction.

E.g If one sprite collides with another.

Sense

If your sprite or mouse touches a colour or place, something will happen.

touching mouse-pointer ?

touching color ?

color is touching ?

distance to mouse-pointer

ask What's your name? and wait



Operators

Add random variables to your program and conditions. E.g If the answer =