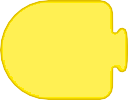
Block Reference

**Triggering Blocks**

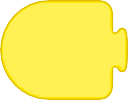
## Block Name Description

Start on Green Flag



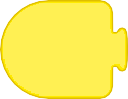
Starts the script when the Green Flag is tapped.

Start on Tap



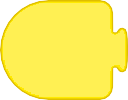
Starts the script when you tap the character.

Start on Bump

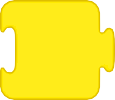


Starts the script when the character is touched by another character.

Start on Message



Starts the script whenever a mes­ sage of the specified color is sent.



Send Message

Sends a message of the specified color.

**Motion Blocks**

## Block Name Description



1

Move Right Moves the character a specified

number of grid squares to the right.

Move Left Moves the character a specified



1

number of grid squares to the left.

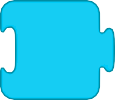
Move Up Moves the character a specified



1

number of grid squares up.

Move Down Moves the character a specified



1

number of grid squares down.

Turn Right Rotates the character clockwise a



1

specified amount. Turn 12 for a full rotation.

Turn Left Rotates the character counter­



1

clockwise a specified amount. Turn 12 for a full rotation.

Hop Moves the character up a specified number of grid squares and then down again.



1

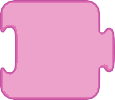
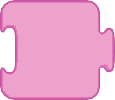
Go Home Resets the character’s location to



its starting position. (To set a new starting position, drag the character to the location.)

**Looks Blocks**

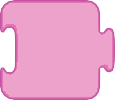
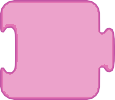
## Block Name Description



hi

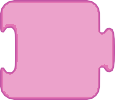
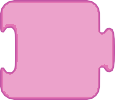
Say Shows a specified message in a speech bubble above the character.

Grow Increases the character’s size.



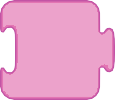
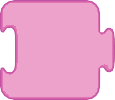
2

Shrink Decreases the character’s size.

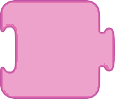


2

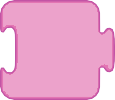
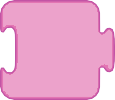
Reset Size Returns the character to its default size.



Hide Fades out the character until it is invisible.



Show Fades in the character until it is



visible.

**Sound Blocks**

## Block Name Description

Pop Plays a “pop” sound.



pop

Play Recorded Sound



**1**

Plays a sound recorded by the user.

**Control Blocks**

## Block Name Description

Wait Pauses the script for a speci­ fied amount of time (in tenths of seconds).



10

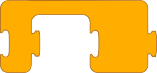
Stop Stops all of a character’s scripts on the page.



Set Speed Changes the rate at which certain



blocks are run.



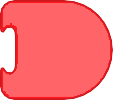
Repeat

Runs the blocks inside its loop a specified number of times.

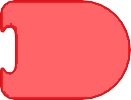
4

## Block Name Description

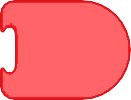
End Indicates the end of the script (but does not affect the script in any way).



Repeat Forever



Runs the script over and over.



2

Go to Page

Changes to the specified page of the project.