



## Block Descriptions

### TRIGGERING BLOCKS

#### Start on Green Flag



Starts the script when the Green Flag is tapped.

#### Start on Tap



Starts the script when you tap on the character.

#### Start on Bump



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

#### Start on Message



Starts the script whenever a message of the specified color is sent.

#### Send Message



Sends a message of the specified color.

### MOTION BLOCKS

#### Move Right



Moves the character a specified number of grid squares to the right.

#### Move Left



Moves the character a specified number of grid squares to the left.

#### Move Up



Moves the character a specified number of grid squares up.

#### Move Down



Moves the character a specified number of grid squares down.

#### Turn Right



Rotates the character clockwise a specified amount. Turn 12 for a full rotation.

#### Turn Left



Rotates the character counterclockwise a specified amount. Turn 12 for a full rotation.



## Block Descriptions

### Hop

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

### Go Home

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

## LOOKS BLOCKS

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### Say

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

### Grow

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Increases the character's size.

### Shrink

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Decreases the character's size.

### Reset Size

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Returns the character to its default size.

### Hide

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Fades out the character until it is invisible.

### Show

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Fades in the character until it is fully visible.

## SOUND BLOCKS

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### Pop

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Plays a "Pop" Sound

### Play Recorded Sound

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Plays a sound recorded by the user.



## Block Descriptions

### CONTROL BLOCKS

#### Wait



Pauses the script for a specified amount of time (in tenths of seconds).

#### Set Speed



Changes the rate at which certain blocks are run.

#### Stop



Stops all the characters' scripts.

#### Repeat



Runs the blocks inside a specified number of times.

### END BLOCKS

#### End



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

#### Repeat Forever



Runs the script over and over.

#### Go to Page



Changes to the specified page of the project.