



# SCRATCH





Sprites

New sprite:

Stage  
5 backdrops

New backdrop:

Arm Capsule Earth Station Porthole

astronaut Extinguisher door Sprite3 Sprite4

Scripts Costumes Sounds

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards

go to x: 20 y: -200

go to mouse-pointer

glide 1 secs to x: 20 y: -200

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

when clicked

hide

Do not show when started

when I receive Story\_1

point in direction 90

go to x: 100 y: -200

switch costume to Arm2

set size to 90 %

show

glide 1 secs to x: 21 y: -113

broadcast Btn\_Press

wait 0.5 secs

glide 0.5 secs to x: 32 y: -145

broadcast Btn\_DePress

wait 0.5 secs

broadcast Story\_2

hide

when I receive Story\_7

point in direction 70

go to x: 150 y: 70

show

repeat 25

turn 1 degrees

change x by -10

change y by -3

wait 0.05 secs

wait 1 secs

hide

broadcast Story\_8

when I receive Story\_9

point in direction 180

go to x: 100 y: -200

show

repeat 20

turn 0.5 degrees

change x by -2

change y by 6

wait 1 secs

hide

broadcast Story\_10

when I receive Story\_11

point in direction 55

go to x: 75 y: -22

show

repeat 10

change x by 3

change y by 3

wait 0.05 secs

wait 1 secs

hide

broadcast Story\_14

Tells arm where to go and what to look like.

Makes arm show up.

Moves arm to press button.

Waits for 0.5 seconds.

Moves arm away from button.

Waits for 0.5 seconds.

Tells rest of animation this part of story is complete.

Hides arm.

Tells arm where to go.

Makes arm show up.

Rotates arm slowly left while moving left and upwards.

Waits 1 second.

Hides arm.

Tells rest of animation this part of story is complete.

Tells arm where to go.

Makes arm show up.

Moves arm to right and upwards.

Waits 1 second.

Hides arm.

Tells rest of animation this part of story is complete.

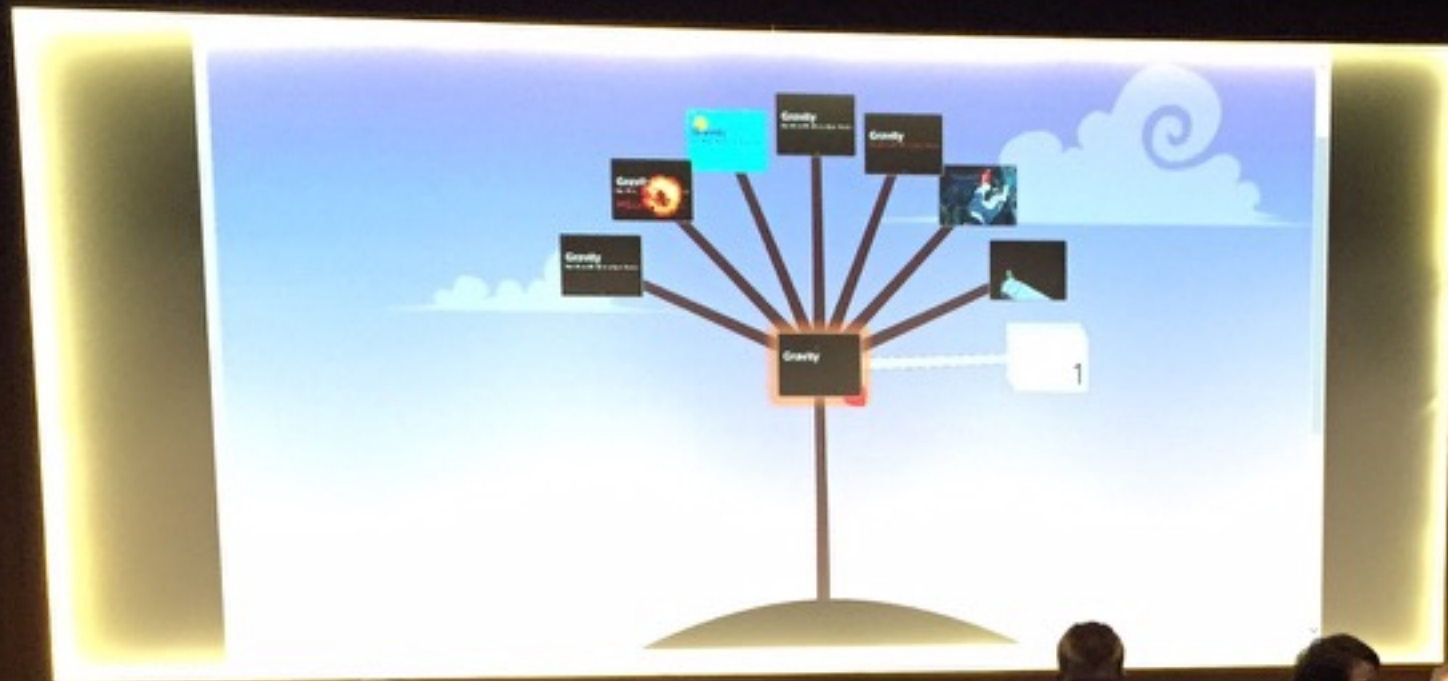




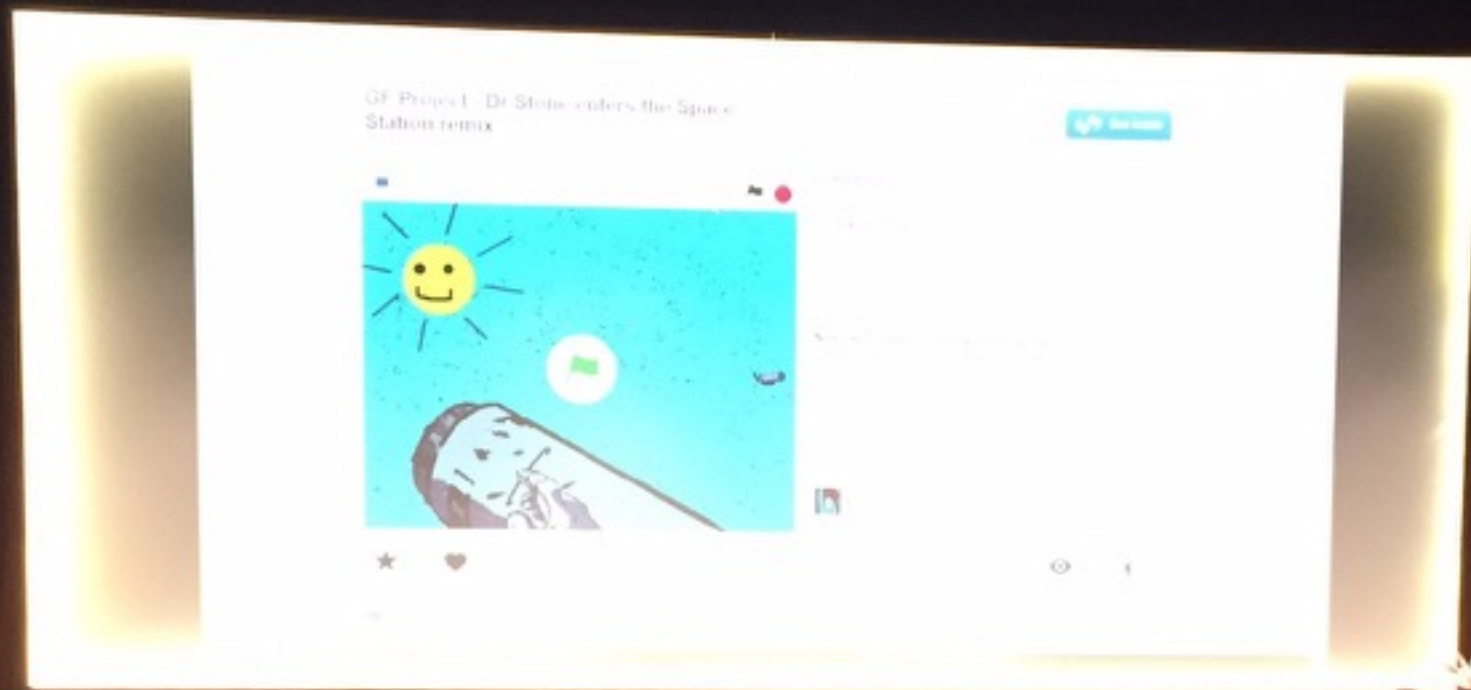














# Gravity



Ryan Enters The Shrek Space Station

By Sean Burns(or does he?)  
And Dominic da Ferry





this must be fun  
naw!

You keep dropping  
any further, you  
are going to kiss  
the atmosphere







