

Scratch script editor showing three scripts for a Paper Plane game:

- Script 1 (Left):** When I receive Play, Show, go to x: 0 y: 0, then a forever loop containing:
  - If 230 < x position, then set x to 230.
  - If x position < -230, then set x to -230.
  - If y position < -150, then set y to -150.
  - If 160 < y position, then set y to 160.
- Script 2 (Middle):** When I receive Play, then a forever loop containing:
  - If Faved = 1 and Loved = 1, change color effect by 25.
  - Else, set color effect to 0.
- Script 3 (Right):** When I receive Play, then a forever loop containing:
  - change yy to 1.
  - set yy to yy.
  - If cos = num, point in direction 90.

Game preview window showing the Paper Plane game interface:

- Scoreboard:** Your Score: 0, Highscore: 1858.
- Sprite:** Ship, x: -90, y: -167, Size: 60, Direction: 71.
- Stage:** Backdrops: 1.
- Assets:** Ship, Missile, Play button, explosion, Score, coin, Played/no..., Score2, Menu, Love D.



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## Welcome to Scratch!

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### Celebrating Scratch Week!

Thank you all for making our birthday celebrations so magical! See here for links to all our event studios and the amazing things that were made.



### New Scratch Design Studio!

Abracadabra! In this Scratch Design Studio, we're diving into the world of magic tricks and you're invited!



### Wiki Wednesday

Check out the new Wiki Wednesday forum post, a news series highlighting the Scratch Wiki!

## Featured Projects



Polygonal Melody  
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**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 59 y: 45
- glide 1 secs to random position
- glide 1 secs to x: 59 y: 45
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 59
- change y by 10

**Looks**

- say Hello! (5 secs)
- move 5 steps
- play sound Meow until done
- turn 5 degrees

**Code**

The main workspace shows a Scratch script with the following blocks:

```
say Hello! (5 secs)
move 5 steps
play sound Meow until done
turn 5 degrees
```

A tutorial window is open, showing a smaller version of the Scratch editor with a text overlay: "Let's start by grabbing a 'move' block."

**Stage**

The stage displays the Scratch cat sprite with a speech bubble saying "Hello!".

**Sprite**

Sprite: Sprite1

Position: x: 59, y: 45

Size: 100

Direction: 15

**Backpack**

The backpack shows the sprite "Sprite1" and a "Backdrops" section with "Backdrops 1".

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 129 y: -52
- glide 1 secs to random position
- glide 1 secs to x: 129 y: -52
- point in direction 90
- point towards mouse pointer
- change x by 10
- set x to 129
- change y by 10

**Scripts**

- when I receive idle
- forever loop:
  - switch costume to idle1
  - wait 0.08 seconds
  - switch costume to idle2
  - wait 0.07 seconds
  - switch costume to idle3
  - wait 0.06 seconds
  - switch costume to idle4
  - wait 0.07 seconds
  - switch costume to idle5
  - wait 0.08 seconds
- when right arrow key pressed:
  - stop other scripts in sprite
  - switch costume to Right1
  - wait 0.1 seconds
  - switch costume to Right2
  - wait 0.4 seconds
  - broadcast idle
- when down arrow key pressed:
  - stop other scripts in sprite
  - switch costume to Down1
  - wait 0.1 seconds
  - switch costume to Down2
  - wait 0.4 seconds
  - broadcast idle
- when up arrow key pressed:
  - stop other scripts in sprite
  - switch costume to Up1
  - wait 0.1 seconds
  - switch costume to Up2
  - wait 0.4 seconds

**Stage**

Sprite: Boyfriend, x: 129, y: -52, Size: 85, Direction: 90

Backdrops: 1

Sprite list: Boyfriend, Playericon, Enemyicon, Health Bar, right collider, up collider, down coli..., left collider, arrows, Enemy



Scratch code editor showing a script for a game character (Spin) with the following blocks:

- When I receive Play**
- set size to 60 %**
- set Speed to 2**
- go to front layer**
- go to x: 0 y: -40**
- point in direction pick random 360 to 0**
- forever loop:**
  - if Clicking = no then**
    - if Last spun = left then**
      - turn Speed degrees**
    - else**
      - turn Speed degrees**

Other visible blocks in the background include: **when clicked**, **set Clicking to no**, **hide**, **go to random position**, **go to x: 0 y: -40**, **glide 1 secs to random position**, **glide 1 secs to x: 0 y: -40**, **point in direction 90**, **if space pressed? then**, **point towards mouse-pointer**, **change x by 10**, **set x to 0**, **if right then**, **change y by 10**, **to left**.

Game preview window showing the title "Pop The Lock" and a large green play button. The interface includes a level indicator (Level: 0) and a highscore (Highscore: 15).

Sprite properties: Spin, x: 0, y: -40, Size: 60, Direction: 102.

Stage properties: Backdrops: 2.

Sprite list: Spin, Circle, Ringback..., Level: 0, Played/no..., Score.

Stage list: Score2, Play button, h1a, Menu, Fave D.

Scratch editor workspace showing a code block: `set Highscore 2 to 0`. The workspace also displays a preview of the game stage with a score of 003 and a yellow light effect.



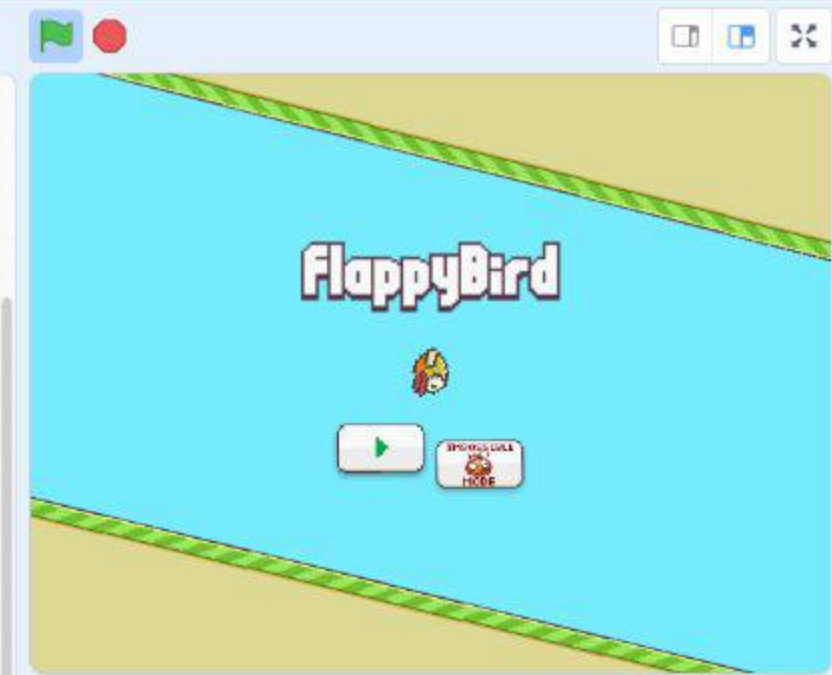
- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 0
- change y by 10

Scratch script area showing two main event-driven scripts:

- Script 1 (Left):** when green flag clicked → hide → switch costume to TN (@theCharpy) → forever loop containing reset timer.
- Script 2 (Right):** when green flag clicked → set volume to 20 % → hide → forever loop containing play sound Whistlin' (@theCharpy) until done.
- Script 3 (Bottom):** when timer > 0.01 → show → start sound Whistlin' (@theCharpy) → forever loop containing go to front layer.



Sprite and Stage settings panel:

- Sprite:** TN, x: 0, y: 0, Size: 100, Direction: 90.
- Stage:** Backdrops: 1.
- Sprite List:** TN, main gam..., hpbar (@..., menu (@..., score (@h..., dull (@the..., VJ detector..., popup (@..., (@theCh...

**Motion**

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 0
- change y by 10

**Code**

```
when green flag clicked
  set clone? to 0
  set my variable to 0
  set -add to 0
  set -enum to 0
  set -esqr to 0
  set -int to 0
  set -mul to 0
  set -TOTAL to 0
  set #NPS to 0
  set FakeTotal to 0

  when green flag clicked
    forever loop
      if key d pressed? and key e pressed? and key v pressed?
        change -TOTAL by 2000000000

  define click
    change my variable by 1
    if my variable > length of item 1 of pl then
      set my variable to 1
    switch costume to pie
    go to x: 0 y: 0
    create clone of myself
```

Stage preview showing a cat character on a purple background with mountains. Labels "Shop" and "Scene" are visible.

Sprite: Numbers, x: 0, y: 0, Size: 100, Direction: 163

Backdrops: 15

Sprite list: Numbers, Light, You choose, Sprite1, Sprite2, Sprite3, Sprite4, Sprite5, Sprite6, Backdrop1, Backdrop2, Backdrop3, Backdrop4, Backdrop5, Backdrop6, Backdrop7, Backdrop8, Backdrop9, Backdrop10, Backdrop11, Backdrop12, Backdrop13, Backdrop14, Backdrop15



Scratch code editor showing a project titled "Ninja Final #Trending#All...". The code is organized into three main sections: Motion, Looks, and Sounds.

**Motion Section:**

- when green flag clicked: show, turn 15 degrees, switch costume to left, repeat 40 (move -2 steps, switch costume to right, repeat 40 (move 2 steps, when clicked (set level to 1))), go to random position, glide 1 secs to random position, glide 1 secs to x: 0 y: 0, point in direction 90, point towards mouse pointer, change x by 10, set x to 0, change y by 10.

**Looks Section:**

- when green flag clicked: hide, switch costume to left, go to x: 150 y: -101.

**Sounds Section:**

- when I receive Next lvl: change level by 1.

**Stage Properties:**

- Sprite: Enemy, x: 150, y: -101, Size: 30, Direction: 90.
- Backdrops: 1.

Motion

Looks

Sound

Events

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My Blocks

Motion

move 10 steps

turn 15 degrees

turn 15 degrees

go to random position

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

change y by 10

when clicked

hide

when clicked

brose

switch costume to right

set Actions (love/fave) "@SkyRocket" to 0

forever

if Actions (love/fave) "@SkyRocket" = 2 then

switch costume to right2

point in direction 90

when I receive タイトルが〜めん

go to front layer

show

set size to 110 %

go to front layer

go backward 3 layers

set rotation mode not draggable

set Xvel "@SkyRocket" to 0

set Yvel "@SkyRocket" to 0

forever

set rotation style left-right

if Move ok? "@SkyRocket" = 1 then

if mouse down? and x position > mouse x or left

Backpack

Hero "@S"

Stage "@S"

Out "@S"

Sign "@S"

Next Leve...

ASSETS

Mouse

Cloud "@S"

Cloud "@S"

Cloud

🚩

🔍

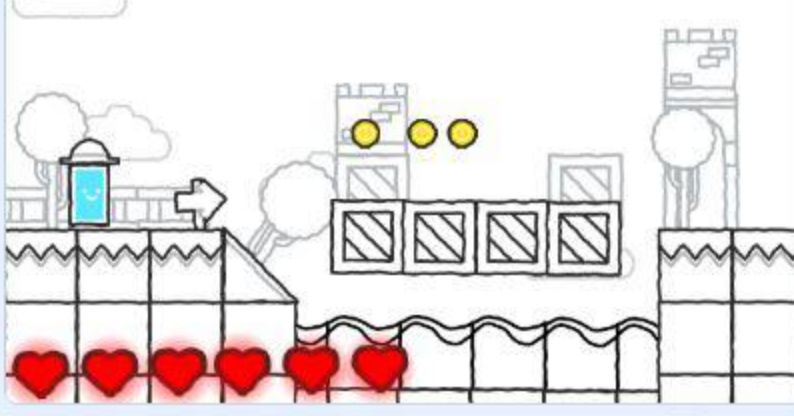
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❤️ ⭐ = New Skin

the Guy I created

I (CLICK TO DISMISS) you in my school book



Sprite: Hero "@SkyRxcket" x: -190 y: 55

Show: [eye icon] Size: 110 Direction: 90

Backpack