

Code

Costumes

Sounds



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

when this sprite clicked

set rotation style left-right ▾

forever

move 15 steps

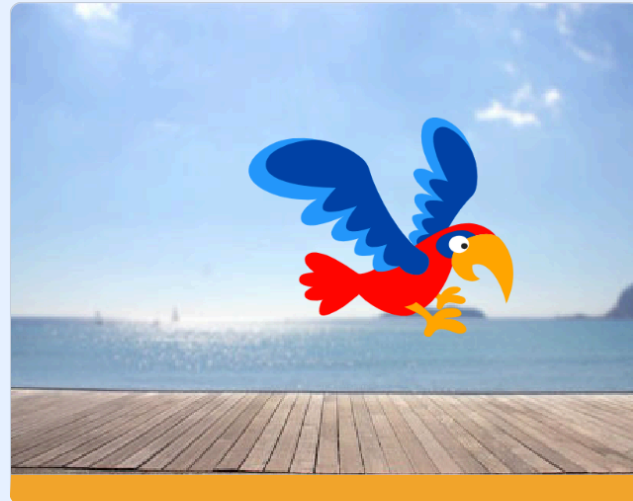
if on edge, bounce

when this sprite clicked

forever

wait 0.2 seconds

next costume



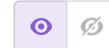
Sprite Parrot

x

0

y

0



Size

100

Direction

90



Parrot

Stage



Backdrops

1