Moving between Scratch and Makecode

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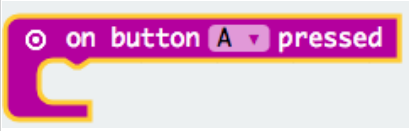
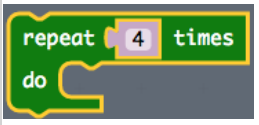
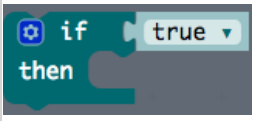
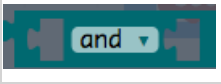
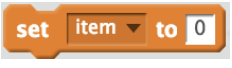
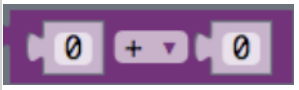
Both **Scratch** (https://scratch.mit.edu/) and the **Makecode** (https://makecode.microbit.org/) editor build on the **Blockly library,** (https://developers.google.com/blockly/) a tool for visual programming. There are subtle differences in the code blocks for each editor that change the behaviour of the program.

Scratch	Makecode
Events wait for a user action, like clicking the **green flag** in scratch or pressing a button on the keyboard	Input waits for a user **input** like pressing the A button or shaking the micro:bit 
Control is about the flow of your program tasks. In scratch you can add a **forever, repeat** or **if** block to an event to trigger it.	Makecode breaks controls into programming concepts. **Forever** is it's own loop (it's triggered as soon as the micro:bit is powered on). **Repeats** are found in the **Loops** menu of Javascript Blocks  And **if** blocks are found in the **Logic** menu 
Operators let you do arithmetic and make comparisons	Arithemetic and random number pickers can be found in **Math**, whereas a comparison between something **and** something else is found in **Logic** 
Data lets you define variables that might change within your program. Here we have made a variable called **item** 	We can define these in the **Variables** menu of makecode

Looks let you display actions on the screen, which can be done by adding a **say** block. The word in the box is called a **string** 	To show a word on the micro:bit display we can use **show string**, found in the **Basic** menu
Blocks that let you edit them have **white backgrounds that you can type in** for example operators have circular input areas 	Blocks that you can edit usually look like jigaw pieces and may already have an example in them, for example **Math sums have a '0' in the block** 

There are many more differences and simialrities between Scratch and Makecode, if you would like to add some, please **contact us** (https://support.microbit.org/support/tickets/new)