

- Motion
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- Events
- Control
- Sensing
- Operators
- Variables
- Vy Blocks
- micro:bit

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 35 y: -140
- glide 1 secs to random position
- glide 1 secs to x: 35 y: -140
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 35
- change y by 10
- set y to -140
- if on edge, bounce
- set rotation style left-right
- ☐ x position
- ☐ y position
- ☐ direction

Looks

- say Hello! for 2 seconds
- say Hello!
- think Hmm... for 2 seconds
- think Hmm...

