

CodeCostumesSounds

Motion

looks

sound

events

control

sensing

operators

variables

my blocks

when green flag clicked

show

set size to 100 %

when the sprite clicked

if BigTopTime = 0 then

broadcast message1

if BigTopTime = 1 then

when I receive BigTopTime

if BigTopTime = 1 then

repeat 20

change size by 10

change what effect by 2

change brightness effect by 5

change ghost effect by 2

hide

Join ScratchSign in

BigTopTent

Scratchy

Pico's Pic

Claw

Whack-A

Tera's Targ

darts

big

Thumb

Sprite: BigTopTent

Size: 122

Direction: 90

Stage

Backdrops: 15

18:17

23/05/2023

Code

Costumes

Sounds

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My Blocks

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

repeat 20

change size by 10

change whirl effect by 2

change brightness effect by 5

change ghost effect by 2

broadcast carnival

hide

when space key pressed

if BigTopTime = 1 then

repeat 20

change size by 10

change whirl effect by 2

change brightness effect by 5

change ghost effect by 2

broadcast carnival

hide

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Size: 122

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