

Triggering Blocks

Start on Green Flag



Starts the script when the Green Flag is tapped

Start on Tap



Starts the script when the character is touched by another character

Start on Touch



Starts the script when you tap on the character

Start on Message



Starts the script whenever a message of the specified colour is sent

Send Message



Sends a message of the specified colour

Motion Blocks

Move Right



Moves the character a specified number of grid squares to the right

Move Left



Moves the character a specified number of grid squares to the left

Move Up



Moves the character a specified number of grid squares up

Move Down



Moves the character a specified number of grid squares down

Turn Right



Rotates the character clockwise a specified amount. Turn 12 for a full rotation

Turn Left



Rotates the character counter-clockwise a specified amount. Turn 12 for a full rotation

Hop



Moves the character up a specified number of grid squares and down again


Go Home



Resets the character's location to its starting position (To set a new starting position, drag the character to the location)

Need further information?

(07) 3842 9058 | ic@slq.qld.gov.au

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Loop Blocks

Say



Shows a specified message in a speech bubble above the character

Grow



Increases the character's size

Shrink



Decreases the character's size

Reset Size



Returns the character to its default size

Hide



Fades out the character until it is invisible

Show



Fades in the character until it is fully visible

Sound Blocks

Pop



Plays a "Pop" Sound

Play Recorded Sound



Plays a sound recorded by the user

Control Blocks

Wait



Pauses the script for a specified amount of time (in tenths of seconds)

Stop



Stops all the characters' scripts

Set Speed



Changes the rate at which certain blocks are run

Repeat



Runs the blocks inside a specified number of times

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End Blocks

End



Indicates the end of the script (but does not affect the script in any way)

Repeat Forever



Runs the script over and over


Go to Page



Changes to the specified page of the project

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