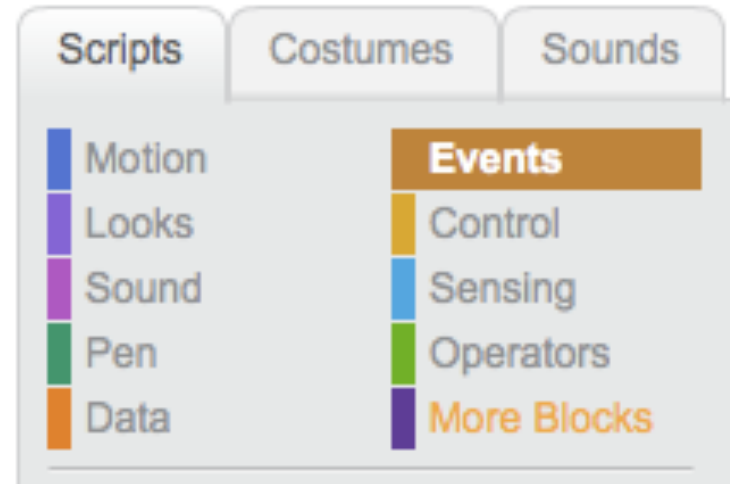


SCRATCH

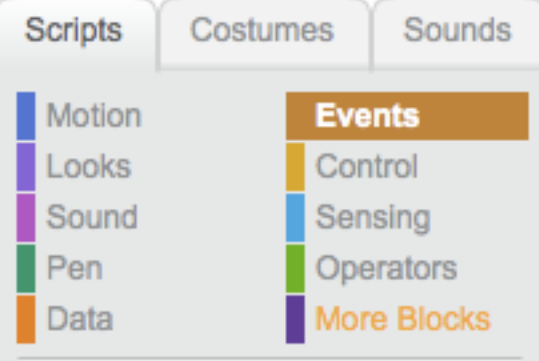
imagine • program • share



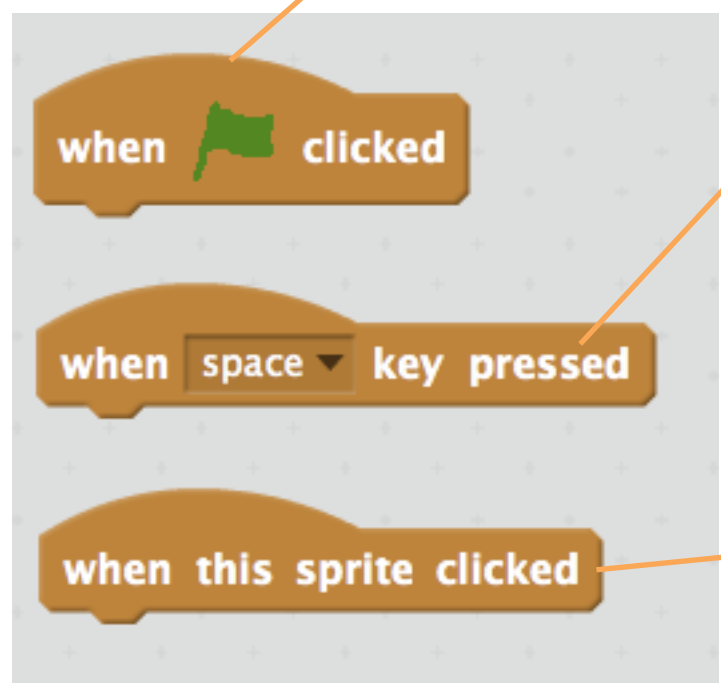
Scratch Script Blocks for Dummies

for Scratch 2.0 - web & offline version

<http://mbcurl.me/YHYP>



Start running the script when the Green Flag is clicked

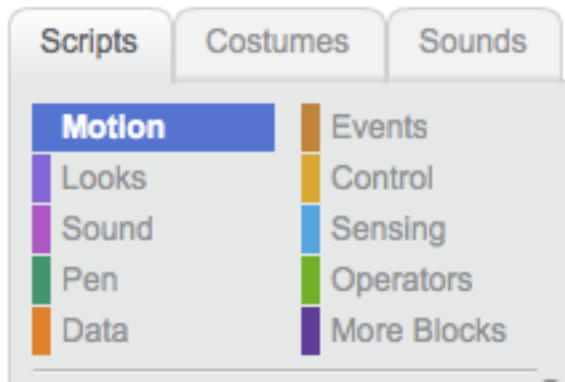


Start running the script when the key on the keyboard is clicked (key can be changed)



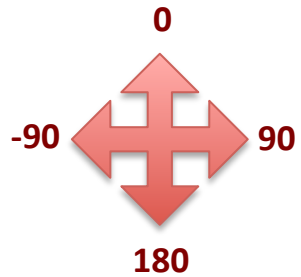
Start running the script when a sprite is clicked on by the user





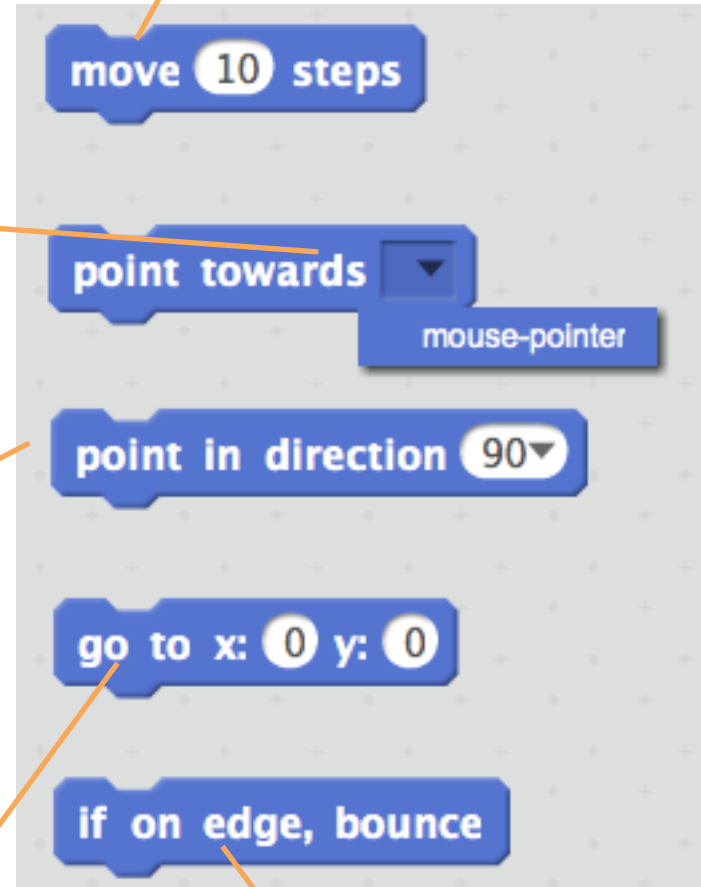
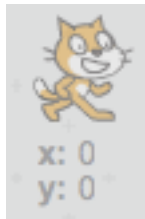
Move the sprite 10 steps (1 step = 1 pixel) in the direction the sprite is facing

Point the sprite in the direction of ... before moving (usually the mouse point or another sprite)



Point the sprite in a specific direction before moving

Move the sprite to a specific x, y co-ordinate on the stage (0,0 is the middle of the stage)



When the sprite bumps into the edge of the stage, go in the opposite direction

Scripts	Costumes	Sounds
Motion	Events	
Looks	Control	
Sound	Sensing	
Pen	Operators	
Data	More Blocks	



Have the sprite 'say' something by displaying a speech bubble



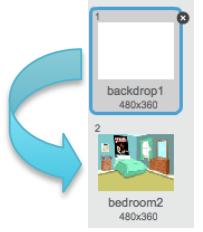
Have the sprite 'think' something by displaying a think bubble

```

say Hello! for 2 secs
think Hmm... for 2 secs
switch costume to costume2
switch backdrop to backdrop1
show
hide
  
```

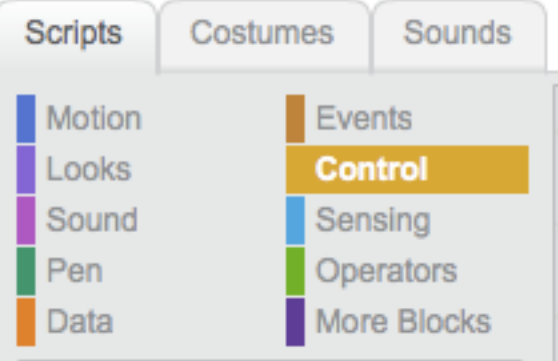


Change a script's costume

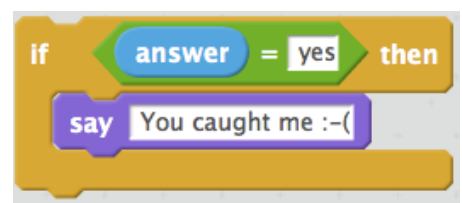


Change the stage's backdrop

Show or hide a sprite



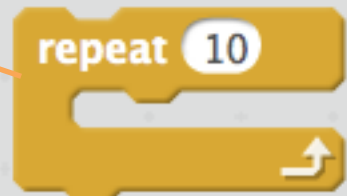
Check to see if something has happened (usually sensing or operator block) and then perform instructions inside block



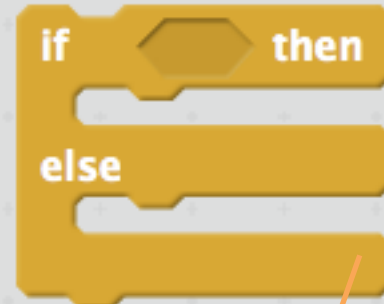
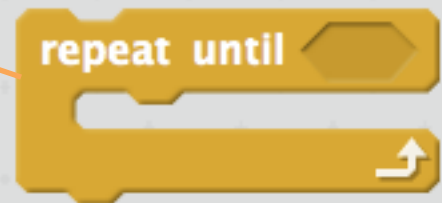
Repeat the instructions inside this block forever (or until the user clicks stop)



Repeat the instructions inside this block 10 times (number can be changed)



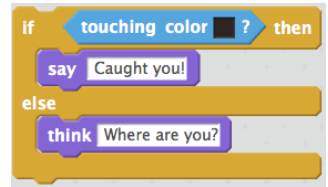
Repeat the instructions inside this block until the condition is met (usually sensing or operator block)

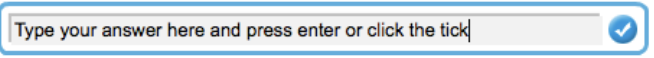
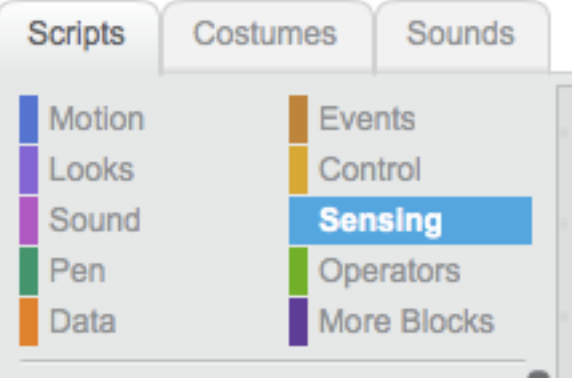


Stop a script or stop everything



Check to see if something has happened (usually sensing or operator block), otherwise follow what is in the else section





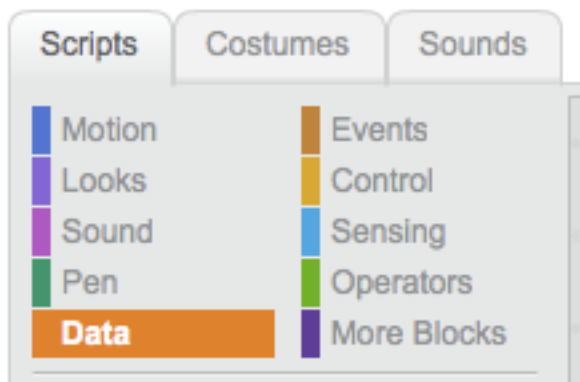
Prompts the user with box to type an answer into. The answer is temporarily recorded in the 'answer' variable box

Reacts to a keyboard button being pressed (can be changed)

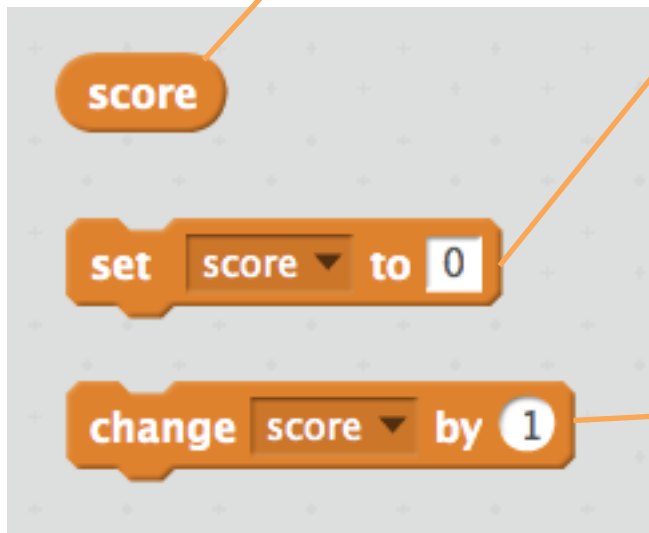
A Scratch script area containing several blocks: a 'touching' block with a dropdown menu showing 'mouse-pointer' and 'edge'; an 'ask' block with the text 'What's your name?' and 'and wait'; an 'answer' block; a 'key' block with a dropdown menu showing 'space' and 'pressed?'; and a 'touching color' block with a color selection box. Orange lines connect these blocks to external text descriptions.

Reacts to the sprite touching another sprite, the mouse pointer or the edge of the stage

Reacts to the sprite touching a particular colour. Click the colour block to pick a new colour.

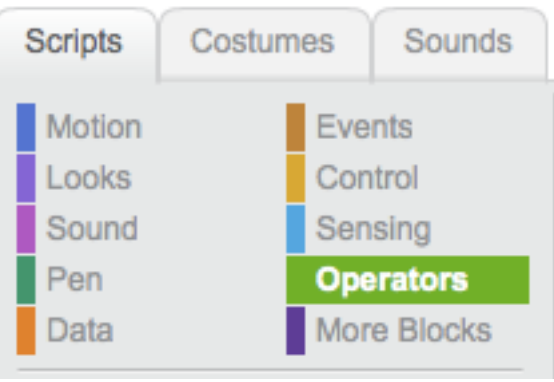


Users can create variables that can contain a single value, for example a name or a number.

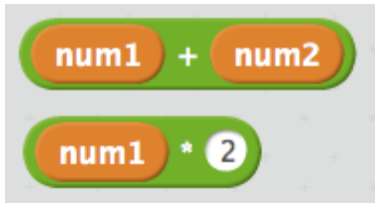
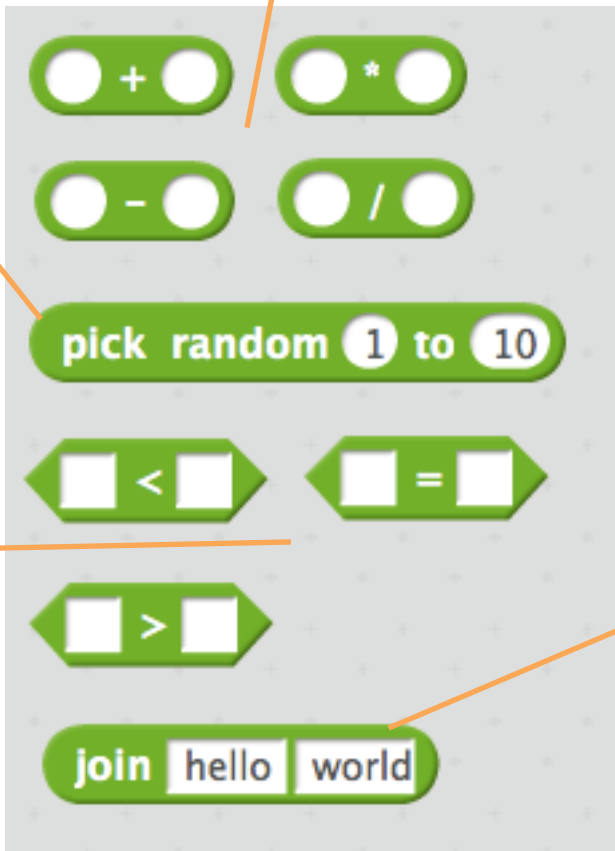


Used to set the starting value of a variable
OR
Used to reset a variable to a specified value

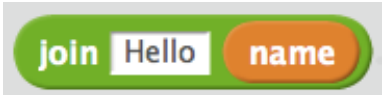
Used to change the value of a variable that contains numbers by +1.
Can be used to reduce the value of a variable by using negative numbers, e.g. -1 will decrease it by one.



Called the numerical operators, allows two values or two variables to be added, subtracted, multiplied or divided



Returns a random number between (and including) the two numbers entered



Called the inequality comparisons (smaller than, equal to, bigger than). Used to compare two values or variables

Used to join two pieces of text or text and a variable. Can be cascaded, see example:

