

#### **Triggering Blocks**

#### Start on Green Flag



Starts the script when the Green Flag is tapped

#### Start on Message



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

#### Start on Tap



Starts the script when the character is touched by another character

#### Send Message



Sends a message of the specified colour

#### **Motion Blocks**

#### Move Right



Move Down

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

Moves the character a specified

number of grid squares down

### Move Left



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



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

#### Go Home



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

Start on Touch



Starts the script when you tap on the character

## Move Up



Moves the character a specified number of grid squares up

Turn Left



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

#### Hop



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

## **Need further information?**

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

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## Scratch Jr – Blocks Guide

#### Loop Blocks





Shows a specified message in a speech bubble above the character

#### Grow



Increases the character's size

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Decreases the character's size



Returns the character to its default size



Hide

Fades out the character until it is invisible

## Show

Shrink

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



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



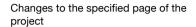
Indicates the end of the script (but does not affect the script in any way)

#### **Repeat Forever**



Runs the script over and over





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