



ask

What's your name?

and wait

stop

all



when

space ▶

key pressed

repeat until



say

Hello!



change size by



when

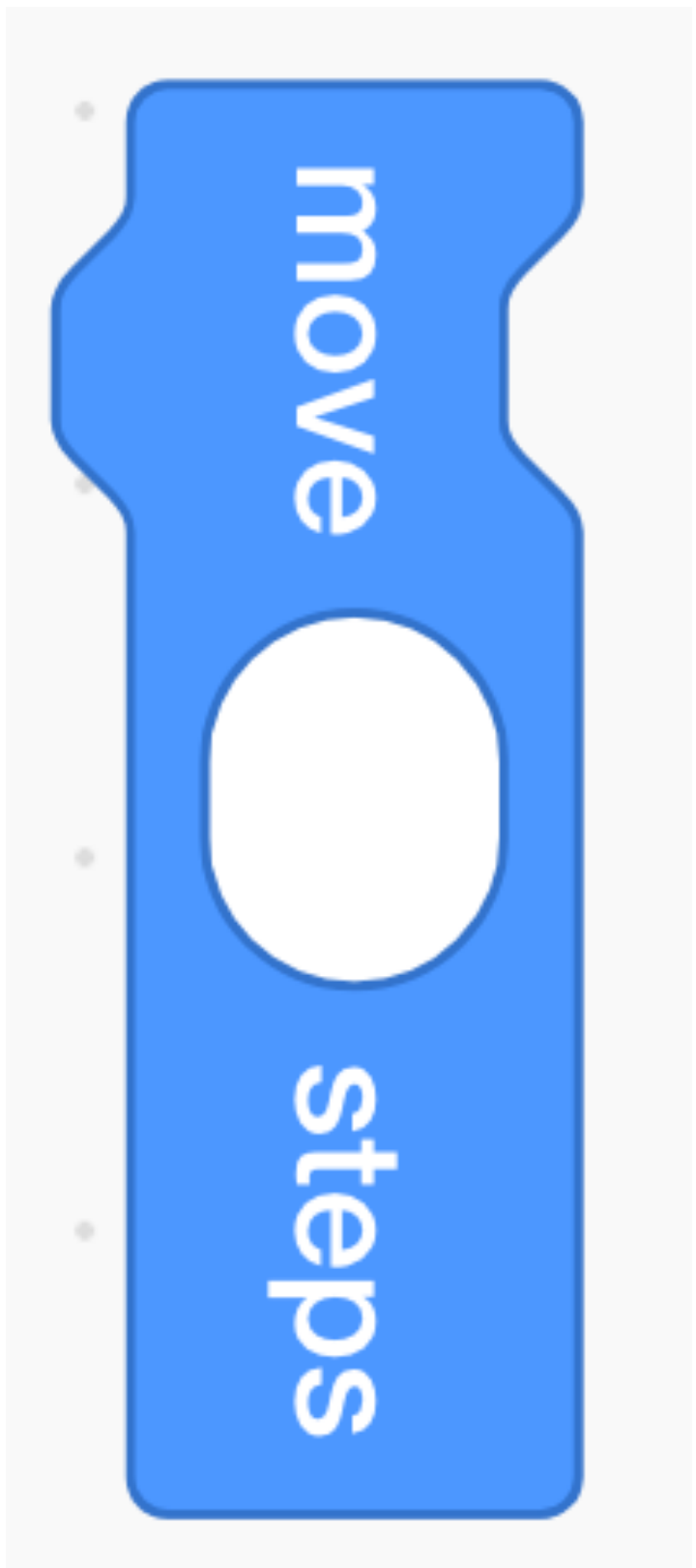


clicked

wait until







A Scratch 'if-then-else' control block. It is orange with a dark orange diamond-shaped condition slot at the top. The block is divided into three horizontal sections: a top section for the condition, a middle section for the 'then' clause, and a bottom section for the 'else' clause. The 'if' and 'then' labels are on the left side of the top section, and the 'else' label is on the left side of the bottom section. There are two small grey dots in the middle section and one in the bottom section, indicating where to click to add code blocks.

if

then

else

if on edge, bounce

if



then



forever



turn



degrees

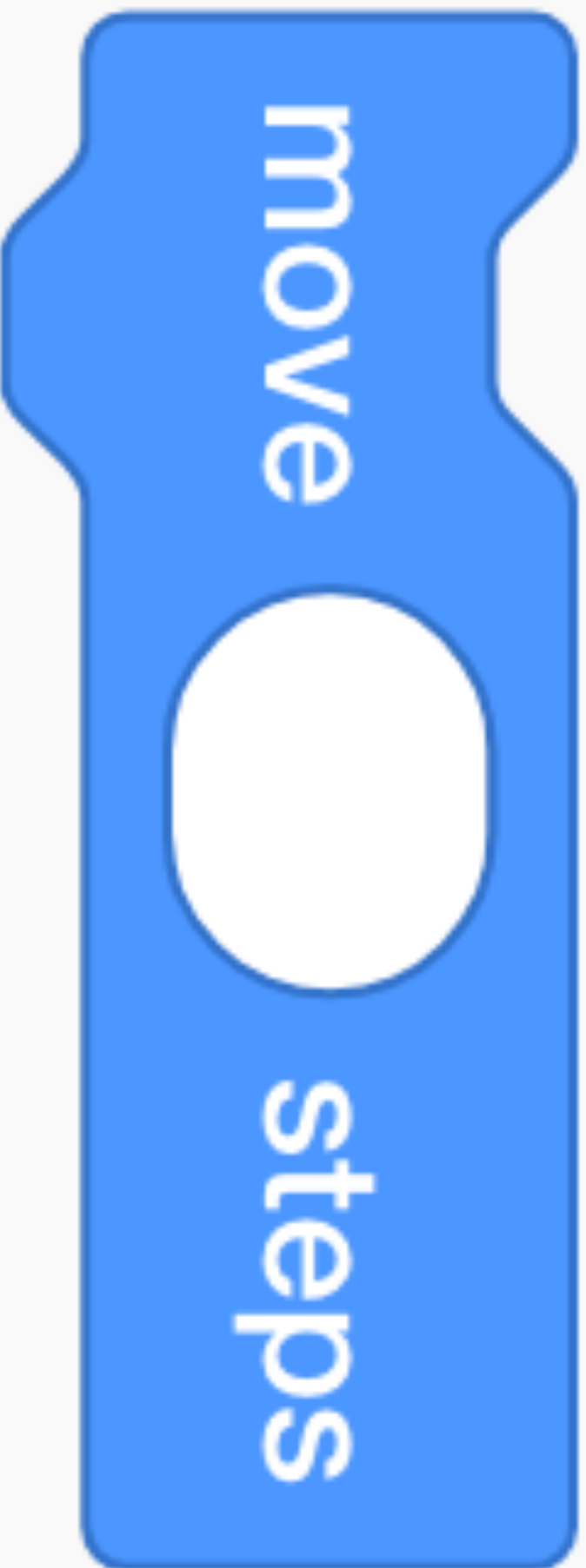


stop all sounds

repeat

10





play sound

Meow ▶

until done

say



say



for



seconds

wait

seconds

*

repeat



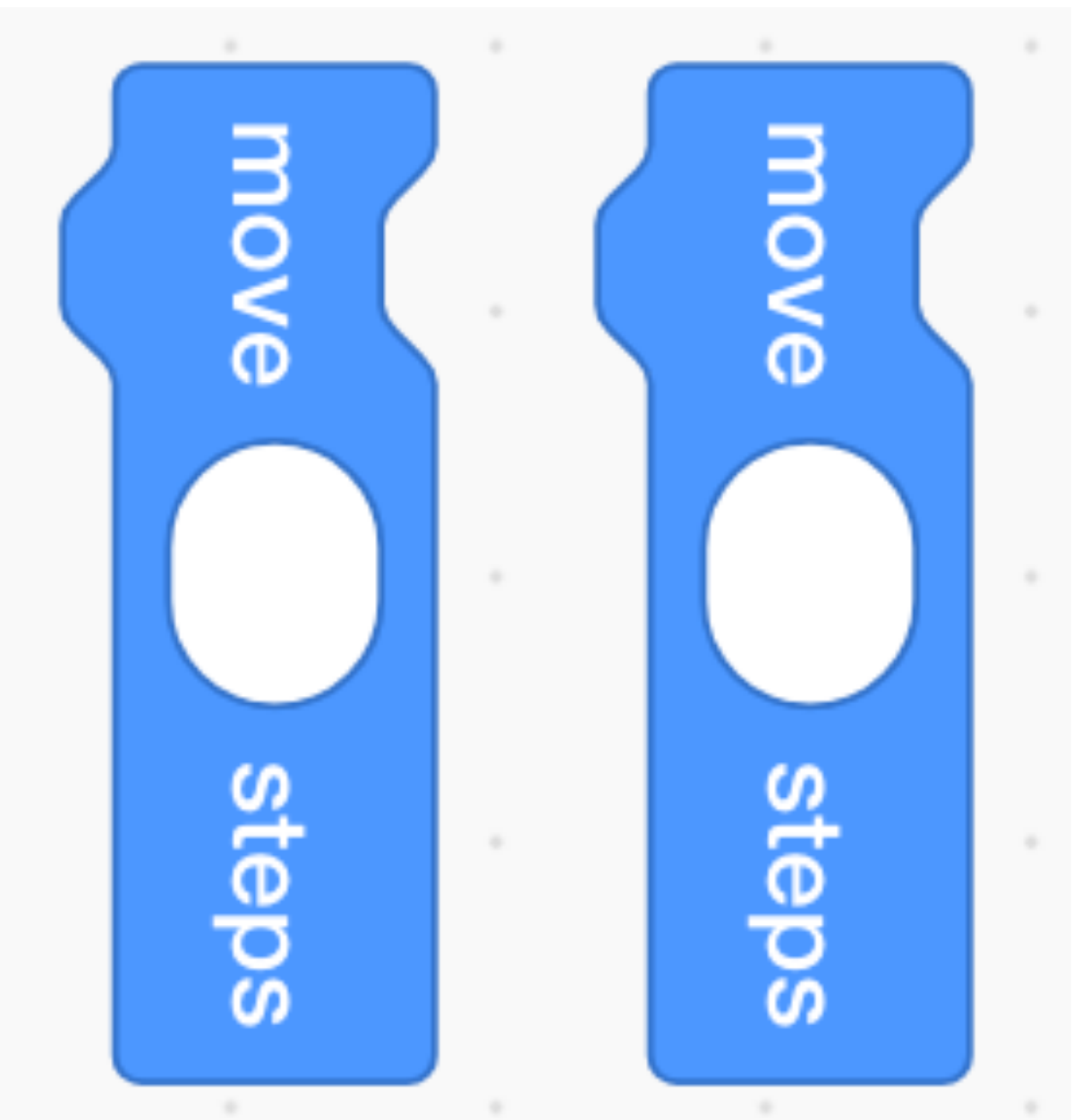
when I receive

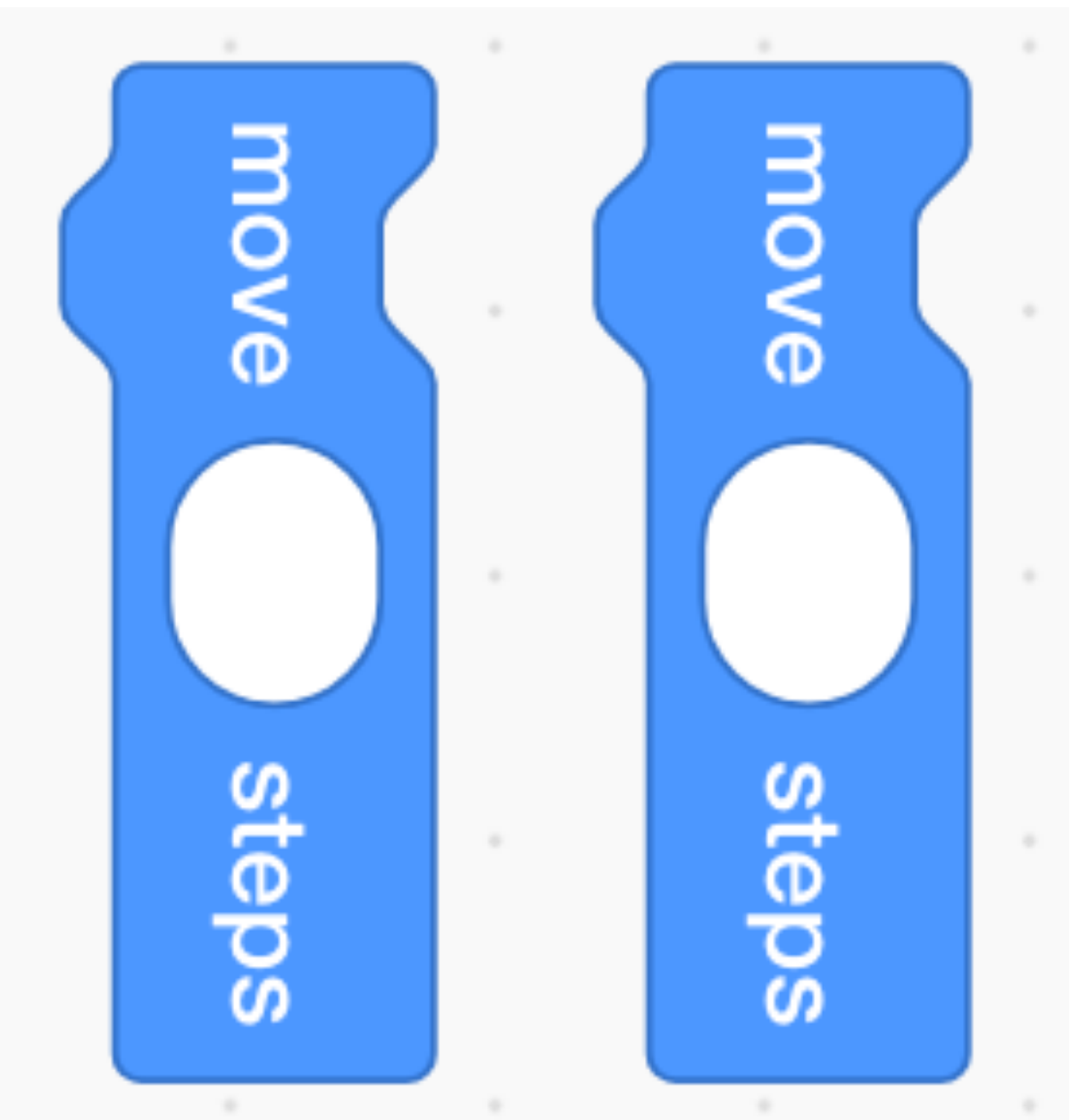
message1 ▾

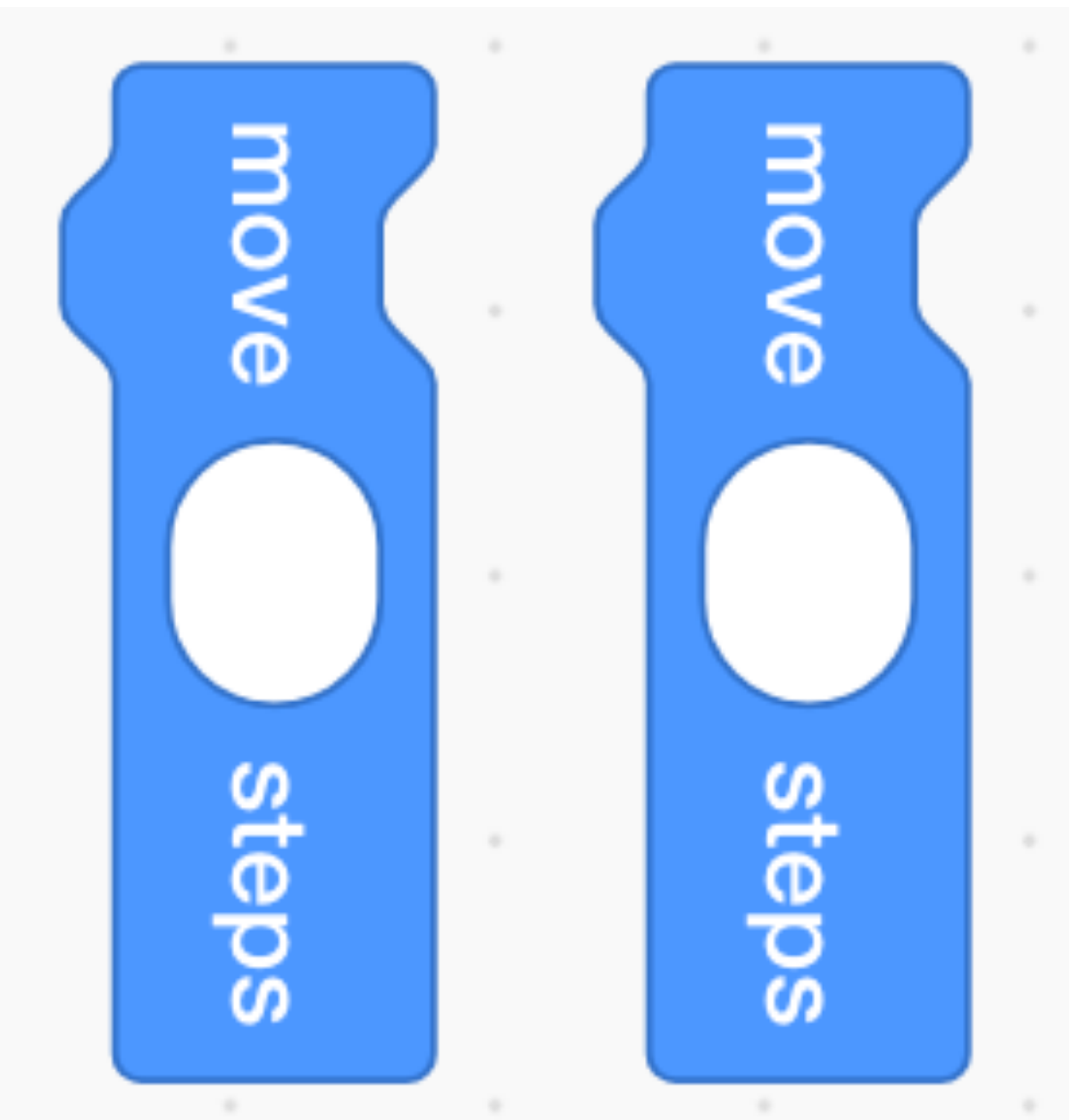


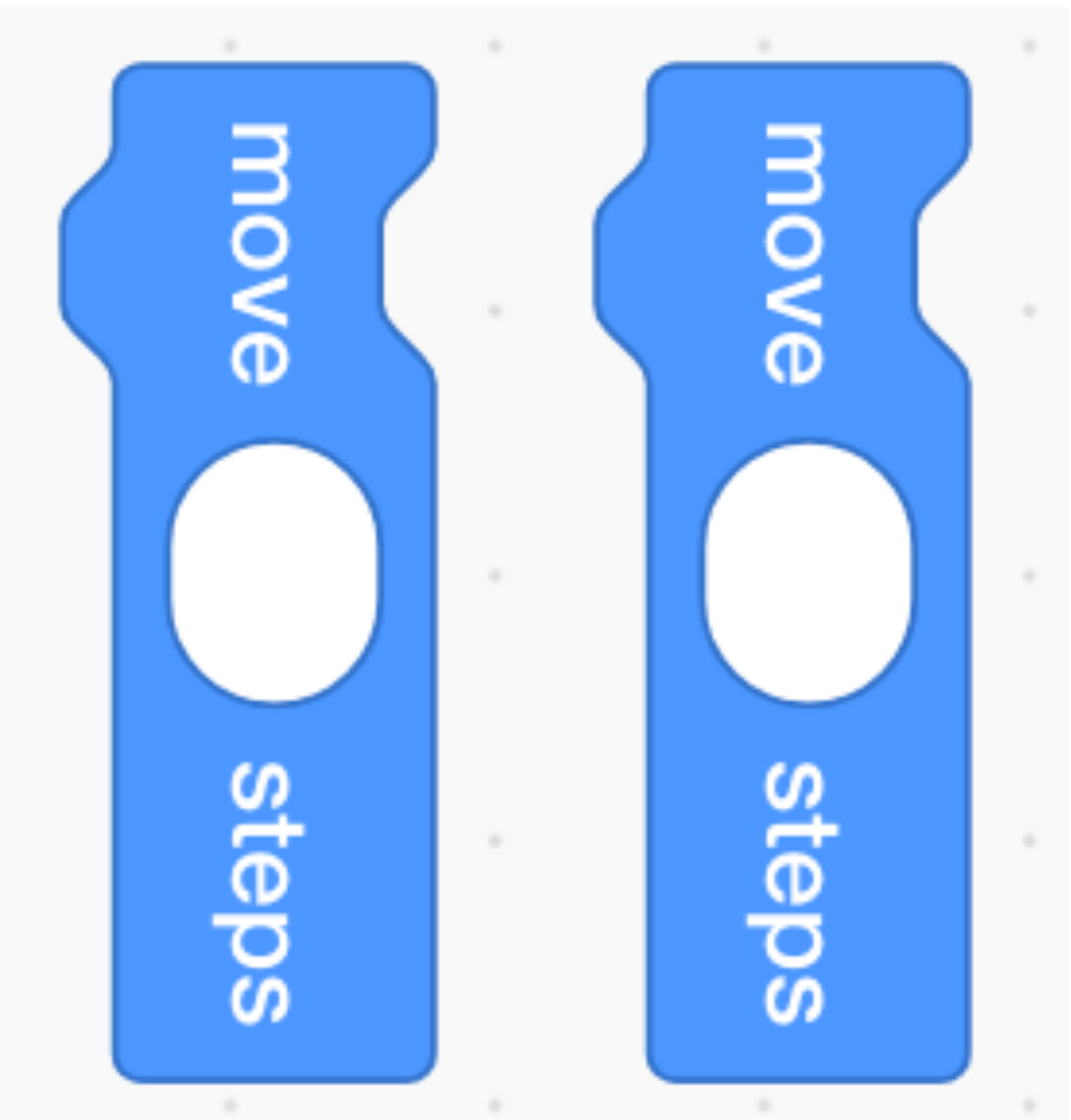
wait

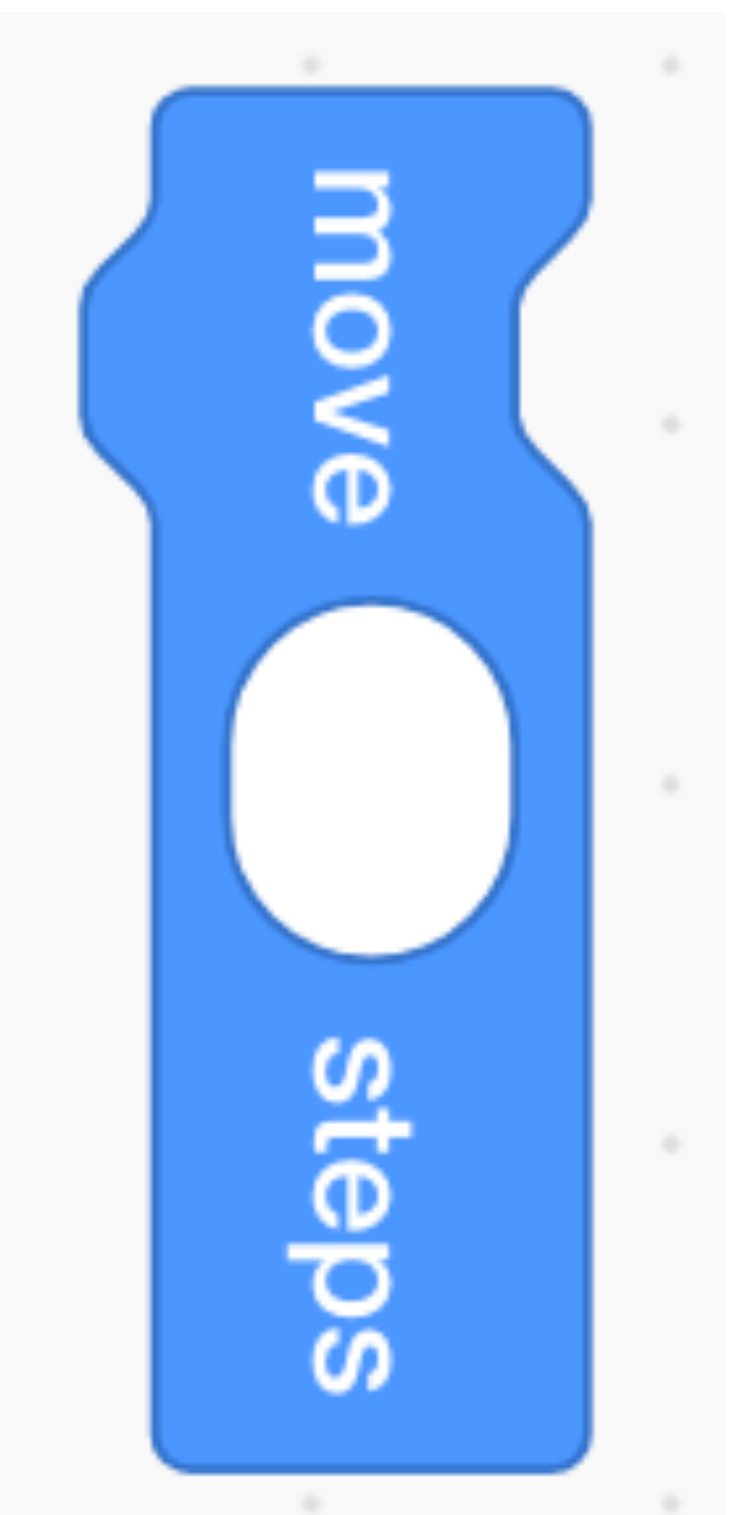
seconds

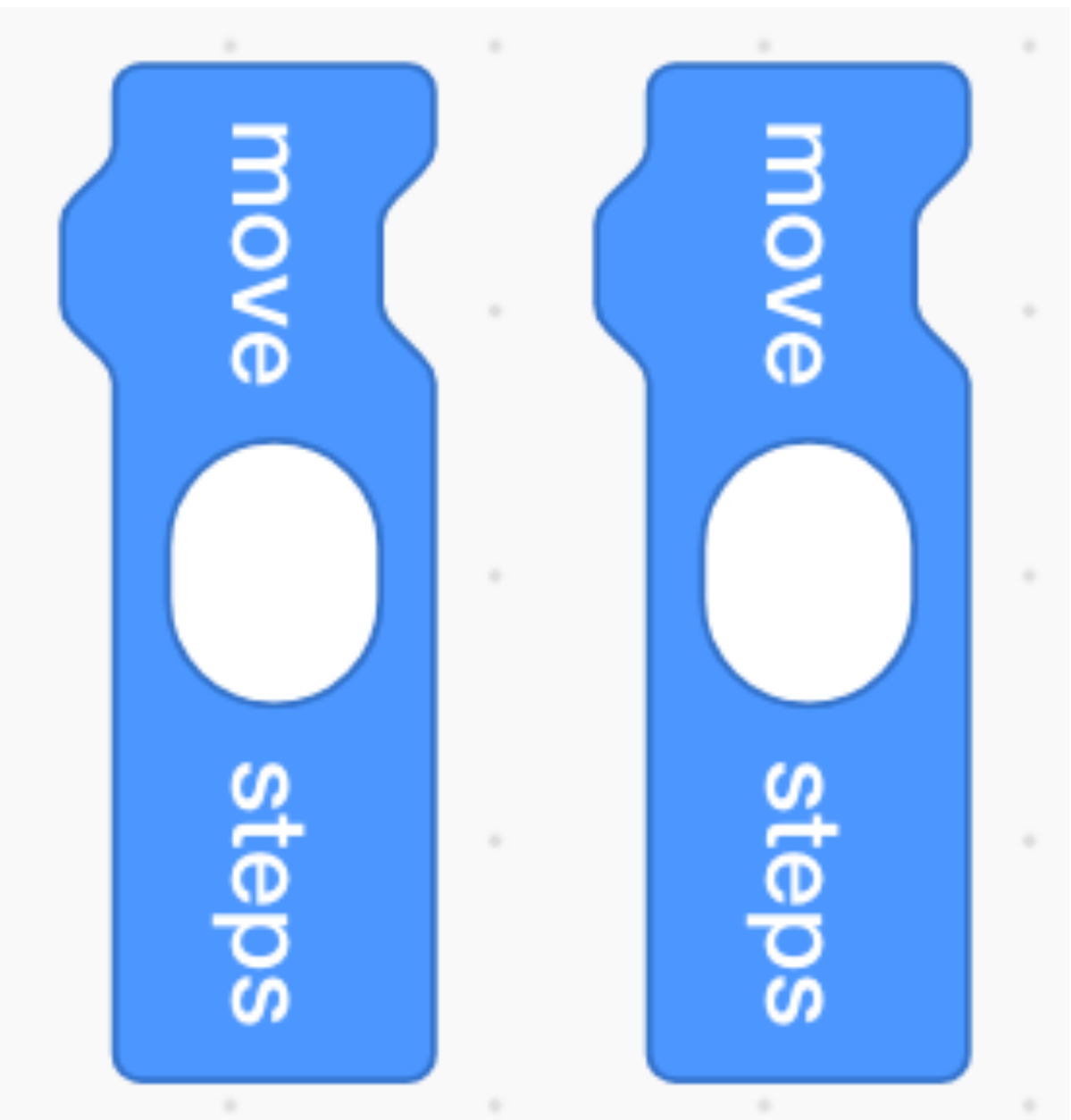












degrees



turn





Start

End

Barrier

Barrier

Barrier

Barrier

Barrier

Barrier