

PERIODIC TABLE OF...

SCRATCH 3.0 BLOCKS

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control events motion looks

sound operator variables list

My Blocks sensing pen

video WeDo

distance set light color to set direction to set power to

when tilted when distance tilt angle turn on for seconds

turn on turn off

tilted ?

create clone of myself forever

delete this clone wait until

if then stop all repeat until

else repeat

if then

when I start as a clone

clear graphic effects go to layer

costume hide next backdrop size switch backdrop to switch backdrop to

next costume say for secs say set effect to show

go layers next costume switch costume to say for secs think

change x by change y by glide secs to random position

glide secs to x: y: set y to y position

go to random position set x to x position

go to x: y: turn degrees

turn degrees

if on edge bounce

move steps point in direction point towards

when loudness > 10 when this sprite clicked

answer ask and wait color is touching ?

current days since 2000 distance to mouse-pointer reset timer set drag mode

key pressed? loudness mouse down? mouse x mouse y of stage

timer touching color ? touching edge ? touching mouse-pointer ? username

change my variable by set my variable to add thing to

hide variable my variable length of delete all of item of

show variable my variable contains ? item # of in insert at of

show list

hide list replace item of with

change effect by change volume by clear sound effects

play sound until done set effect to set volume to %

start sound stop all sounds volume

when video motion > turn video

video on

set video transparency to

define name input

myBlock

when backdrop switches to backdrop1

when I receive message1

when space key pressed

when clicked

when video motion > turn video

video on

set video transparency to

define name input

myBlock

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