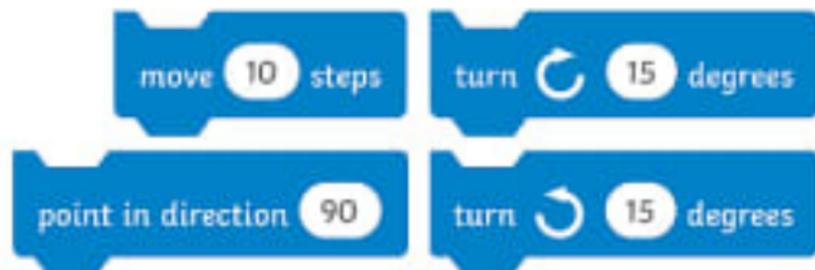


## Motion Blocks



**Motion** blocks are coloured medium-blue.

These blocks are used to control the movement of a sprite around the **Stage**. They can also determine the direction in which the sprite faces.

### Did You Know...?

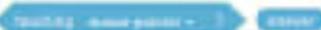
If you click on the white circle, you can change the number inside.

### Did You Know...?

The **Stage** does not have any **Motion** blocks and cannot use them.

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## Sensing Blocks



## Control Blocks



## Events Blocks



## Sound Blocks



## Looks Blocks



**Looks** blocks are coloured purple.  
They are used to control a sprite's appearance.

### Did You Know...?

You can add costumes to your sprite using the **Costumes** tab.

### Did You Know...?

You must add your costumes or backdrops before it will appear in the **Stage** view box.

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