# Hat Blocks

when [flag] clicked

when [space ▾] key pressed

when [Sprite1] clicked

when I receive [▾]

# Stack Blocks

switch to costume [costume2 ▾]

switch to background [background1 ▾]

next costume

next background

say [Hello!] for (2) secs

say [Hello!]

think [Hmm...] for (2) secs

think [Hmm...]

change [color ▾] effect by (25)

set [color ▾] effect to (0)

clear graphic effects

change size by (10)

set size to (100) %

show

hide

go to front

go back (1) layers

clear

pen down

pen up

set pen color to [ ]

change pen color by (10)

set pen color to (0)

change pen shade by (10)

set pen shade to (50)

change pen size by (1)

set pen size to (1)

stamp

set [variable ▾] to (0)

change [variable ▾] by (1)

show variable [variable ▾]

hide variable [variable ▾]

forever if < >

if < >

if < >
else

wait until < >

repeat until < >

move (10) steps

turn ↻ (15) degrees

turn ↺ (15) degrees

point in direction (90 ▾)

point towards [▾]

go to x: (0) y: (0)

go to [▾]

glide (1) secs to x: (0) y: (0)

change x by (10)

set x to (0)

change y by (10)

set y to (0)

if on edge, bounce

play sound [pop ▾]

play sound [pop ▾] until done

stop all sounds

play drum (48 ▾) for (0.2) beats

rest for (0.2) beats

play note (60 ▾) for (0.5) beats

set instrument to (1 ▾)

change volume by (-10)

set volume to (100) %

change tempo by (20)

set tempo to (60) bpm

add [ ] to [▾]

delete [▾] of [▾]

insert [ ] at [▾] of [▾]

replace item [▾] of [▾] with [ ]

wait (1) secs

forever

repeat (10)

broadcast [▾]

broadcast [▾] and wait

# Reporter Blocks

x position

y position

direction

costume #

size

answer

mouse x

mouse y

distance to [▾]

timer

loudness

[slider ▾] sensor value

volume

tempo

( ) + ( )

( ) - ( )

( ) * ( )

( ) / ( )

pick random (1) to (10)

join [hello] [world]

letter (1) of [world]

length of [world]

( ) mod ( )

round ( )

[sqrt ▾] of (10)

Example Variable

Example list

item (1 ▾) of [Example list ▾]

length of [Example list ▾]