

Sprites

New sprite:

Stage
1 backdrop

New backdrop:

A-Glow2 B-Glow2 Sprite1 Sprite2 C-Glow

Scripts Backdrops Sounds

- Motion
- Looks
- Sound
- Pen
- Data
- Events
- Control
- Sensing
- Operators
- More Blocks

when clicked

when clicked

when space key pressed

when Stage clicked

when backdrop switches to chalkb...

when loudness > 10

when I receive message1

broadcast message1

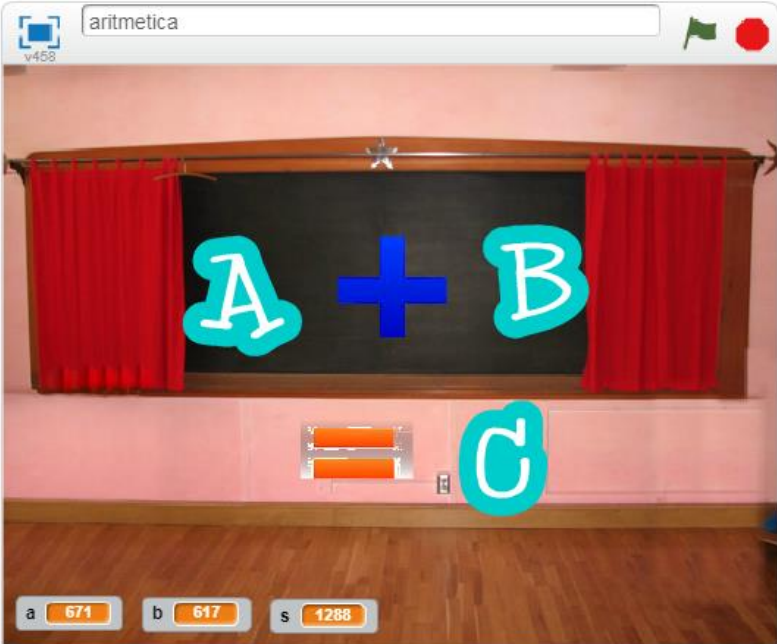
broadcast message1 and wait

when clicked

set s to 0

set s to a + b

say s for 10 secs



- Scripts
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```
when clicked
when space key pressed
when this sprite clicked
when backdrop switches to chalkb
when loudness > 10
when I receive message1
broadcast message1
broadcast message1 and wait
```

```
when clicked
set a to pick random -1000 to 1000
say a for 10 secs
```

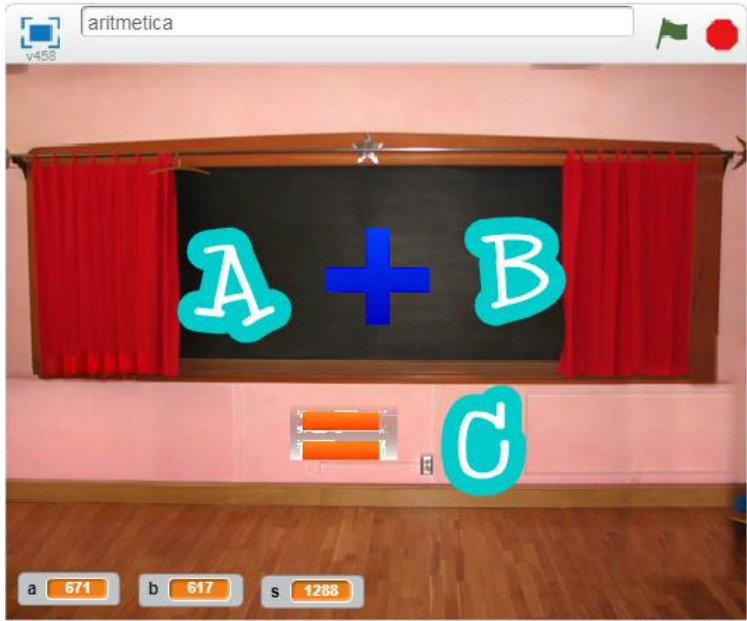
A small 'A' sprite is positioned at the top right of the script area with coordinates x: -93, y: 36.

Sprites

New sprite: [Icons]

- Stage 1 backdrop
- A-Glow2
- B-Glow2
- Sprite1
- Sprite2
- C-Glow

New backdrop: [Icons]



- Scripts
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```
when green flag clicked
when space key pressed
when this sprite clicked
when backdrop switches to chalkb
when loudness > 10
when I receive message1
broadcast message1
broadcast message1 and wait
```

```
when green flag clicked
set b to pick random -1000 to 1000
say b for 10 secs
```

Sprites

New sprite: [] [] [] [] []

A-Glow2 B-Glow2 Sprite1 Sprite2 C-Glow

Stage 1 backdrop

New backdrop: [] [] []

B
x: 89
y: 46

aritmética

Stage 1 backdrop

New backdrop:

x: 240 y: -180

Sprites

New sprite:

Stage 1 backdrop

New backdrop:

A-Glow2 B-Glow2 Sprite1 Sprite2 C-Glow

Scripts Costumes Sounds

Motion Looks Sound Pen Data

Events Control Sensing Operators More Blocks

when green flag clicked

when space key pressed

when this sprite clicked

when backdrop switches to chalkb

when loudness > 10

when I receive message1

broadcast message1

broadcast message1 and wait

when this sprite clicked

set s to 0

set s to a + b

say s for 10 secs