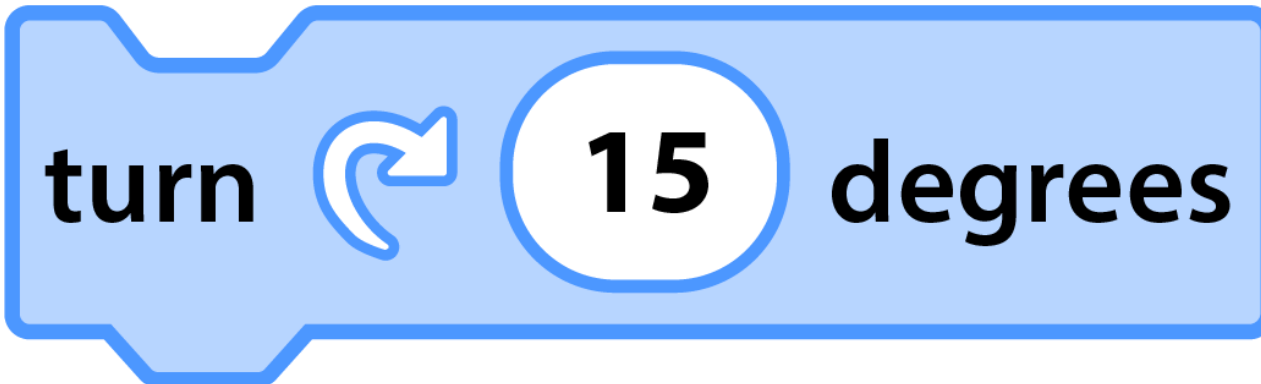


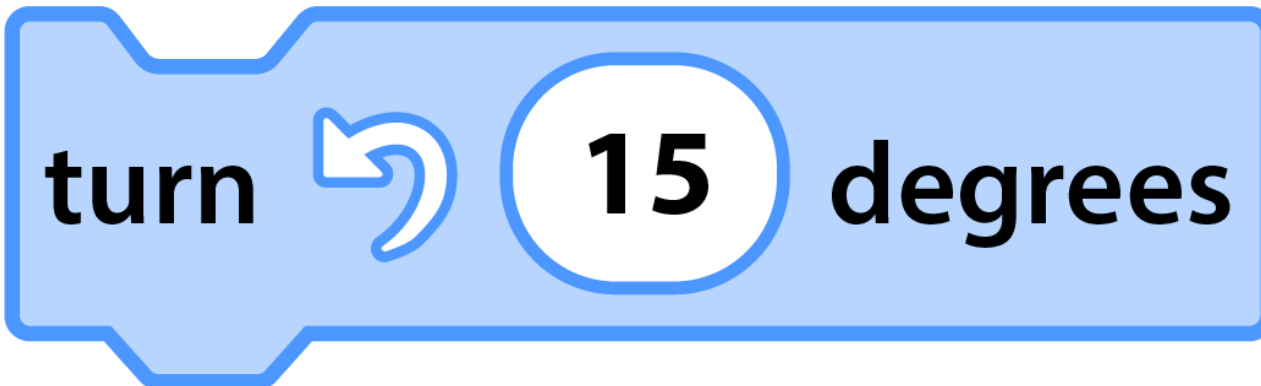
SCRATCH | MOTION BLOCK | MOVE \_ STEPS

TECHNOkids



SCRATCH | MOTION BLOCK | TURN RIGHT \_ DEGREES

TECHNOkids



SCRATCH | MOTION BLOCK | TURN LEFT \_ DEGREES

TECHNOkids



SCRATCH | MOTION BLOCK | GO TO RANDOM POSITION

TECHNOkids



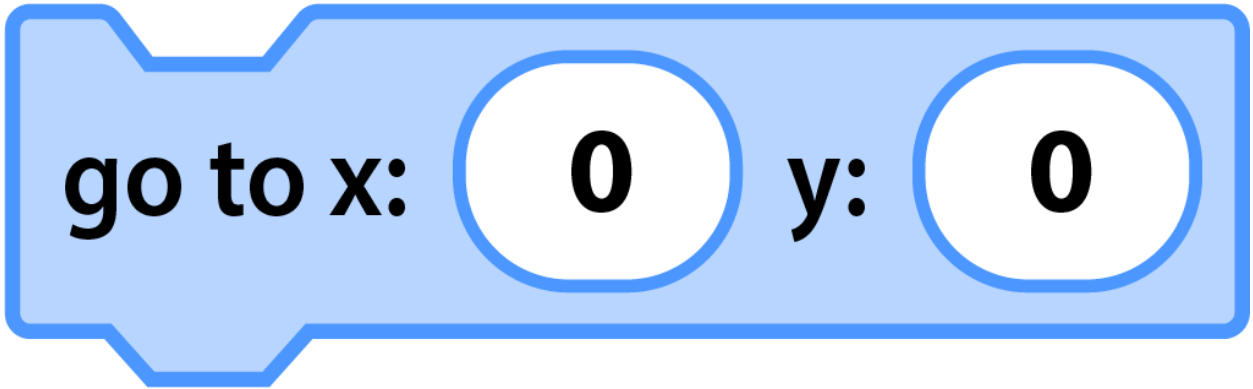
SCRATCH | MOTION BLOCK | GO TO MOUSE-POINTER

TECHNOkids



SCRATCH | MOTION BLOCK | GO TO SPRITE

TECHNOkids



SCRATCH | MOTION BLOCK | GO TO X\_Y\_



SCRATCH | MOTION BLOCK | GLIDE\_SECS TO RANDOM POSITION



SCRATCH | MOTION BLOCK | GLIDE\_SECS TO MOUSE-POINTER

glide

1

secs to

Sprite ▼

SCRATCH | MOTION BLOCK | GLIDE \_ SECS TO SPRITE

TECHNOkids

glide

1

secs to x:

0

y:

0

SCRATCH | MOTION BLOCK | GLIDE \_ SECS TO X \_ Y \_

TECHNOkids

point in direction

90

SCRATCH | MOTION BLOCK | POINT IN DIRECTION \_

TECHNOkids

**point towards**

**mouse-pointer** ▼

SCRATCH | MOTION BLOCK | POINT TOWARDS MOUSE-POINTER

TECHNOkids

**point towards**

**Sprite** ▼

SCRATCH | MOTION BLOCK | POINT TOWARDS SPRITE

TECHNOkids

**change x by**

**10**

SCRATCH | MOTION BLOCK | CHANGE X BY \_

TECHNOkids



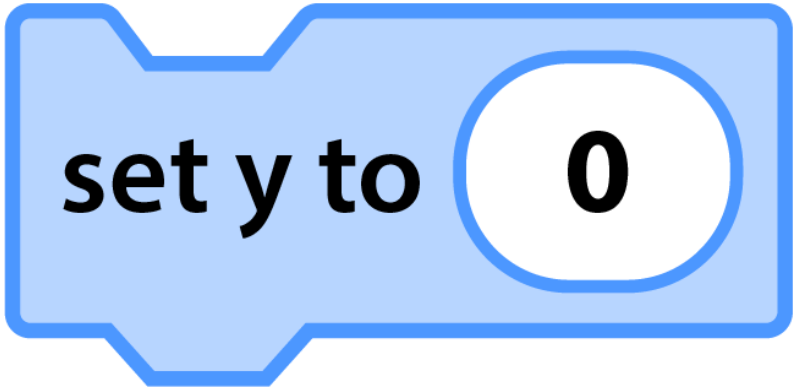
SCRATCH | MOTION BLOCK | SET X TO \_

TECHNOkids



SCRATCH | MOTION BLOCK | CHANGE Y BY \_

TECHNOkids



SCRATCH | MOTION BLOCK | SET Y TO \_

TECHNOkids

**if on edge, bounce**

SCRATCH | MOTION BLOCK | IF ON EDGE, BOUNCE

TECHNOkids

**set rotation style**

**left-right ▼**

SCRATCH | MOTION BLOCK | SET ROTATION STYLE LEFT-RIGHT

TECHNOkids

**set rotation style**

**don't rotate ▼**

SCRATCH | MOTION BLOCK | SET ROTATION STYLE DON'T ROTATE

TECHNOkids

**set rotation style**

**all around ▼**

SCRATCH | MOTION BLOCK | SET ROTATION STYLE ALL AROUND

TECHNOkids



**x position**

SCRATCH | MOTION BLOCK | X POSITION

TECHNOkids



**y position**

SCRATCH | MOTION BLOCK | Y POSITION

TECHNOkids





**direction**