Motion Blocks (Moving Objects Around the Drawing Canvas)

Motion blocks control a sprite's placement on the stage. Motion blocks are coloured blue. Motion blocks are used to move and rotate sprites, Motion blocks that move and rotate sprites, change a sprite's location and control whether a sprite jumps to its new location or glides to it, change a sprite location by setting or modifying the value of its X-axis and Y-axis coordinates, controls a sprite's movement when it touches the edges of the stage and reports a sprite's position and direction.

Motion Block	Description
move 10 steps	Moves a sprite forward or backwards a specified number of steps.
turn (* 15 degrees	Rotates a sprite a specified number of degrees in aclockwise direction.
turn 🖻 15 degrees	Rotates a sprite a specified number of degrees in aCounter clockwise direction.
point in direction 90	Points a sprite toward a specified direction (0 = up, 90 = right,90 = left, 180 = down).
point towards mouse-pointer	Points a sprite toward either the mouse- pointer or aspecified sprite.
go to x: 0 y: 0	Moves a sprite to a specified coordination location on the stage.
go to mouse-pointer -	Moves a sprite to the location of either the mouse-pointer or another sprite.
glide 1 secs to x: 0 y: 0	Moves a sprite to the specified coordinate position over a specified number of seconds.
change x by 10	Changes the position of a sprite on the X-axis by aspecified number of pixels.
set x to 0	Changes a sprite's location on the X-axis to a specified value.
change y by 10	Changes the position of a sprite on the Y-axis by aspecified number of pixels.
set y to O	Changes a sprite's location on the Y-axis to a specified value.
if on edge, bounce	Changes a sprite's direction when it makes contact with one of the edges of the stage.
x position	Retrieves a value representing a sprite's coordinate on the X-axis (between -240 and 240).
y position	Retrieves a value representing a sprite's coordinate on the Y-axis (between -180 and 180).
direction	Retrieves a value representing a sprite's current direction (0 = up, 90 = right,90 = left, 180 = down).

		rs - Activities
Activity Number	Activity Name	Activity Image
1	Select a Sprite	x: 147 y: -180 New sprite: 🗇 🖊 🏜 🚳 Choose sprite from library
2	Make the Sprite to move forward	when clicked move 50 steps
		when clicked forever change x by 10 wait 1 secs
3	Make the Sprite to move backward	when clicked move =50 steps
		when clicked forever change x by 10 wait secs
4	Make the Sprite to Dance	when clicked forever move 10 steps wait 1 secs next costume move -10 steps wait 1 secs

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5	Make the Sprite to Dance with sound	when / clicked forever move 10 steps wait 1 secs next costume play sound meow until done move -10 steps wait 1 secs
6	Make the Sprite to turn	when and clicked forever turn (* 12) degrees
7	Changing Sprite Direction	when clicked point in direction 90 -90° + -90° -90° + -90° 180°
8	Make the Sprite to point towards mouse pointer.	when clicked forever point towards mouse-pointer
9	Make the Sprite to move with mouse pointer.	when / clicked forever go to mouse-pointer
10	Make the Sprite to move different points on stage.	when a clicked go to x: 50 y: 50
11	Make the Sprite to glide different points on stage.	glide 2 secs to x: 150 y: -50

12	Make the Sprite to move upward	when / clicked forever change y by 10 wait 1 secs
13	Make the Sprite to move downward	when clicked forever change y by =10 wait 1 secs
14	Move the Sprite along the stage	when dicked set rotation style left-right forever move 10 steps if on edge, bounce wait 1 secs
15	Sprite Back-flip	when this sprite clicked point in direction 907 go to x: 0 y: 0 repeat 4 turn (* 90 degrees wait 1 secs