




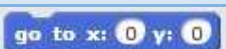
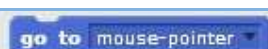






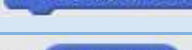


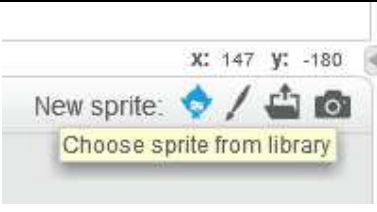








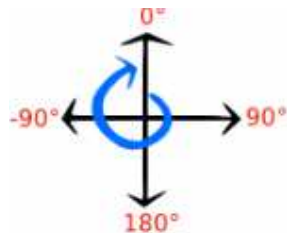




Motion Blocks (Moving Objects Around the Drawing Canvas)



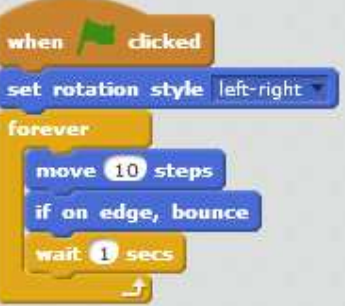
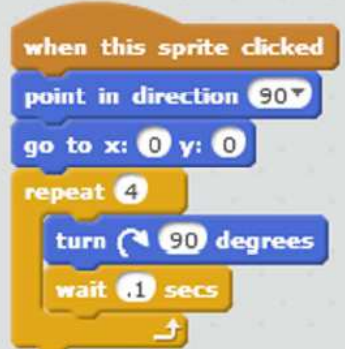
Motion blocks control a sprite's placement on the stage. Motion blocks are coloured blue. Motion blocks are used to move and rotate sprites, Motion blocks that move and rotate sprites, change a sprite's location and control whether a sprite jumps to its new location or glides to it, change a sprite location 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
	Moves a sprite forward or backwards a specified number of steps.
	Rotates a sprite a specified number of degrees in a clockwise direction.
	Rotates a sprite a specified number of degrees in a counter clockwise direction.
	Points a sprite toward a specified direction (0 = up, 90 = right, ---90 = left, 180 = down).
	Points a sprite toward either the mouse-pointer or a specified sprite.
	Moves a sprite to a specified coordinate location on the stage.
	Moves a sprite to the location of either the mouse-pointer or another sprite.
	Moves a sprite to the specified coordinate position over a specified number of seconds.
	Changes the position of a sprite on the X-axis by a specified number of pixels.
	Changes a sprite's location on the X-axis to a specified value.
	Changes the position of a sprite on the Y-axis by a specified number of pixels.
	Changes a sprite's location on the Y-axis to a specified value.
	Changes a sprite's direction when it makes contact with one of the edges of the stage.
	Retrieves a value representing a sprite's coordinate on the X-axis (between -240 and 240).
	Retrieves a value representing a sprite's coordinate on the Y-axis (between -180 and 180).
	Retrieves a value representing a sprite's current direction (0 = up, 90 = right, ---90 = left, 180 = down).

Motion Blocks - Activities

Activity Number	Activity Name	Activity Image
1	Select a Sprite	
2	Make the Sprite to move forward	
3	Make the Sprite to move backward	
4	Make the Sprite to Dance	

5	Make the Sprite to Dance with sound	
6	Make the Sprite to turn	
7	Changing Sprite Direction	 
8	Make the Sprite to point towards mouse pointer.	
9	Make the Sprite to move with mouse pointer.	
10	Make the Sprite to move different points on stage.	
11	Make the Sprite to glide different points on stage.	

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