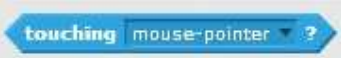
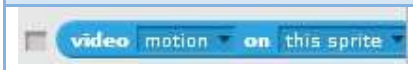
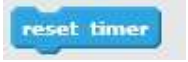
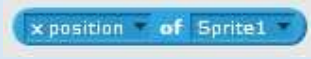
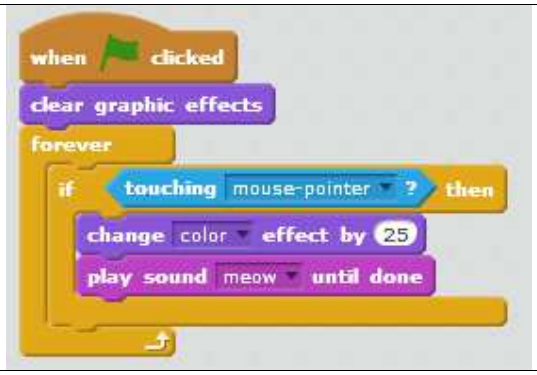
Sensing Blocks
(Sensing Sprite Location and Environmental Input)

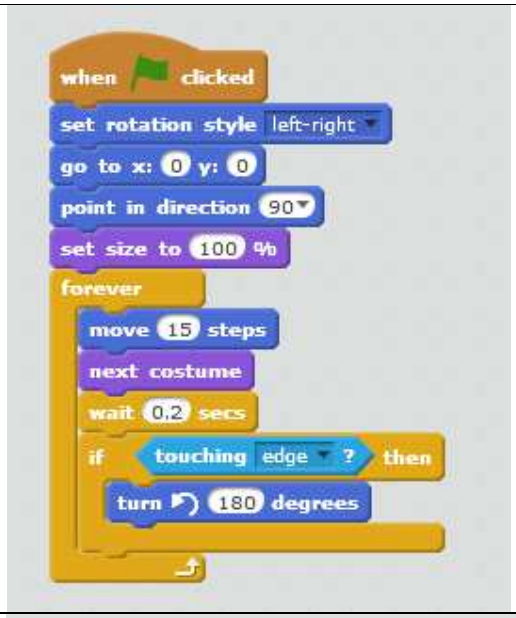
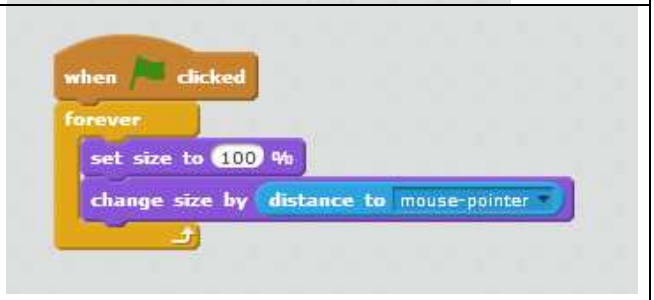
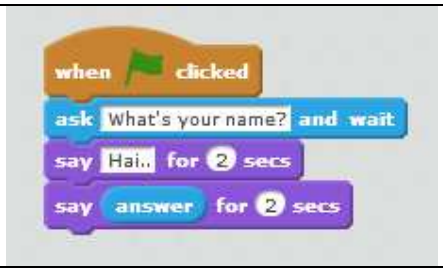
Sensing blocks determine the location of the mouse-pointer, its distance from other sprites, and whether a sprite is touching another sprite, retrieve and report on the mouse button status andmouse-pointer coordinates, determines when specified keyboard keys have been pressed, provide access to a built-in timer and date. Sensing blocks are coloured sky blue.

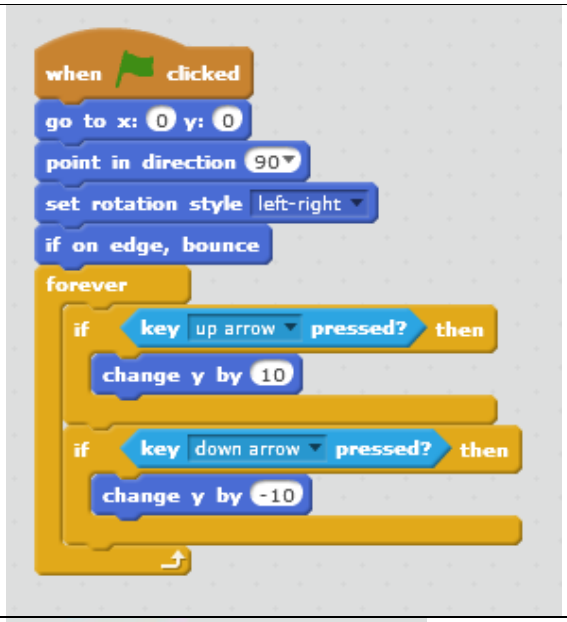
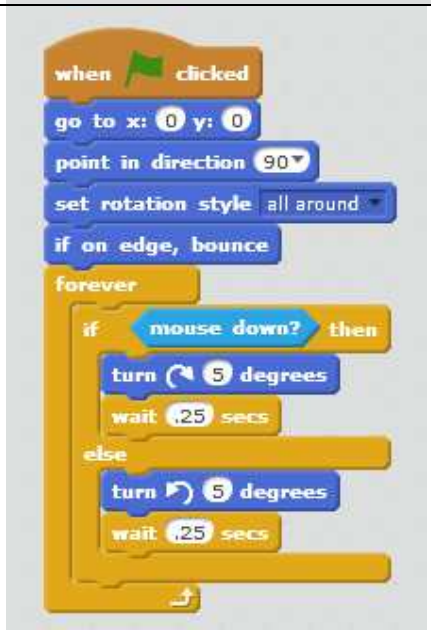
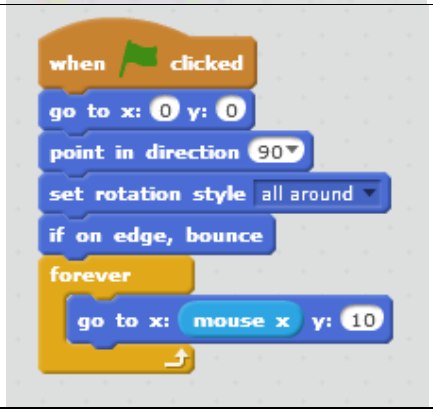
Sensing Block	Description
	Retrieves a Boolean value of true or false, depending on whether the sprite is touching a specified sprite, edge, or mouse-pointer as selected from the block's pull-down menu.
	Retrieves a Boolean value of true of false, depending on whether the sprite is touching a specified colour.
	Retrieves a Boolean value of true of false, depending on whether the first specified colour inside the sprite is touching the second specified colour on the background or on another sprite.
	Retrieves a numeric value representing a sprite's distance from another sprite or from the mouse-pointer.
	With this block, an insert box emerges, you have to enter the value into it, and the value is stored in the answer variable.
	Retrieves an answer variable.
	Retrieves a Boolean value of true or false, depending on whether a specified key is pressed.
	Retrieves a Boolean value of true or false, depending on whether a mouse button is pressed.
	Retrieves the location of the mouse-pointer on the X-axis.
	Retrieves the location of the mouse-pointer on the Y-axis.

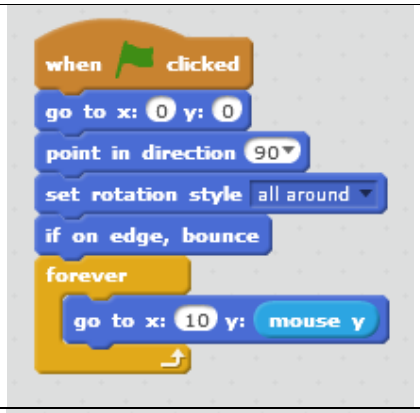
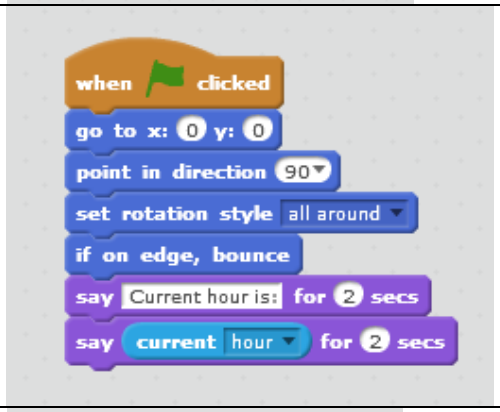
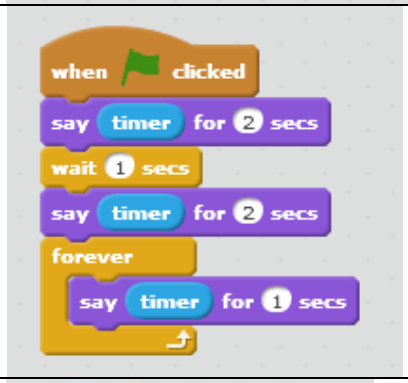
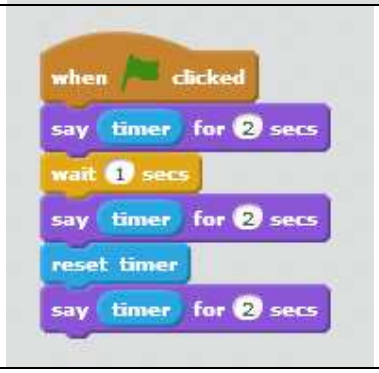
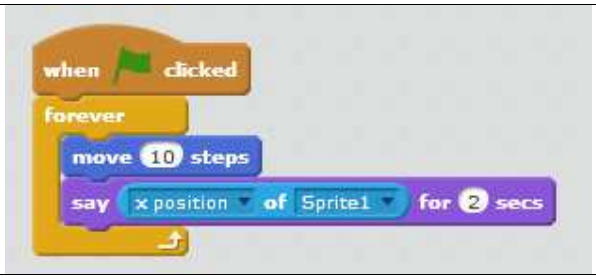
	Retrieves a numeric value, from 1 to 100, representing the volume of the computer's microphone.
	Detects and reports the value of video motion and direction on the sprite.
	Activates the webcam. This block instructs Scratch to turn on the webcam.
	Sets the transparency for the video image displayed on the stage, behind the sprite.
	Retrieves timer value.
	It lets you reset the timer.
	The direction, X position, volume, size, Y position, or costume of a sprite or the Stage.
	The defined time unit selected.
	The no. of days from 2000.
	The name of a Scratch user.

Sensing Blocks - Activities

Sl. No.	Activity Name	Activity Image
1	Sense-Touching mouse pointer	

2	Sense-Touching Edge	
3	Sensing distance to mouse pointer.	
4	Asking Question & Getting Answer.	

5	Sensing Key Pressing.	
6	Sensing Mouse down	
7	Sensing-Mouse X-variable	

8	Sensing-Mouse Y-variable	
9	Current Time	
10	Retrieving - Timer Variable	
11	Resetting Timer	

12	Retrieving- Sprite position, direction, size, volume etc....