

Handout 32. Some useful *Scratch* instructions

Motion

- move steps
- turn degrees
- turn degrees
- point in direction
- point towards
- go to x: y:
- go to
- change x by
- set x to
- change y by
- set y to
- if on edge, bounce

Looks

- say for secs
- say
- show
- hide
- switch backdrop to
- change size by
- set size to %

Data

- variable
- set to
- change by

Sensing

- touching ?
- key pressed?

Control

- wait secs
- repeat
- forever
- if then
- if then
- else
- wait until
- repeat until
- stop

Event

- when clicked
- when key pressed
- when backdrop switches to
- when I receive
- broadcast

Operators

- +
-
- x
- /
- nombre aléatoire entre et
- <
- =
- >
- et
- ou
- non