

Batch 1

```
when this sprite clicked
say Hello! for 2 seconds
play sound until done
```

Batch 3

```
change size by 10
turn 15 degrees
move 10 steps
```

Batch 6

```
when backdrop switches to museum shelf 3
hide
show
```

Batch 8

```
if then
choice
```

Batch 2

```
repeat 10
change color effect by 25
wait 1 seconds
```

Batch 4

```
go to x: 0 y: 0
glide 1 secs to x: 0 y: 0
```

Batch 7

```
when green flag clicked
forever
```

```
set choice to 0
pick random 1 to 10
```

Batch 5

```
when space key pressed
switch backdrop to museum shelf 3
```

Batch 9

```
broadcast message1
when I receive message1
```

Event Blocks

when this sprite clicked

when space key pressed

when backdrop switches to museum shelf 3

when green flag clicked

when I receive message1

broadcast message1

broadcast message1

New message

✓ message1

Looks Blocks

change color effect by 25

change size by 10

show

hide

say Hello! for 2 seconds

switch backdrop to museum shelf 3

switch backdrop to museum shelf 3

✓ museum shelf 3
next backdrop
previous backdrop
random backdrop

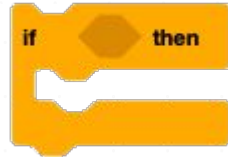
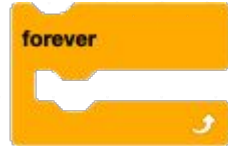
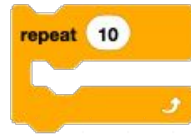
change color effect by 25

✓ color
fisheye
whirl
pixelate
mosaic
brightness
ghost

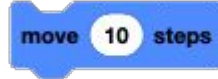
Sound Blocks



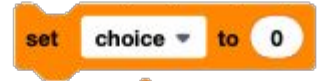
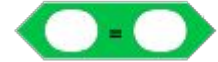
Control Blocks



Motion Blocks



Operators



- ✓ choice
- my variable
- Rename variable
- Delete the "choice" variable

broadcast message1

broadcast message1

New message

✓ message1

when this sprite clicked

change color effect by 25

✓ color
fisheye
whirl
pixelate
mosaic
brightness
ghost

change color effect by 25

change size by 10

show

hide

say Hello! for 2 seconds

glide 1 secs to x: 0 y: 0

play sound until done

=

move 10 steps

go to x: 0 y: 0

set choice to 0

forever

if then

repeat 10

pick random 1 to 10

choice

set choice to 0

✓ choice
my variable
Rename variable
Delete the "choice" variable

switch backdrop to museum shelf 3 ▾

✓ museum shelf 3
next backdrop
previous backdrop
random backdrop

switch backdrop to museum shelf 3 ▾

wait 1 seconds

turn ↻ 15 degrees

when this sprite clicked

when I receive message1 ▾

when backdrop switches to museum shelf 3 ▾

when  clicked

when space ▾ key pressed