

Code

Costumes

Sounds

Motion

Looks

Sound

Events

Control

Sensing

Operators

Variables

My Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

go to random poaiton

go to x: 0 y: 0

glide 1 secs to random position

glide 1 secs to x: 0 y: 0

point in direction 90

point towards mouse-pointer

change x by 10

set x to 0

change y by 10

set y to 0

Sprite1

x: 0 y: 0

Show

Size: 100

Direction: 90

Sprite1

Stage

Backdrops: 1

LIVEWORKSHEETS