TYNKER PROGRAMMING 101 WORKSHEET

Drag the code blocks and drop next to the correct definition.

Run code attached to this block when the Actor is clicked

Keep repeating the blocks inside this loop forever.

Repeat blocks inside this loop a specified number of times.

Play a sound effect or a short tune.

Make the Actor jump over an obstacle, landing on the other side.

Move the Actor one step forward.

Start program when the play button is selected.

Pause the program for a specific number of seconds.

Make the Actor repeat this loop until a true or false [value] determines when the block should stop repeating the code inside it.

LIVEWORKSHEETS