

Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees

Events

- go to random position

Control

- go to x 0 y 0

Sensing

- glide 1 secs to random position
- glide 1 secs to x 0 y 0

Operators

- point in direction 90
- point towards mouse pointer

Variables

- when green flag clicked

My Blocks

set x to 0

12

1

2

3

4

5

6

7

8

9

10

11

Sprite Sprite1

x 0 y 0

Show

Size 100

Direction

Backdrops

1

LIVEWORKSHEETS

The image shows a Scratch workspace with various elements highlighted by numbered callouts (1-12) and colored boxes. Callout 1 points to the 'when green flag clicked' event block. Callout 2 points to the 'go to random position' block. Callout 3 points to the 'go to x 0 y 0' block. Callout 4 points to the 'glide 1 secs to random position' block. Callout 5 points to the 'glide 1 secs to x 0 y 0' block. Callout 6 points to the 'point in direction 90' block. Callout 7 points to the 'point towards mouse pointer' block. Callout 8 points to the 'when green flag clicked' block. Callout 9 points to the 'set x to 0' block. Callout 10 points to the 'Sprite1' sprite. Callout 11 points to the 'Backdrops' area. Callout 12 points to the 'LIVEWORKSHEETS' watermark. The workspace is divided into several colored regions: a red box on the left containing the code area, a green box at the top containing the stage area, a yellow box on the right containing the sprite area, and a blue box at the bottom containing the backdrop area. The 'LIVEWORKSHEETS' watermark is visible in the bottom right corner.