

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 'glide 1 secs to random position' block. Callout 3 points to the 'go to random position' block. Callout 4 points to the 'go to x 0 y 0' block. Callout 5 points to the 'point in direction 90' block. Callout 6 points to the 'point towards mouse-pointer' block. Callout 7 points to the 'when green flag clicked' block. Callout 8 points to the 'set x to 0' block. Callout 9 points to the 'move 10 steps' block. Callout 10 points to the 'turn 15 degrees' block. Callout 11 points to the 'turn 15 degrees' block. Callout 12 points to the 'set x to 0' block. A yellow box highlights the 'go to random position' and 'go to x 0 y 0' blocks. A purple box highlights the 'point in direction 90' and 'point towards mouse-pointer' blocks. A blue box highlights the 'when green flag clicked' block. A red box highlights the 'set x to 0' block. A green box highlights the 'move 10 steps' and 'turn 15 degrees' blocks. A pink box highlights the 'LIVEWORKSHEETS' watermark. The Scratch interface includes a 'Code' tab, 'Costumes' and 'Sounds' tabs, and a 'Sprite' panel showing 'Sprite1' with 'x 0 y 0' coordinates, 'Size 100', and 'Direction'.