Block Finder

The finished scripts, and where every block lives. Colors match the dots on the left edge of the Scratch screen.

Your Parts Bin (right side of the script area) already holds the loose blocks you need. Lost one? Find it by its color.

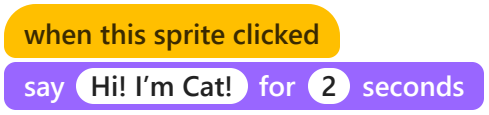
What you are building

The first three blocks are already there. You add the rest.

Everyone: Tasks 1 and 2 (Juniors add the IF in Task 3)



Brownies: Task 3 (Juniors can add it too)



Where to find each block

Category	Block	What it does	When
Events	when ⚑ clicked	Starts the script at the green flag	there
Motion	go to x: y:	Back to the start spot	there
Looks	switch costume to	Shows the first picture	there
Control	forever	A LOOP: repeats what is inside, forever	Task 1
Looks	next costume	Next picture. That is animation	Task 1
Control	wait 0.2 seconds	A pause. Smaller = faster	Task 1
Motion	move 10 steps	Slides forward. Bigger = faster	Task 2
Motion	if on edge, bounce	Turns around at the edge	Task 2
Control	if ◇ then	A CONDITION: inside runs only IF true	Task 3 Jr
Sensing	touching edge ?	The diamond: true at the edge	Task 3 Jr
Sound	start sound	Plays the character's sound	Task 3 Jr
Events	when this sprite clicked	An EVENT: starts when you click it	Task 3 Br
Looks	say Hi! for 2 seconds	Speech bubble. Type your own words	Task 3 Br
Looks	change color effect by 25	Rainbow! Goes inside the forever	Extra

The colored dots, top to bottom on the left edge of the screen: Motion · Looks · Sound · Events · Control · Sensing · Operators · Variables

Click a dot and the list jumps to that color. Drag a block by its left edge. Drop it when the gray shadow shows where it will snap.