



Interactive Whirl



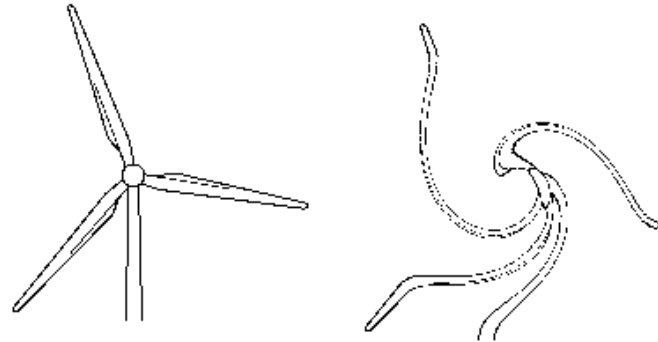
Scripts

Costumes

Sounds

Share

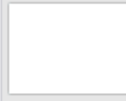
See project page



x: 240 y: 46

Sprites

New sprite:



Stage
1 backdrop



turbine clip

New backdrop:



Motion
Looks
Sound
Pen
Data

Events
Control
Sensing
Operators
More Blocks

touching ?

touching color ?

color is touching ?

distance to

ask What's your name? and wait

answer

key space pressed?

mouse down?

mouse x

mouse y

loudness

video motion on this sprite

turn video on

set video transparency to 50 %

timer

reset timer

x position of turbine clip2

current minute

days since 2000

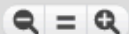
username

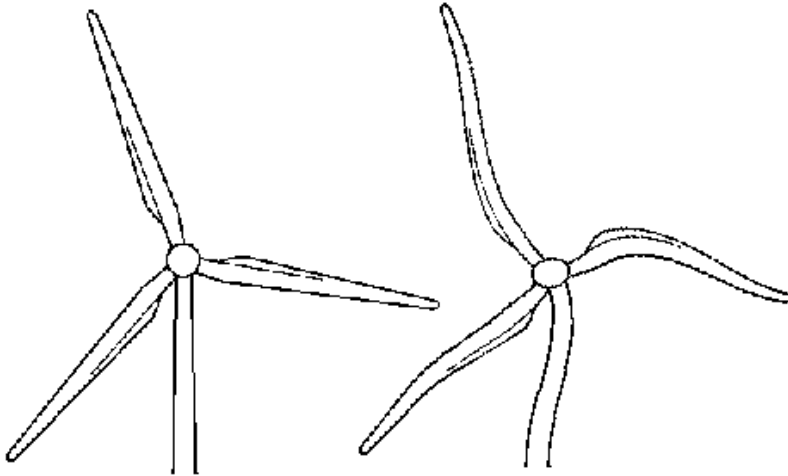
when green flag clicked

forever

set whirl effect to mouse x

x: 109
y: 17





x: -20 y: 180

Sprites

New sprite:

Stage
1 backdrop

turbine clip

New backdrop:



Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

wait 1 secs

repeat 10

forever

if then

if then

else

wait until

repeat until

stop all

when I start as a clone

create clone of myself

delete this clone

when w key pressed

play sound pop

set whirl effect to 50

wait .25 secs

set whirl effect to 0

wait .25 secs

x: 101
y: 9

Change Color



x: -240 y: 180

Sprites

New sprite:



Earth3

Stage
1 backdrop

New backdrop:



Scripts Costumes Sounds

Motion
Looks
Sound
Pen
Data
Events
Control
Sensing
Operators
More Blocks

say Hello! for 2 secs

say Hello!

think Hmm... for 2 secs

think Hmm...

show

hide

switch costume to earth

next costume

switch backdrop to backdrop1

change color effect by 25

set color effect to 0

clear graphic effects

change size by 10

set size to 100 %

go to front

go back 1 layers

costume #

backdrop name

size

Share

See project page

x: -170
y: 119

when space key pressed

change color effect by 25



Backpack



Say Something

Hippo1: direction -93.027245

Hey! I didn't know hippos could photosynthesize!



x: -148 y: 180

Sprites

New sprite:



Stage
1 backdrop

New backdrop:



Hippo1



Duck

Scripts

Costumes

Sounds

Share

See project page

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

say Hey for 2 secs

say Hey! I didn't know hippos could photos

think Hmm... for 2 secs

think Hmm...

show

hide

switch costume to duck

next costume

switch backdrop to backdrop1

change color effect by 25

set color effect to 0

clear graphic effects

change size by 10

set size to 100 %

go to front

go back 1 layers

costume #

backdrop name

size

when this sprite clicked

say Hey! I didn't know hippos could photosynthesize!

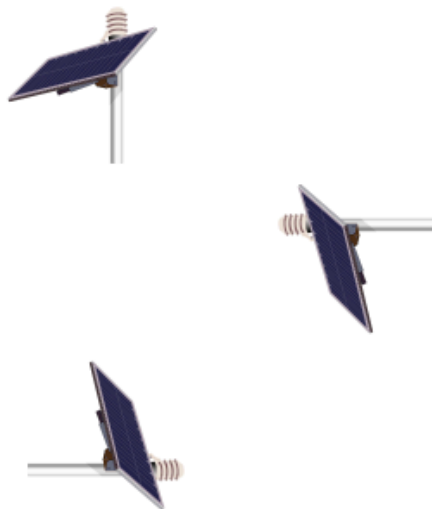


x: -144
y: -22



Backpack

Key Mover



x: 115 y: 180

Sprites

New sprite:



6638-sola...

Stage
1 backdrop

New backdrop:



Scripts

Costumes

Sounds

Share

See project page

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards

go to x: 138 y: -14

go to mouse-pointer

glide 1 secs to x: 138 y: -14

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

x position

y position

direction

when right arrow key pressed

point in direction 90

move 10 steps

x: 138
y: -3

when left arrow key pressed

point in direction -90

move 10 steps

when up arrow key pressed

point in direction 0

move 10 steps

when down arrow key pressed

point in direction 180

move 10 steps

Move to a Beat



Untitled-7

by Goff (unshared)



⌂=C=⌂
⌂=C=⌂
⌂=C=⌂

x: -119 y: 180

Sprites

New sprite:

⌂=C=⌂

320px-Ca...

Stage
1 backdrop

New backdrop:



Scripts

Costumes

Sounds

Share

See project page

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

when green flag clicked

forever

move -30 steps

play drum 35 for 0.5 beats

move 30 steps

play drum 35 for 0.5 beats

play sound pop

play sound pop until done

stop all sounds

play drum 1 for 0.25 beats

rest for 0.25 beats

play note 60 for 0.5 beats

set instrument to 1

change volume by -10

set volume to 100 %

volume

change tempo by 20

set tempo to 60 bpm

tempo

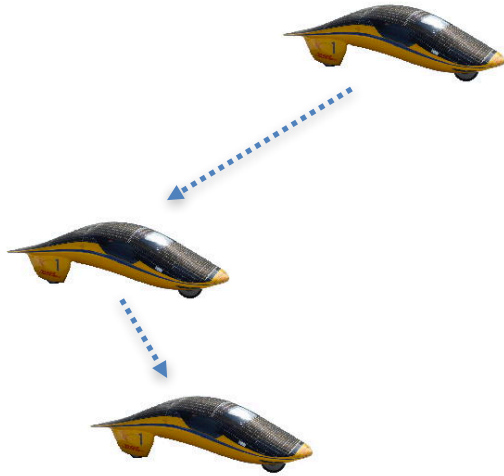
⌂=C=⌂

x: -82
y: 35



v448

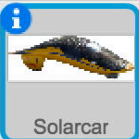
Glide



x: 240 y: -137

Sprites

New sprite:



Solarcar

Stage
1 backdrop

New backdrop:



Scripts

Costumes

Sounds

Share

See project page

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 20 y: 80

go to mouse-pointer

glide 1 secs to x: 20 y: 80

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

set rotation style left-right

when green flag clicked

glide 1 secs to x: 20 y: 80

glide 1 secs to x: 10 y: -20

glide 1 secs to x: -110 y: -100



x: 20
y: 80



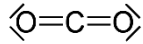
Backpack

v448

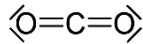
Keep Score



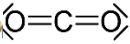
Solarcar: Score 0



Solarcar: Score 0



Solarcar: Score 1



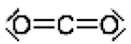
x: 240 y: 121

Sprites

New sprite:



Solarcar



CO2

Stage
1 backdrop

New backdrop:



Scripts

Costumes

Sounds

Share

See project page

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

Make a Variable

☒ Score

set Score to 0

change Score by 1

show variable Score

hide variable Score

Make a List

when green flag clicked

set Score to 0

forever

turn pick random -30 to 30 degrees

move 5 steps

if touching CO2 ? then

change Score by 1

play sound Chomp

move -100 steps



x: -84
y: -10



Backpack



Animate It



x: 20 y: 130

Sprites

New sprite:    



Solarcar

Stage
1 backdrop

New backdrop:



Scripts

Costumes

Sounds

Share

See project page

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

wait 1 secs

repeat 10

forever

if then

if then

else

wait until

repeat until

stop all

when I start as a clone

create clone of myself

when green flag clicked

forever

switch costume to Solarcar

wait 1 secs

switch costume to Solarcar2

wait 1 secs

x: -20
y: -9

Backpack



v449

Moving Animation



x: 240 y: -11

Sprites

New sprite:



TRAIN2

Stage
1 backdrop

New backdrop:



Scripts

Costumes

Sounds

Share

See project page

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: -113 y: -4

go to mouse-pointer

glide 1 secs to x: -113 y: -4

change x by 10

set x to 0

change y by 10

set y to 0

if on edge, bounce

when clicked

forever

wait .3 secs

move 5 steps

switch costume to TRAIN3

wait .3 secs

switch costume to TRAIN2

move 5 steps



x: -113
y: -4

Backpack