Start on Green Flag
starts a program when the Green Flag is tapped
Move Up moves the character up a specified amount
Move Down
moves the character down
a specified amount
Move Right
moves the character right
a specified amount
Move Left moves the character left a specified amount.
Hop moves the character up and then back down a specified amount.
Turn Right
rotates the character clockwise
a specified amount
Turn Left
rotates the character counterclockwise a specified amount
Grow
increases the character’s size
Shrink decreases the character’s size
Reset Size
resets the character to its default size
Hide
makes the character invisible
Show reveals a previously invisible character
Regular Speed changes the rate at which certain blocks are run
Medium Speed changes the rate at which certain blocks are run
Fast Speed changes the rate at which certain blocks are run
Pop
plays a ‘pop’ sound
End
indicates the end of a program
Repeat Forever
runs the program over and over