



When program started

Runs the script when the Pocket Code program is started.



When tapped

Runs the script when the sprite is tapped.



Wait \_\_\_ second

Waits a specified number of seconds, then continues with next brick.



When I receive

\_\_\_\_\_

Runs the script when the sprite receives a specified broadcast message.



When physical collision with

\_\_\_\_\_

Allows the execution of a script when two physics-enabled objects collide.

 Broadcast and wait

Sends a certain broadcast message to all sprites and waits.

 Forever

Runs the enclosed bricks infinitely.

 End of loop

Comes always with a FOREVER loop.

 Repeat \_\_\_\_\_ times

Runs the enclosed bricks a specified number of times.

 End of loop

Comes always with a REPEAT loop.



If \_\_\_\_\_ is true then

If the condition is true, run the bricks inside the if-area; if not, run the bricks inside the else-area.



Else

Comes always with a a IF clause.



End if

Comes always with a a IF clause.



Broadcast  
\_\_\_\_\_

Sends a certain broadcast message to all sprites.



Note \_\_\_\_\_

With this brick you can comment on your code This brick has no influence on the execution of your program.



Place at X: \_\_\_\_\_ Y: \_\_\_\_\_

Place the sprite to the specified X and Y position.



Set X to: \_\_\_\_\_

Set the sprite's X coordinate.



Set Y to: \_\_\_\_\_

Set the sprite's Y coordinate.



Change X by: \_\_\_\_\_

Changes the sprite's X coordinate values by the given increment.



Change Y by: \_\_\_\_\_

Changes the sprite's Y coordinate values by the given increment.



If on edge, bounce

If touching the edge of the screen it bounces away.



Move \_\_\_\_\_ steps

Move the sprite a certain number of steps (e.g.: 10)



Turn left: \_\_\_\_\_ °

Turns the sprite to the left (counter clockwise) by the specified degrees.



Turn right: \_\_\_\_\_ °

Turns the sprite to the right (clockwise) by the specified degrees.



Point in direction \_\_\_\_\_ °

Sets the direction of the current sprite (in degrees).

Point towards



\_\_\_\_\_

Sets the direction of the current sprite regarding another object.

Glide \_\_\_\_ second to X: \_\_\_\_ Y: \_\_\_\_



Glide within a certain time to the specified X,Y position.

Go back \_\_\_\_ layer



Moves the sprite a given number of layers back in the layer stack.

Go to front



Bring the sprite to the frontmost layer so it covers all other sprites with overlapping positions.

Vibrate for \_\_\_\_\_ seconds



Uses the vibration functionality of the device for the given time span.



### Set motion type to

bouncing with gravity

The object is influenced by gravity, collisions, etc., e.g. a ping-pong ball - collides with other dynamic and fixed sprites



### Set motion type to

others bounce off it

The object is not influenced by gravity, collisions or similar, a „static“ sprite per se, e.g. the floor or an indestructible wall - collides with dynamic sprites only.



### Set motion type to

no bouncing

Physics features are disabled, the default non-physics sprites, e.g. background - does not collide with any other physics object



### Set velocity to

X: \_\_\_\_\_ Y: \_\_\_\_\_ steps/second

Sets the object's velocity along both X and Y axes.



Rotate left

\_\_\_\_\_ degrees/second

Sets the object's counter-clockwise rotational speed in degrees/second.



Rotate right

\_\_\_\_\_ degrees/second

Sets the object's clockwise rotational speed in degrees/second.



Set gravity for all objects to

X: \_\_\_\_\_ Y: \_\_\_\_\_ steps/second<sup>2</sup>

Changes the physics world's gravity which affects all dynamic physics objects. Both positive and negative values are allowed for gravity on both X and Y axes.



Set mass to

\_\_\_\_\_ kilogram

Determines a object's mass. Accepted values are 0 and above. Note that increasing an object's mass will not increase the speed with which it will „fall“ due to gravity





## Set bounce factor to

\_\_\_\_\_ %

Determines how much of an object's energy/velocity is lost (or gained) upon collision with another physics object. Both colliding objects' BounceFactors are used to calculate how „violently“ the objects bounce off of each other. Accepted values are 0 and above, factors greater than 1 are also supported. If both colliding objects have a BounceFactor of 0 they do not bounce at all upon collision.



## Setze Reibung auf

\_\_\_\_\_ %

Determines how fast/easily one physics object can glide along another. Accepted values are between 0 and 1, values greater than 1 are accepted as well. The higher the objects' friction values, the slower they will glide.

Start sound



\_\_\_\_\_

Start to play the specified sound.

Stop all sounds



Stops all playing sounds.

Set volume to \_\_\_\_\_ %



Sets the volume for sound replay to a certain value.

Change volume by \_\_\_\_\_



Changes the volume for sound replay by a certain value.

Speak



\_\_\_\_\_

Speaks the specified text.



Next look

Switches the sprite to its next look. You can change the order of the different looks of one object.



Set size to \_\_\_\_\_ %

Sets the size of the current sprite.



Change size by \_\_\_\_\_ %

Change the size of the current sprite about the specified amount.



Show

Makes the sprite visible on the screen.



Hide

Makes the sprite invisible.



Change transparency to \_\_\_\_\_ %

Sets the sprite's transparency to a specific value.



Change transparency by \_\_\_\_\_

Changes the sprite's transparency by the specified amount.



Change brightness to \_\_\_\_\_ %

Sets the sprite's brightness to a specific value.



Change brightness by \_\_\_\_\_

Changes the sprite's brightness by the specified amount.



Clear graphic effects

Clears any graphic effect of the sprite such as brightness and transparency.



## Switch to look

\_\_\_\_\_

Switches the sprite to a specified look. A sprite can have different looks. This can be seen as different designs. Different looks of the same sprite can be used to create simple animations.



## Change color by

\_\_\_\_\_

Changes the colour of the sprite by the given amount.



## Turn flashlight

\_\_\_\_\_

Turns the devices flashlight on/off

### Set variable

\_\_\_\_\_

to: \_\_\_\_\_

Set the variable to a certain value.

### Change variable

\_\_\_\_\_

by: \_\_\_\_\_

Change the variable by a certain value.

### Show variable

\_\_\_\_\_

at X: \_\_\_\_\_ Y: \_\_\_\_\_

Shows the value of the variable at a specific X and Y coordinate on the stage.

### Hide variable

\_\_\_\_\_

Hides the variable so it is not visible on the stage.