
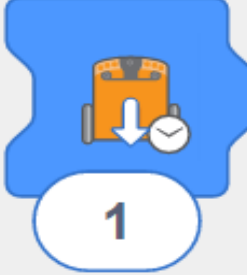


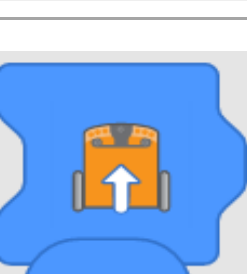
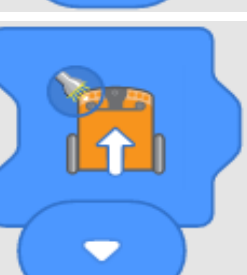









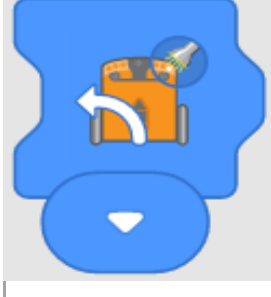

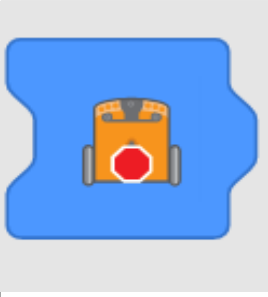
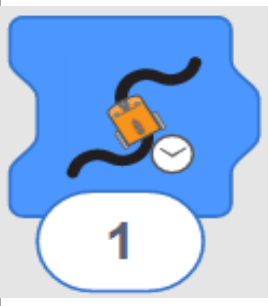
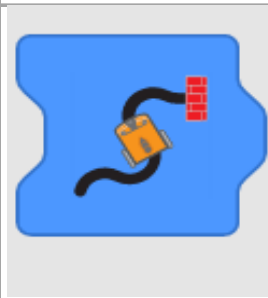
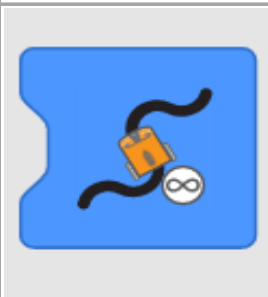
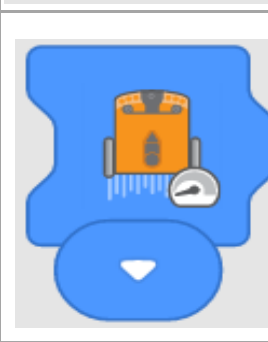
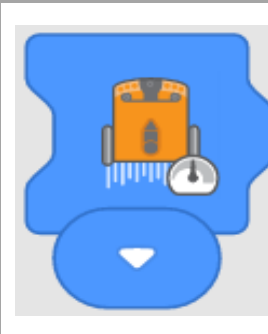


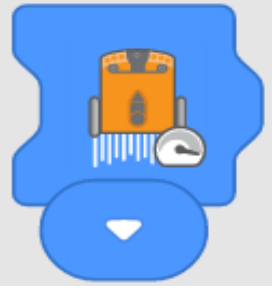
Block	What it does
	<p>Drive forward for <TIME> seconds</p>
	<p>Drive backwards for <TIME> seconds</p>
	<p>Turn left for <TIME> seconds</p>
	<p>Turn right for <TIME> seconds</p>
	<p>Drive forward</p>
	<p>Drive forward while a light is on the left side</p>

	Drive forward while a light is on the right side
	Drive forward while on a white surface
	Drive forward while on a black surface
	Drive backwards
	Drive backwards while a light is on the left side
	Drive backwards while a light is on the right side




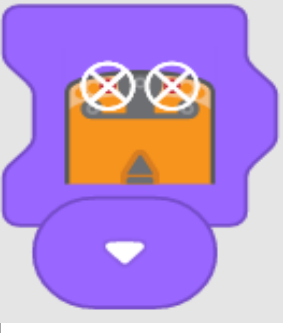

	Drive backwards while on a white surface
	Drive backwards while on a black surface
	Turn left
	Turn left while a light is on the left side
	Turn left while a light is on the right side
	Turn left while on a white surface

	Turn left while on a black surface
	Turn right
	Turn right while a light is on the left side
	Turn right while a light is on the right side
	Turn right while on a white surface
	Turn right while on a black surface

	Stop driving
	Follow a line for <TIME> seconds
	Follow a line until an obstacle is detected
	Follow a line forever
	Set drive speed to slow
	Set drive speed to normal



Set drive speed to fast

Block	What it does
 A Scratch 'Turn LEDs on' block. The top part shows a robot head with two yellow starburst icons on its eyes, indicating both LEDs are on. The bottom part is a circular button with a white downward-pointing triangle.	Turn both LEDs on
 A Scratch 'Turn LED on' block. The top part shows a robot head with a yellow starburst icon on its right eye, indicating the right LED is on. The bottom part is a circular button with a white downward-pointing triangle.	Turn right LED on
 A Scratch 'Turn LED on' block. The top part shows a robot head with a yellow starburst icon on its left eye, indicating the left LED is on. The bottom part is a circular button with a white downward-pointing triangle.	Turn left LED on
 A Scratch 'Turn LEDs off' block. The top part shows a robot head with two white 'X' marks over its eyes, indicating both LEDs are off. The bottom part is a circular button with a white downward-pointing triangle.	Turn both LEDs off
 A Scratch 'Turn LED off' block. The top part shows a robot head with a white 'X' mark over its right eye, indicating the right LED is off. The bottom part is a circular button with a white downward-pointing triangle.	Turn right LED off



Turn left LED off



Beep



Play a whole C



Play a whole B



Play a whole A



Play a whole G



Play a whole F



Play a whole E



Play a whole D



Play a whole middle C



Play a whole low B



Play a half C



Play a half B



Play a half A



Play a half G



Play a half F



Play a half E



Play a half D



Play a half middle C



Play a half low B



Play a quarter C



Play a quarter B



Play a quarter A



Play a quarter G



Play a quarter F



Play a quarter E



Play a quarter D



Play a quarter middle C



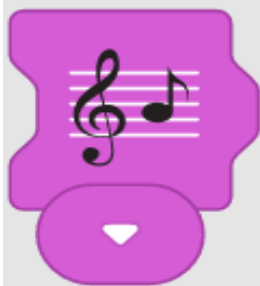
Play a quarter low B



Play an eighth C



Play an eighth B



Play an eighth A



Play an eighth G



Play an eighth F



Play an eighth E



Play an eighth D



Play an eighth middle C



Play an eighth low B



Play a whole rest



Play a half rest



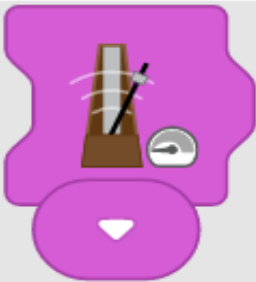
Play quarter rest



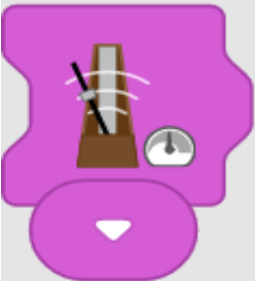
Play a eighth rest



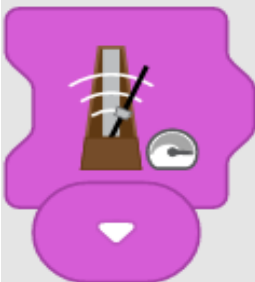
Play the next note as a sharp



Set music tempo to slow



Set music tempo to normal



Set music tempo to fast



Send blue message



Send pink message



Send green message









Send violet message





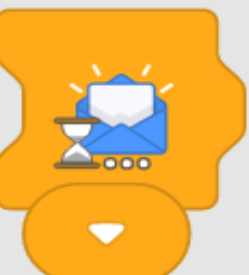



Send orange message



Send indigo message

Block	What it does
 <p>The block is orange with a clock icon and an hourglass icon. A white circle with the number '1' is at the bottom.</p>	<p>Wait for <TIME> seconds</p>
 <p>The block is orange with a hand icon and a number '1'. A white circle with a downward arrow is at the bottom.</p>	<p>Wait until 1 clap is detected</p>
 <p>The block is orange with a hand icon and a round button icon. A white circle with a downward arrow is at the bottom.</p>	<p>Wait until the round button is pushed</p>
 <p>The block is orange with a hand icon and a triangle button icon. A white circle with a downward arrow is at the bottom.</p>	<p>Wait until the triangle button is pushed</p>
 <p>The block is orange with a hand icon and a number '2'. A white circle with a downward arrow is at the bottom.</p>	<p>Wait until 2 claps are detected</p>
 <p>The block is orange with a hand icon and a black surface icon. A white circle with a downward arrow is at the bottom.</p>	<p>Wait until a black surface is detected</p>

	Wait until a white surface is detected
	Wait until a light is on the left side
	Wait until a light is on the right side
	Wait until an obstacle is detected
	Wait until the blue message is received
	Wait until the pink message is received



Wait until the green message is received









Wait until the violet message is received




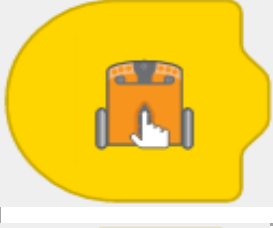
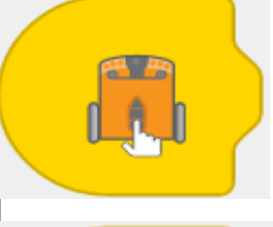
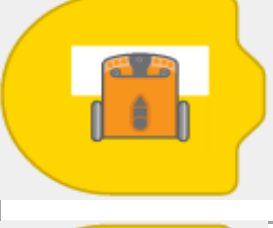
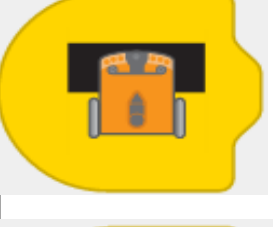



Wait until the orange message is received



Wait until the indigo message is received

Block	What it does
 <p>A yellow block with a notch on the left and a bump on the right. It features a white icon of two curved arrows forming a circle, indicating a continuous loop.</p>	Loop forever
 <p>A yellow block with a notch on the left and a bump on the right. It features a white icon of two curved arrows forming a circle, and a white circle containing the number '2' below it.</p>	Loop <NUMBER> times
 <p>A yellow block with a notch on the left and a bump on the right. It features a white icon of a hand pushing a round button, and a white circle containing a downward-pointing triangle below it.</p>	Loop until the round button is pushed
 <p>A yellow block with a notch on the left and a bump on the right. It features a white icon of a hand pushing a triangle button, and a white circle containing a downward-pointing triangle below it.</p>	Loop until the triangle button is pushed
 <p>A yellow block with a notch on the left and a bump on the right. It features a white icon of a hand pushing a button, with a red text box above it that reads "STOP! AN OBSTACLE IS DETECTED!". Below the icon is a white circle containing a downward-pointing triangle.</p>	Loop until an obstacle is detected
 <p>A yellow block with a notch on the left and a bump on the right. It features a red octagonal stop sign icon in the center.</p>	End program

Block	What it does
 A yellow block with a red brick wall icon above a small orange robot.	Start when an obstacle is detected
 A yellow block with a hand clapping icon and the number 1.	Start when 1 clap is detected
 A yellow block with a hand clapping icon and the number 2.	Start when 2 claps are detected
 A yellow block with a hand pushing a triangle button on a robot.	Start when the triangle button is pushed
 A yellow block with a hand pushing a round button on a robot.	Start when the round button is pushed
 A yellow block with a white surface icon above a small orange robot.	Start when a white surface is detected
 A yellow block with a black surface icon above a small orange robot.	Start when a black surface is detected
 A yellow block with a blue envelope icon.	Start when the blue message is received



Start when the pink message is received



Start when the green message is received



Start when the violet message is received



Start when the orange message is received



Start when the indigo message is received



Start when remote 1 command is received



Start when remote 2 command is received



Start when remote 3 command is received



Start when remote 4 command is received



Start when remote 5 command is received



Start when remote 6 command is received



Program start