











Comparison of blocks for Scratch Jnr and Scratch

	SCRATCH JNR	SCRATCH ALTERNATIVES
TRIGGER BLOCKS	Character	Sprite
Starts the script when the Green Flag is touched/tapped		
Starts the script when the character is touched by another character		
		Need to name and set variables
Starts the script when you tap/click on the character/character		
Sends a message to another character – colour based		
		Need to name and specify the message to broadcast
Starts the script when message of specified colour is received		

MOTION BLOCKS

Move the character a specified number of grid squares to the right



Move the character a specified number of grid squares to the left



Use minus symbol to move backward

Moves the character a specified number of grid squares up



Need to set the x and y coordinates

Moves the character a specified number of grid squares down



Need to set the x and y coordinates

Rotates the character clockwise a specified amount. Turn 12 for a full rotation



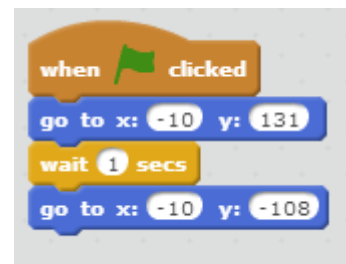
Need to specify the number of degrees to turn out of 360

Rotates the character anti-clockwise a specified amount. Turn 12 for a full rotation



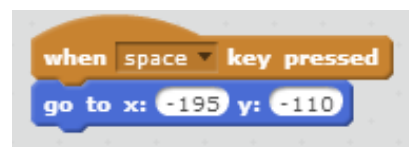
Need to specify the number of degrees to turn out of 360

Moves the character up a specified number of grid squares and then down again



Need to write a small script

Resets the character's location to its starting position



Need to write a small script

LOOKS BLOCKS

Shows a specified message in a speech bubble above character



Increases the character's size



Decreases the character's size



Returns the character to its default size



Fades out the character until it is invisible



Will disappear straight away

Fades in the character until it is fully visible



Will reappear straight away

SOUND BLOCKS

Plays a pop sound



Some sounds specific to sprite and can be selected

Plays a sound recorded by the user



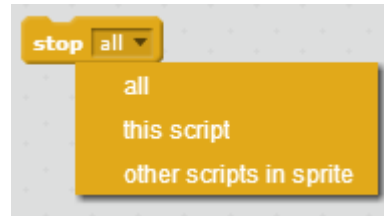
Can choose or record a sound

CONTROL BLOCKS

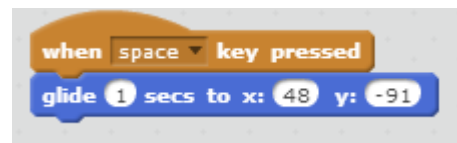
Pauses the script for a specified amount of time (in tenths of seconds)



Stops all the character's in the scripts



Changes the rate at which certain blocks are run

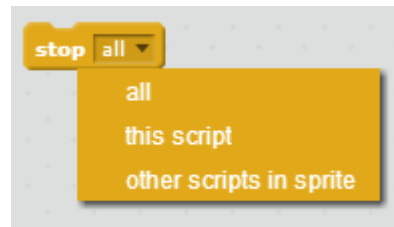


Runs the blocks inside a specified number of times



END BLOCKS

Indicates the end of the script (but does not affect the script in anyway)



Runs the script over and over



Runs the script inside over and over

Changes to the specified page of the project

