

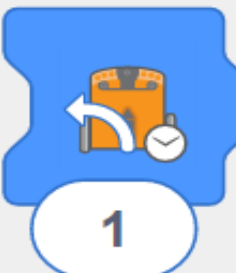

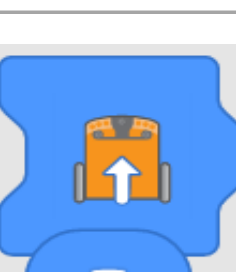
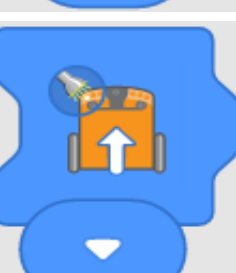
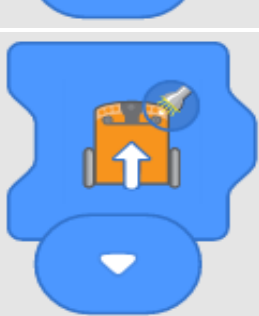



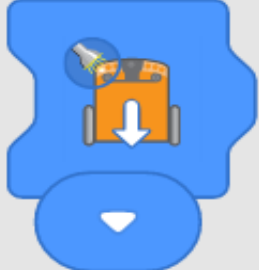



Block	What it does
	Drive forward for <TIME> seconds
	Drive backwards for <TIME> seconds
	Turn left for <TIME> seconds
	Turn right for <TIME> seconds
	Drive forward
	Drive forward while a light is on the left side

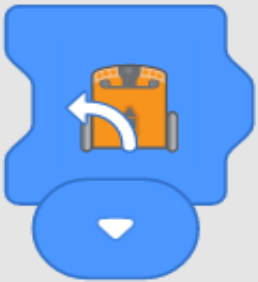
	Drive forward while a light is on the right side
	Drive forward while on a white surface
	Drive forward while on a black surface
	Drive backwards
	Drive backwards while a light is on the left side
	Drive backwards while a light is on the right side



Drive backwards while on a white surface



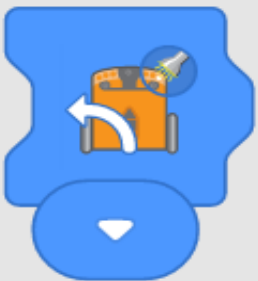
Drive backwards while on a black surface



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

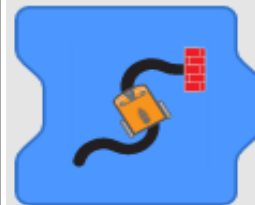
	Turn left while on a black surface
	Turn right
	Turn right while a light is on the left side
	Turn right while a light is on the right side
	Turn right while on a white surface
	Turn right while on a black surface



Stop driving



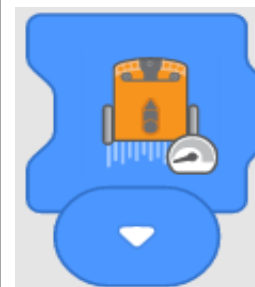
Follow a line for <TIME> seconds



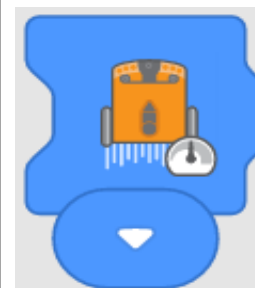
Follow a line until an obstacle is detected



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. It features a purple block with a white triangle pointing down. The top part shows a car with two yellow starburst icons on its roof, indicating both LEDs are on.	Turn both LEDs on
 A Scratch 'Turn LEDs on' block. The top part shows a car with a single yellow starburst icon on the right side of its roof, indicating the right LED is on.	Turn right LED on
 A Scratch 'Turn LEDs on' block. The top part shows a car with a single yellow starburst icon on the left side of its roof, indicating the left LED is on.	Turn left LED on
 A Scratch 'Turn LEDs off' block. It features a purple block with a white triangle pointing down. The top part shows a car with two white 'X' marks on its roof, indicating both LEDs are off.	Turn both LEDs off
 A Scratch 'Turn LEDs off' block. The top part shows a car with a single white 'X' mark on the right side of its roof, indicating the right LED is off.	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



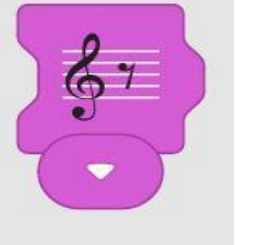
Play a whole rest



Play a half rest



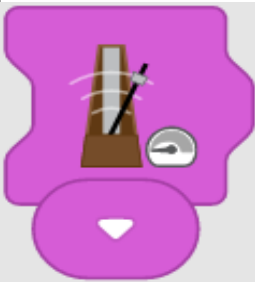
Play quarter rest



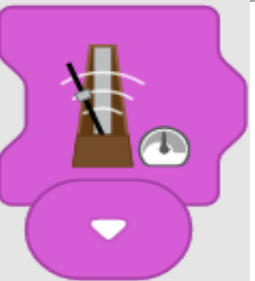
Play a eighth rest



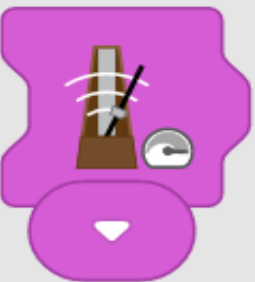
Play the next note as a sharp



Set music tempo to slow



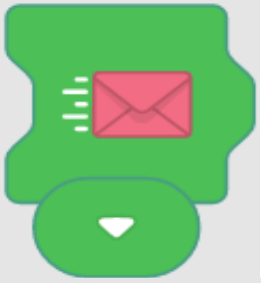
Set music tempo to normal



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>Wait for &lt;TIME&gt; seconds</p>
	<p>Wait until 1 clap is detected</p>
	<p>Wait until the round button is pushed</p>
	<p>Wait until the triangle button is pushed</p>
	<p>Wait until 2 claps are detected</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




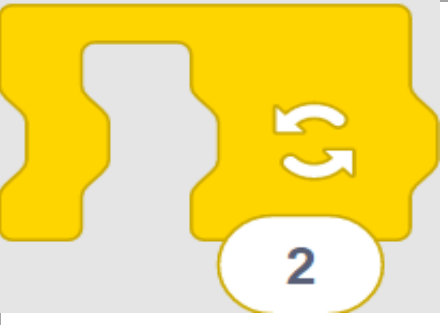



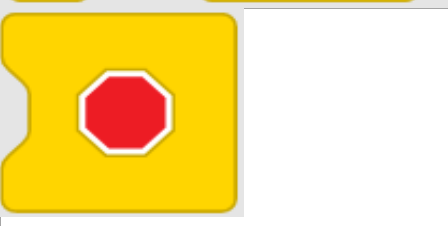
Wait until the violet message is received











Wait until the orange message is received



Wait until the indigo message is received

Block	What it does
 <p>The block is yellow with a grey notch on the left and a grey bump on the right. It features a white icon of two curved arrows forming a circle, indicating a loop.</p>	Loop forever
 <p>The block is yellow with a grey notch on the left and a grey bump on the right. It features a white icon of two curved arrows forming a circle, and a white circle containing the number '2'.</p>	Loop <NUMBER> times
 <p>The block is yellow with a grey notch on the left and a grey bump on the right. It features a white icon of two curved arrows forming a circle, a small orange robot icon, and a white circle containing a downward-pointing triangle.</p>	Loop until the round button is pushed
 <p>The block is yellow with a grey notch on the left and a grey bump on the right. It features a white icon of two curved arrows forming a circle, a small orange robot icon, and a white circle containing a downward-pointing triangle.</p>	Loop until the triangle button is pushed
 <p>The block is yellow with a grey notch on the left and a grey bump on the right. It features a white icon of two curved arrows forming a circle, a small orange robot icon, and a red brick wall icon.</p>	Loop until an obstacle is detected
 <p>The block is yellow with a grey notch on the left and a grey bump on the right. It features a red octagonal stop sign icon.</p>	End program

Block	What it does
 An orange robot head with a red brick wall icon above it, indicating an obstacle sensor.	Start when an obstacle is detected
 An orange robot head with a hand clapping icon and the number '1' above it, indicating a single clap sensor.	Start when 1 clap is detected
 An orange robot head with a hand clapping icon and the number '2' above it, indicating two claps sensor.	Start when 2 claps are detected
 An orange robot head with a hand pushing a triangular button icon, indicating a triangle button sensor.	Start when the triangle button is pushed
 An orange robot head with a hand pushing a round button icon, indicating a round button sensor.	Start when the round button is pushed
 An orange robot head with a white rectangular surface icon above it, indicating a white surface sensor.	Start when a white surface is detected
 An orange robot head with a black rectangular surface icon above it, indicating a black surface sensor.	Start when a black surface is detected
 An orange robot head with a blue envelope icon above it, indicating a blue message sensor.	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

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