The If Block
The “if” block can be found in the **control** tab.

The if block means, “**IF** this happens, **THEN** do this.”

You can put blocks **ON** the if block and **IN** the if block.
Sensing Blocks

Most of the blocks that fit ON the if block are sensing blocks, which can be found in the sensing tab.

Different sensing blocks can detect if a key is pressed, if the sprite is touching something, or if the sprite moves to a certain position.
Forever If

Usually, you don’t want to just run the if block once, you want it to always be running.

To make it run forever you can either put it in a forever block or use the forever if block.