Move

The move block makes the sprite move __________________. It has 1 variable:

1. You can change how many __________________ the sprite takes.

The stage is __________ steps wide (-240 to +240) and __________ steps tall (-180 to +180).

The sprite will move in the direction it is __________________.

Turn

The turn blocks make the sprite turn __________________ or __________________. They each have 1 variable:

1. You can change how many __________________ the sprite turns.

The sprite can turn ________ degrees.

- _________________ – facing straight up
- _________________ – facing right
- _________________ – facing down
- _________________ – facing left (also -90)

Keeping track of position and direction

To keep track of the sprites position and direction, you can click on the __________________ next to “x position”, “y position”, and “direction” in the Motion tab.

The sprite’s position and direction will then appear on the __________________.