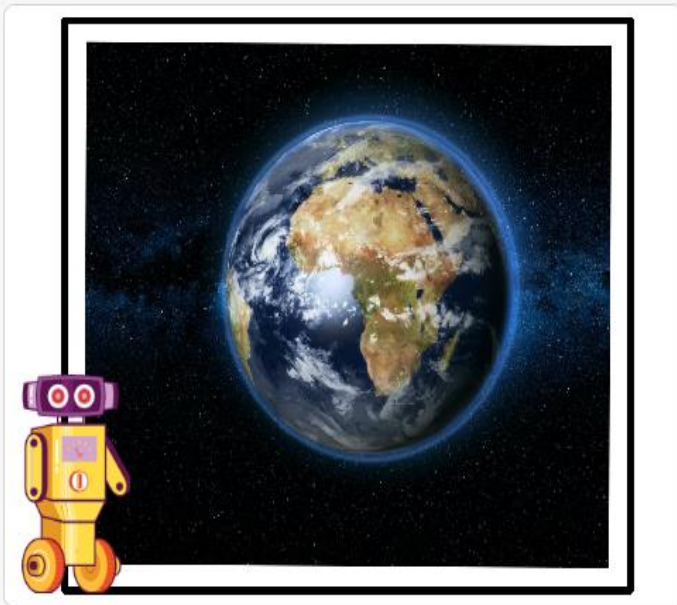


Blocks Python (Beta) Costumes Sounds

- Motion**
 - think Hmm...
- Looks**
 - switch costume to Retro Robot c
- Sound**
 - next costume
- Events**
 - switch backdrop to backdrop1
- Control**
 - next backdrop
- Sensing**
 - change size by 10
 - set size to 100 %
 - change color effect by 25
 - set color effect to 0
 - clear graphic effects
- Operators**
 - show
 - hide

```

when clicked
  show
  switch backdrop to Beach Flo
  set value to sensor
  set language to English
  speak We all know that our environment is at risk
  switch backdrop to بيت
  wait 1 seconds
  switch backdrop to بيت اثير
  speak We must protect it from the danger of pollution, so let's start!
  switch backdrop to Beach Flo
  speak We will use the resources for recycling
  say Identify class from web camera for 2 seconds
  loop 2
    if is identified class from web camera = metal ? then
      speak This is metals
      loopwait metal
      speak get it here
    if is identified class from web camera = paper ? then
      speak This is paper
      loopwait paper
      speak get it here
    if is identified class from web camera = plastic ? then
      speak This is plastic
      loopwait plastic
      speak get it here
  
```



Sprite: Retro Robot2

x: -190, y: -106

Show:

Size: 75, Direction: 90

Backdrops: 8

- Retro Rob...
- paper
- plastic
- metal

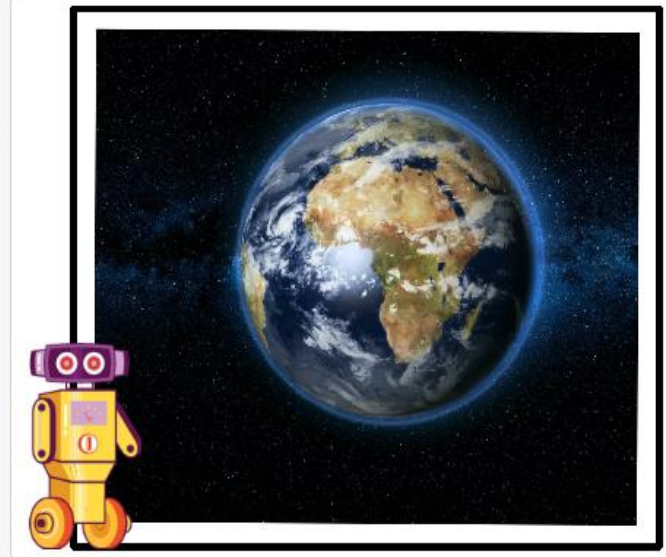
Blocks Python (Beta) Costumes Sounds

- Motion: next costume
- Looks: switch backdrop to backdrop1
- Sound: next backdrop
- Events: change size by 10
- Control: set size to 100 %
- Sensing: change color effect by 25
- Operators: set color effect to 0
- Variables: clear graphic effects
- My Blocks: show, hide
- Text to Speech: show, hide
- Machine Learning: go to front layer, go forward 1 layers

Script:

```

when I receive paper
  show
  wait 3 seconds
  hide
when clicked
  hide
  
```



Sprite: paper

x: 95 y: -156

Show: [on] [off]

Size: 70 Direction: 90

Sprite list: Retro Rob..., paper, plastic, metal

Stage

Backdrops: 8

Blocks

Python (Beta)

Costumes

Sounds

Upload Firmware



Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 165 y: 40
- glide 1 secs to random position
- glide 1 secs to x: 165 y: 40
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to 165
- change x by 10

```

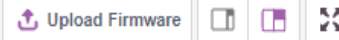
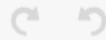
when clicked
  switch backdrop to Blue Sky
  show
  set trash to 0
  set speed to -5
  go to x: pick random -212 to 202 y: 160
  forever
    change y by speed
    if touching المنة ? then
      change trash by 5
      go to x: pick random -212 to 202 y: 160
    if touching color ? then
      broadcast fell
    if touching color ? then
      switch backdrop to game over
    if trash = 50 then
      switch backdrop to victory
      hide
      stop all
  
```



Sprite: عبوة الماء 2
 x: 165 y: 40
 Show:
 Size: 25 Direction: 90

Backdrops: 3

Blocks Python (Beta) Costumes Sounds



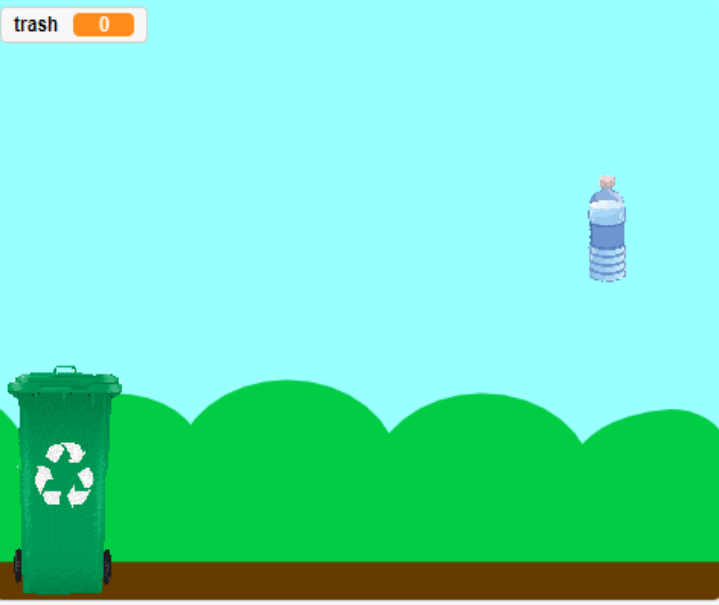
- Motion
- Looks
- Sound
- Events
- Control
- Sensing
- Operators
- Variables
- My Blocks

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: -192 y: -108
- glide 1 secs to random position
- glide 1 secs to x: -192 y: -108
- point in direction 90
- point towards mouse-pointer
- change x by 10
- set x to -192
- change y by 10

```

when green flag clicked
  forever loop
    play sound Video Game 1 until done
    if trash = 50 then
      hide
  
```



Sprite: 2 الشلّة

x: -192 y: -108

Show:

Size: 40 Direction: 90

Backdrops: 3

Sprite list: 2 الشلّة, عبوة الماء