

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

```
when green flag clicked
  go to x: 5 y: -148

when right arrow key pressed
  change x by 10

when left arrow key pressed
  change x by -10

move 10 steps
turn 15 degrees
turn 15 degrees
go to random position
go to x: 25 y: -148
glide 1 secs to random position
glide 1 secs to x: 25 y: -148
point in direction 90
point towards mouse-pointer
change x by 10
set x to 25
change y by 10
```



Sprite 1 x 25 y -148
Show [] [] Size 20 Direction 90

Stage

1

Backdrops 1

Code

Costumes

Sounds



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Events

```

when clicked
when space key pressed
when this sprite clicked
when backdrop switches to backdrop1
when loudness > 10
when I receive message1
broadcast message1
broadcast message1 and wait

```

```

when clicked

```



Sprite 6 x 12 y 124

Show Size 40 Direction 90

1 5

Stage

Backdrops 2



Backpack

Code

Costumes

Sounds

Motion

Looks

Sound

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Control

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Operators

Variables

My Blocks

Variables

Make a Variable

my variable

النتيجة

set my variable to 0

change my variable by 1

show variable my variable

hide variable my variable

Make a List

My Blocks

Make a Block

```

when green flag clicked
  forever loop
    change y by -5
    if touching 1 then
      change النتيجة by 1
      go to x: pick random -200 to 200 y: 142
    if touching color green then
      go to x: pick random -200 to 200 y: 142
    if النتيجة = 10 then
      say مبروك لقد ربحت for 3 seconds
      stop all
  
```



Sprite 5 x 12 y 119

Show [on] [off] Size 30 Direction 90

1 [bin icon]

5 [bottle icon]

Stage

Backdrops 2

Backpack