

Scratch Commands by Category

move <input type="checkbox"/> steps	Motion		when green flag clicked	Control
turn <input type="checkbox"/> degrees	Motion		when <input type="checkbox"/> key pressed	Control
point in direction <input type="checkbox"/>	Motion		when sprite 1 clicked	Control
point towards <input type="checkbox"/>	Motion		wait <input type="checkbox"/> secs	Control
go to x: <input type="checkbox"/> y: <input type="checkbox"/>	Motion		forever	Control
go to <input type="checkbox"/>	Motion		repeat <input type="checkbox"/>	Control
glide <input type="checkbox"/> secs to x: <input type="checkbox"/> Y: <input type="checkbox"/>	Motion		broadcast <input type="checkbox"/>	Control
change x by <input type="checkbox"/>	Motion		broadcast <input type="checkbox"/> and wait	Control
set x to <input type="checkbox"/>	Motion		when I receive <input type="checkbox"/>	Control
change y by <input type="checkbox"/>	Motion		forever if <input type="checkbox"/>	Control
set y to <input type="checkbox"/>	Motion		if <input type="checkbox"/>	Control
if on edge, bounce	Motion		if <input type="checkbox"/> else	Control
			wait until <input type="checkbox"/>	Control
switch costume to <input type="checkbox"/>	Looks		repeat until <input type="checkbox"/>	Control
next costume	Looks		stop script	Control
say <input type="checkbox"/> for <input type="checkbox"/> secs	Looks		stop all	Control
think <input type="checkbox"/> for <input type="checkbox"/> secs	Looks			
change color effect by <input type="checkbox"/>	Looks		touching <input type="checkbox"/>	Sensing
set color effect to <input type="checkbox"/>	Looks		touching color <input type="checkbox"/>	Sensing
clear graphic effects	Looks		color <input type="checkbox"/> is touching <input type="checkbox"/>	Sensing
change size by <input type="checkbox"/>	Looks		ask <input type="checkbox"/> and wait	Sensing
set size to <input type="checkbox"/> %	Looks		mouse x	Sensing
show	Looks		mouse y	Sensing
hide	Looks		mouse down	Sensing
go to front	Looks		key <input type="checkbox"/> pressed	Sensing
go back <input type="checkbox"/> Layers	Looks		distance to <input type="checkbox"/>	Sensing
			reset timer	Sensing
play sound <input type="checkbox"/>	Sound		<input type="checkbox"/> of <input type="checkbox"/>	Sensing
play sound <input type="checkbox"/> until done	Sound		<input type="checkbox"/> sensor value	Sensing
stop all sounds	Sound		sensor <input type="checkbox"/>	Sensing
play drum <input type="checkbox"/> for <input type="checkbox"/> beats	Sound			
rest for <input type="checkbox"/> beats	Sound		<input type="checkbox"/> + <input type="checkbox"/>	Operators
play note <input type="checkbox"/> for <input type="checkbox"/> beats	Sound		<input type="checkbox"/> - <input type="checkbox"/>	Operators
set instrument to <input type="checkbox"/>	Sound		<input type="checkbox"/> * <input type="checkbox"/>	Operators
change volume by <input type="checkbox"/>	Sound		<input type="checkbox"/> / <input type="checkbox"/>	Operators
set volume to <input type="checkbox"/> %	Sound		pick random <input type="checkbox"/> to <input type="checkbox"/>	Operators
change tempo by <input type="checkbox"/>	Sound		<input type="checkbox"/> < <input type="checkbox"/>	Operators
set tempo to <input type="checkbox"/> bpm	Sound		<input type="checkbox"/> = <input type="checkbox"/>	Operators
			<input type="checkbox"/> > <input type="checkbox"/>	Operators
clear	Pen		<input type="checkbox"/> and <input type="checkbox"/>	Operators
pen down	Pen		<input type="checkbox"/> or <input type="checkbox"/>	Operators
pen up	Pen		not <input type="checkbox"/>	Operators
set pen color to <input type="checkbox"/>	Pen		join <input type="checkbox"/> <input type="checkbox"/>	Operators
change pen color by <input type="checkbox"/>	Pen		letter <input type="checkbox"/> of <input type="checkbox"/>	Operators
change pen shade by <input type="checkbox"/>	Pen		length of <input type="checkbox"/>	Operators
set pen shade to <input type="checkbox"/>	Pen		<input type="checkbox"/> mod <input type="checkbox"/>	Operators
change pen size by <input type="checkbox"/>	Pen		round <input type="checkbox"/>	Operators
set pen size to <input type="checkbox"/>	Pen		<input type="checkbox"/> of <input type="checkbox"/>	Operators
stamp	Pen			
			make a variable	Variables
			make a list	Variables