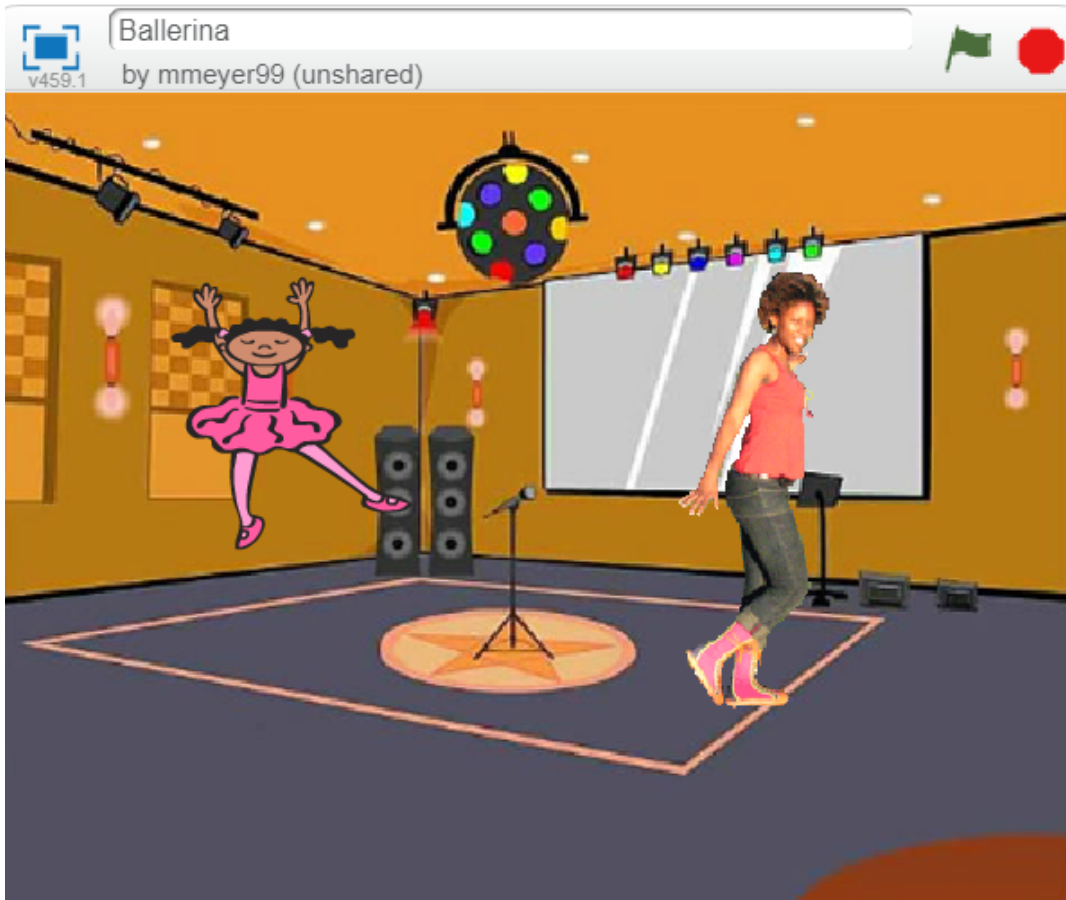


# Ballerina



Scripts

Backdrops

Sounds

Motion

Looks

Sound

Pen

Data

Events

Control

Sensing

Operators

More Blocks





Stage selected:  
No motion blocks

when  clicked





repeat 10

play sound dance around

Sprites

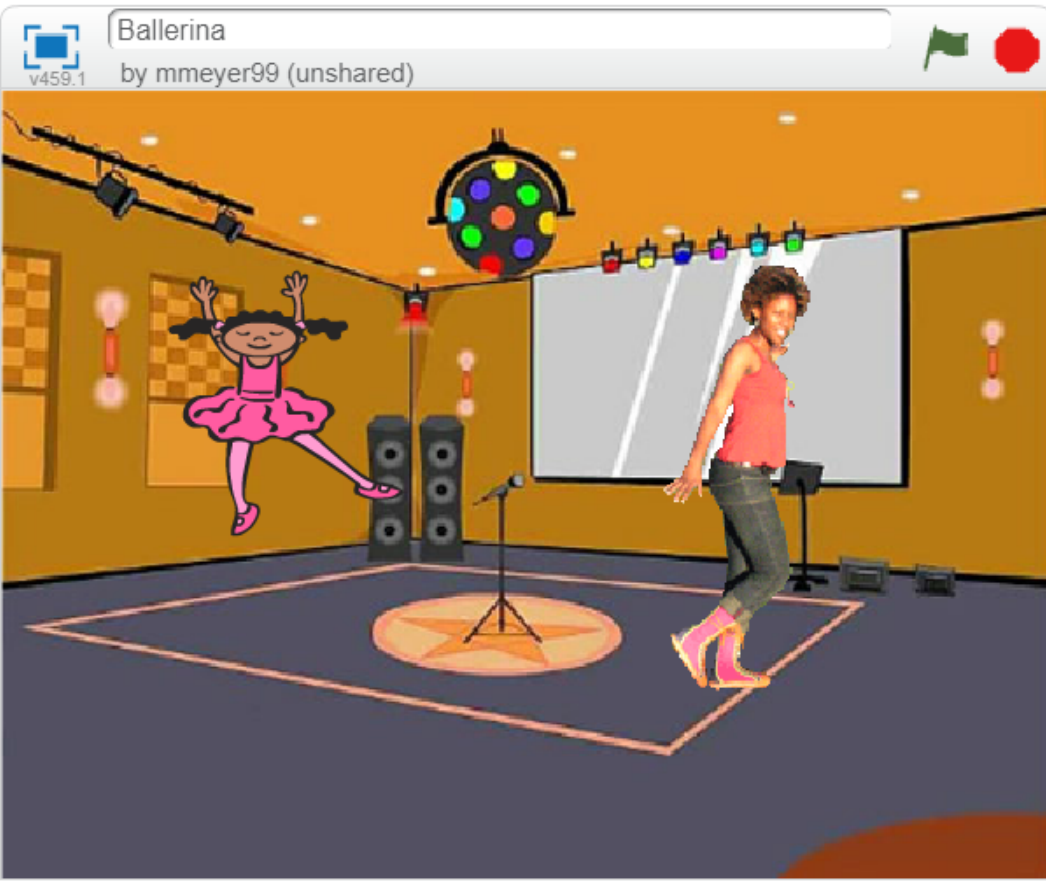
New sprite:    

Stage  
2 backdrops

New backdrop:  
   

Ballerina

Cassy Da...



x: -112 y: -180

### Sprites

New sprite:

- Stage  
2 backdrops
- Ballerina
- Cassy Da...

### Scripts

- Motion
- Looks
- Sound
- Pen
- Data

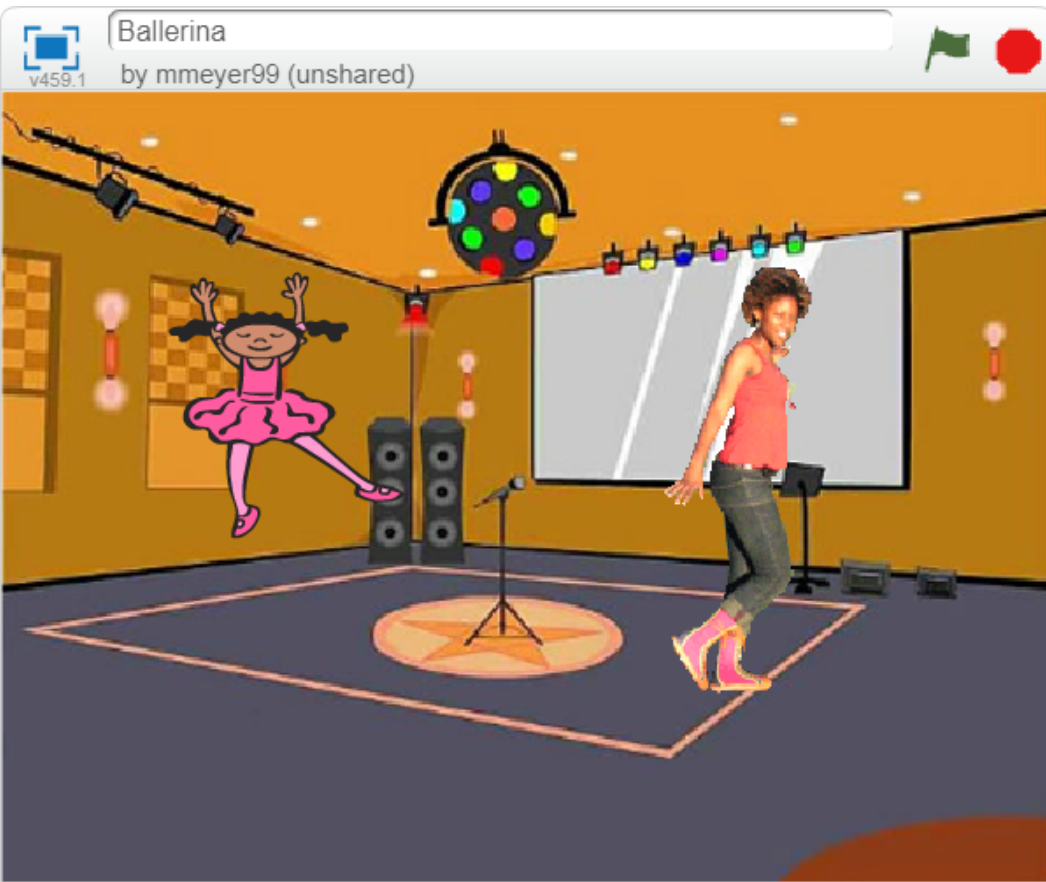
### Costumes

- Events
- Control
- Sensing
- Operators
- More Blocks

### Sounds

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: -111 y: 38
- go to mouse-pointer
- glide 1 secs to x: -111 y: 38
- change x by 10
- set x to 0
- change y by 10

- when clicked
- switch costume to ballerina-a
- wait 0.5 secs
- forever loop:
  - next costume
  - wait 0.5 secs



Stage  
2 backdrops

New backdrop:

Sprites  
New sprite:

Ballerina

Cassy Da...

x: -38 y: -180

Scripts | Costumes | Sounds

**Motion** | Events | Looks | Control | Sound | Sensing | Pen | Operators | Data | More Blocks

when clicked

switch costume to ballerina-a

wait 0.5 secs

forever

next costume

wait 0.5 secs

move 10 steps

turn 15 degrees

turn 15 degrees

point in direction 90

point towards mouse-pointer

go to x: 109 y: 10

go to mouse-pointer

glide 1 secs to x: 109 y: 10

change x by 10

set x to 0

change y by 10

set y to 0