





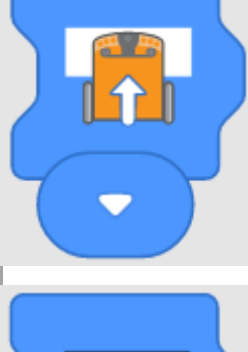

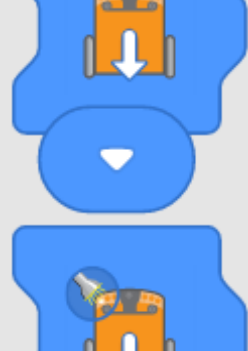



Block	What it does
	Drive forward for <TIME> seconds
	Drive backwards for <TIME> seconds
	Turn left for <TIME> seconds
	Turn right for <TIME> seconds
	Drive forward

	Drive forward while a light is on the left side
	Drive forward while a light is on the right side
	Drive forward while on a white surface
	Drive forward while on a black surface
	Drive backwards
	Drive backwards while a light is on the left side



Drive backwards while a light is on the right side



Drive backwards while on a white surface



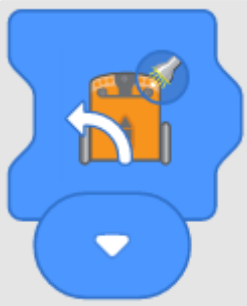
Drive backwards while on a black surface



Turn left



Turn left while a light is on the left side



Turn left while a light is on the right side



Turn left while on a white surface



Turn left while on a black surface



Turn right



Turn right while a light is on the left side



Turn right while a light is on the right side



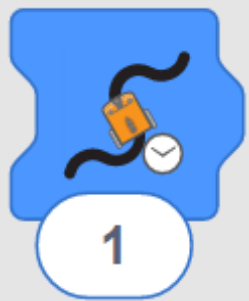
Turn right while on a white surface



Turn right while on a black surface



Stop driving



Follow a line for <TIME> seconds



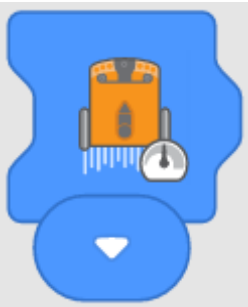
Follow a line until an obstacle is detected



Follow a line forever








Set drive speed to slow



Set drive speed to normal



Set drive speed to fast

Block	What it does
 <p>The block shows a purple Scratch block with a white triangle pointing down. The main area contains an orange car icon with two yellow starburst symbols on top, one on the left and one on the right, indicating both LEDs are on.</p>	<p>Turn both LEDs on</p>
 <p>The block shows a purple Scratch block with a white triangle pointing down. The main area contains an orange car icon with a single yellow starburst symbol on the right side, indicating the right LED is on.</p>	<p>Turn right LED on</p>
 <p>The block shows a purple Scratch block with a white triangle pointing down. The main area contains an orange car icon with a single yellow starburst symbol on the left side, indicating the left LED is on.</p>	<p>Turn left LED on</p>
 <p>The block shows a purple Scratch block with a white triangle pointing down. The main area contains an orange car icon with two white 'X' marks on top, one on the left and one on the right, indicating both LEDs are off.</p>	<p>Turn both LEDs off</p>
 <p>The block shows a purple Scratch block with a white triangle pointing down. The main area contains an orange car icon with a white 'X' mark on the right side, indicating the right LED is off.</p>	<p>Turn right LED off</p>



Turn left LED off



Beep



Play a whole C



Play a whole B



Play a whole A





Play a whole G



Play a whole F



Play a whole E



Play a whole D



Play a whole middle C



Play a whole low B



Play a half C



Play a half B



Play a half A



Play a half G



Play a half F



Play a half E



Play a half D



Play a half middle C



Play a half low B



Play a quarter C



Play a quarter B



Play a quarter A



Play a quarter G



Play a quarter F



Play a quarter E



Play a quarter D



Play a quarter middle C



Play a quarter low B



Play an eighth C



Play an eighth B



Play an eighth A



Play an eighth G



Play an eighth F



Play an eighth E



Play an eighth D



Play an eighth middle C



Play an eighth low B



Play a whole rest



Play a half rest



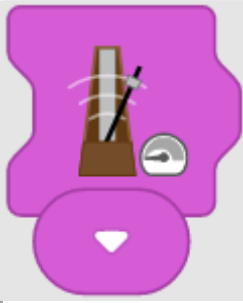
Play quarter rest



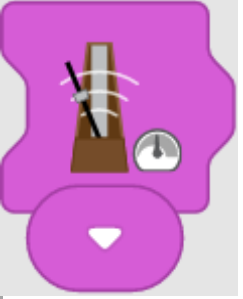
Play a eighth rest



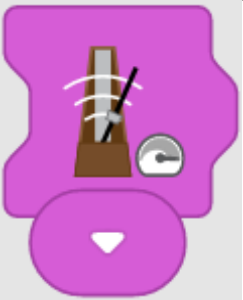
Play the next note as a sharp



Set music tempo to slow



Set music tempo to normal



Set music tempo to fast



Send blue message



Send pink message



Send green message










Send violet message



Send orange message



Send indigo message

Block	What it does
 An orange block with a clock icon, an hourglass icon, and a white circle containing the number '1' at the bottom.	Wait for <TIME> seconds
 An orange block with a hand clapping icon, an hourglass icon, a white circle containing the number '1', and a white downward-pointing triangle at the bottom.	Wait until 1 clap is detected
 An orange block with a round button icon, an hourglass icon, and a white downward-pointing triangle at the bottom.	Wait until the round button is pushed
 An orange block with a triangle button icon, an hourglass icon, and a white downward-pointing triangle at the bottom.	Wait until the triangle button is pushed
 An orange block with a hand clapping icon, an hourglass icon, a white circle containing the number '2', and a white downward-pointing triangle at the bottom.	Wait until 2 claps are detected



Wait until a black surface is detected



Wait until a white surface is detected



Wait until a light is on the left side



Wait until a light is on the right side



Wait until an obstacle is detected



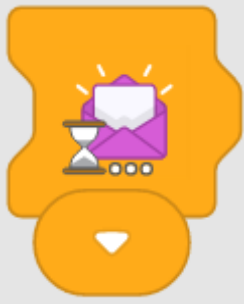
Wait until the blue message is received



Wait until the pink message is received



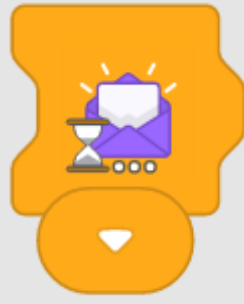
Wait until the green message is received



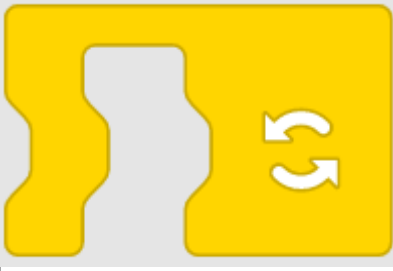
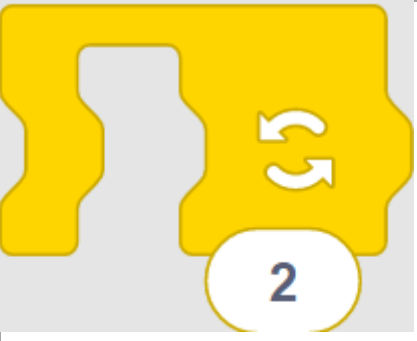
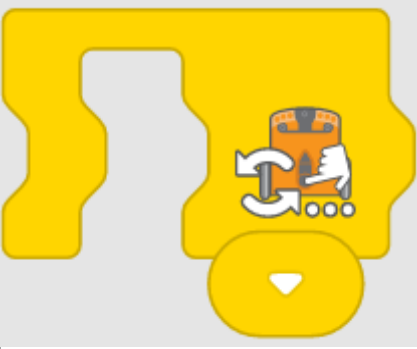



Wait until the violet message is received


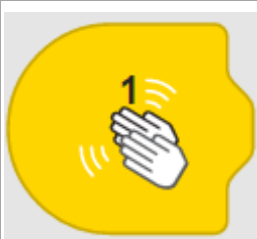
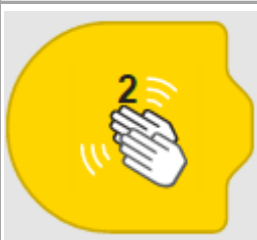


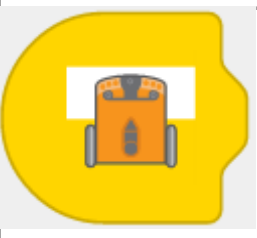



Wait until the orange message is received



Wait until the indigo message is received

Block	What it does
	Loop forever
	Loop <NUMBER> times
	Loop until the round button is pushed
	Loop until the triangle button is pushed
	Loop until an obstacle is detected
	End program

Block	What it does
	Start when an obstacle is detected
	Start when 1 clap is detected
	Start when 2 claps are detected
	Start when the triangle button is pushed
	Start when the round button is pushed
	Start when a white surface is detected
	Start when a black surface is detected



Start when the blue message is received



Start when the pink message is received



Start when the green message is received



Start when the violet message is received









Start when the orange message is received



Start when the indigo message is received



Start when remote 1 command is received

	Start when remote 2 command is received
	Start when remote 3 command is received
	Start when remote 4 command is received
	Start when remote 5 command is received
	Start when remote 6 command is received
	Program start