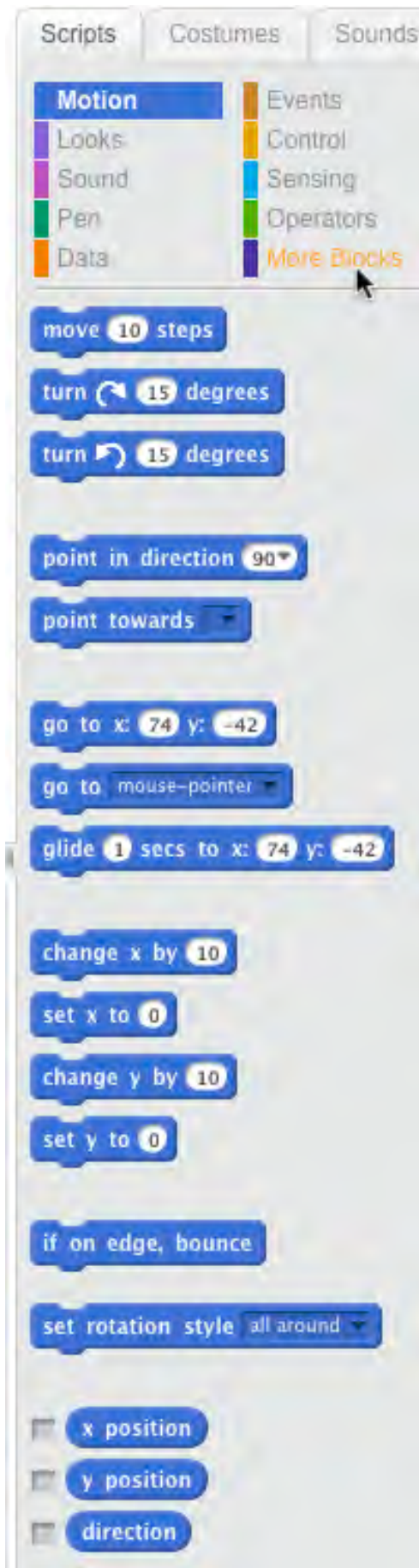


Blocks and Labels

Motion Blocks



17 blocks & category

Only 16 labels & one category label (one block without label)
17 Labels (17)

[64](#)

Motion mouvement

Suggestion : Mouvement

[73](#)

move %n steps avancer de %n pas

[129](#)

turn @turnLeft %n degrees

Suggestion : tourner de %n degrés @turnLeft

[130](#)

turn @turnRight %n degrees

Suggestion : tourner de %n degrés @turnRight

[86](#)

point in direction %d.direction

se diriger en faisant un angle de %d.direction

[87](#)

point towards %m.spriteOrMouse

se diriger vers %m.spriteOrMouse

[48](#)

go to x:%n y:%n

aller à x:%n y:%n

[46](#)

go to %m.spriteOrMouse

aller à %m.spriteOrMouse

[44](#)

glide %n secs to x:%n y:%n

glisser en %n secondes à x:%n y:%n

[23](#)

change x by %n

ajouter %n à x

[110](#)

set x to %n

donner la valeur %n à x

[24](#)

change y by %n

ajouter %n à y

[111](#)

set y to %n

donner la valeur %n à y

[53](#)

if on edge, bounce

rebondir si le bord est atteint

Bloc sans labelsur le serveur Pootle

set rotation style %xxxxxxx

[142](#)

x position

position x

[143](#)

y position

position y

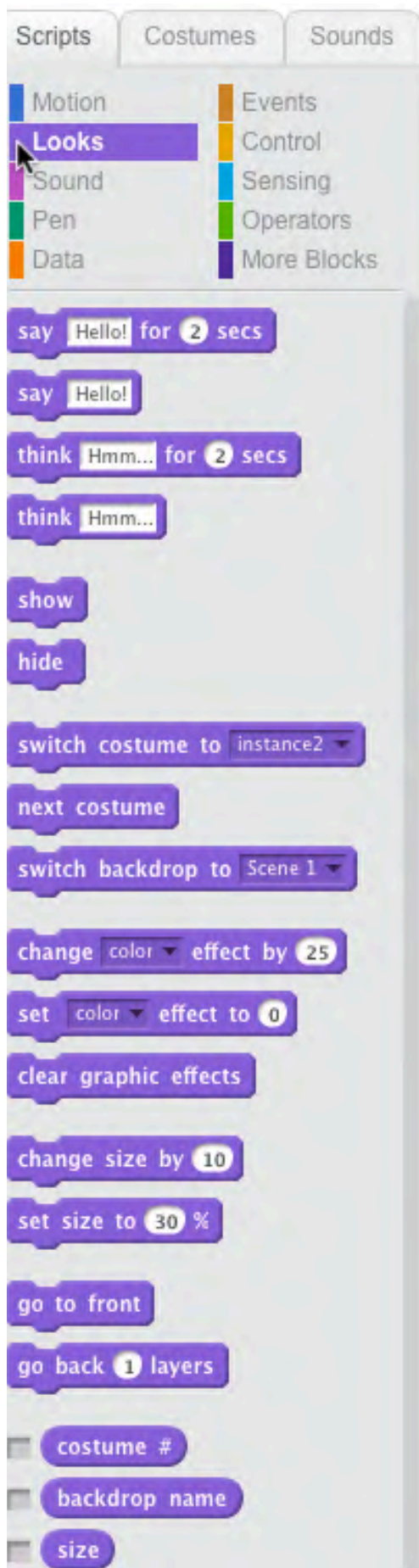
[37](#)

direction

3 Suggestions : 64- 129 - 130
OK

Blocks and Labels

Looks Blocks



label # 120 doesn't correspond to a block

19 blocks & one category ;20 labels & one category label

19 + 1 Labels (20)

Suggestion : Apparence

95

say %s for %n secs

dire %s pendant %n secondes

94

say %s

dire %s

123

think %s

penser à %s

124

think %s for %n secs

penser à %s pendant %n secondes

112

show

montrer

49

hide

cacher

121

switch costume to %m.costume

Suggestion : Basculer sur costume %m.costume

75

next costume

costume suivant

119

switch backdrop to %m.backdrop

Suggestion : Basculer sur l'arrière-plan %m.backdrop

label # 120 doesn't correspond to a block

120

switch backdrop to %m.backdrop and wait

Suggestion : Basculer sur l'arrière-plan %m.backdrop et attendre

15

change %m.effect effect by %n

ajouter %n à l'effet %m.effect

Suggestion : ajouter à l'effet %m.effect %n

99

set %m.effect effect to %n

choisir l'effet %m.effect pour %n

Suggestion : mettre l'effet %m.effect %n

26

clear graphic effects

annuler les effets graphiques

20

change size by %n

ajouter %n à la taille

106

set size to %n%

choisir %n % de la taille initiale

Suggestion : mettre à %n % de la taille initiale

47

go to front

envoyer au premier plan

45

go back %n layers

déplacer de %n plans arrière

30

costume #

costume n°

12

backdrop name

Suggestion : nom de l'arrière-plan

114

size

taille

61

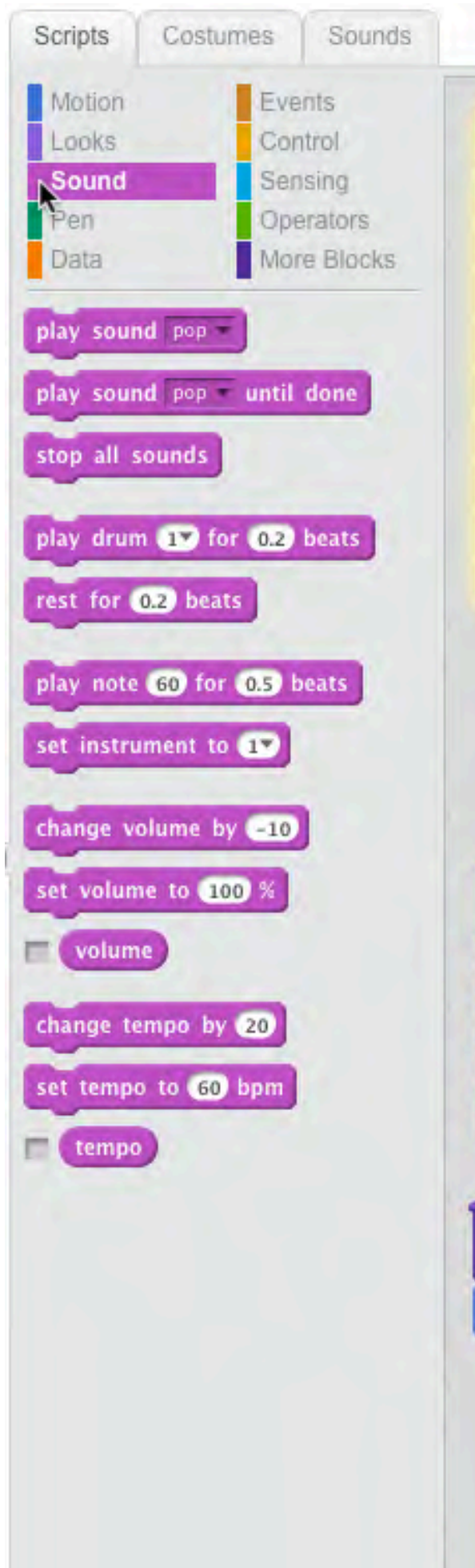
Looks
apparence

7 Suggestions : 61- 121 -119 -15 - 99 - 106 -12

OK

Blocks and Labels

Sound Blocks



13 blocks & one category

13 labels & one category label

14 Labels

[115](#) **Sound Blocks**

Sound

sons

Suggestion : Sons

[84](#)

play sound %m.sound

jouer le son %m.sound

[85](#)

play sound %m.sound until done

jouer le son %m.sound jusqu'au bout

[118](#)

stop all sounds

arrêter tous les sons

[82](#)

play drum %d.drum for %n beats

jouer du tambour %d.drum pendant %n

Suggestion : jouer du tambour %d.drum pendant %n temps

[92](#)

rest for %n beats

faire une pause pour %n temps

[83](#)

play note %n for %n beats

jouer la note %d.note pendant %n temps

[101](#)

set instrument to %d.instrument

choisir l'instrument n° %d.instrument

[22](#)

change volume by %n

ajouter %n au volume

[109](#)

set volume to %n%

choisir le volume au niveau %n%

Suggestion : mettre le volume au niveau %n%

[134](#)

volume

volume

[21](#)

change tempo by %n

ajouter %n au tempo

[107](#)

set tempo to %n bpm

choisir le tempo à %n bpm

Suggestion : mettre le tempo à %n bpm

[122](#)

tempo

tempo

4 Suggestions : [115](#) - [82](#) - [109](#) - [107](#)

OK

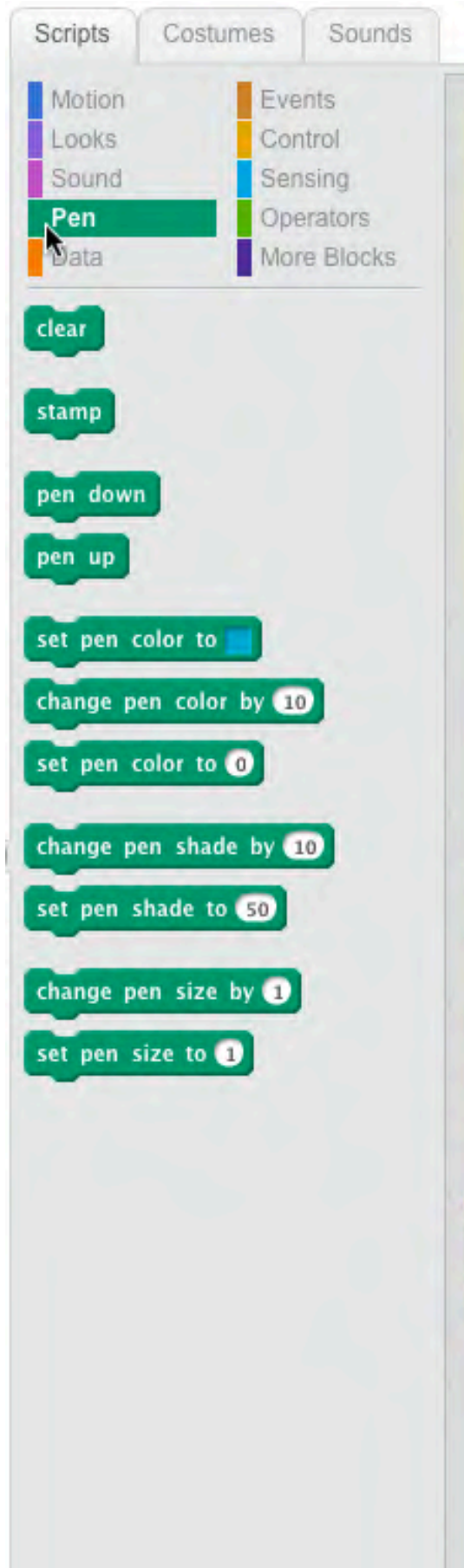
Blocks and Labels

Pen Blocks

12 blocks & one category

12 labels & one category label

13 Labels



[78](#)

Pen

stylo

Suggestion : Stylo

[25](#)

clear

effacer tout

[116](#)

stamp

estampiller

[79](#)

pen down

stylo en position d'écriture

[80](#)

pen up

relever le stylo

[102](#)

set pen color to %c

mettre la couleur %c pour le stylo

[17](#)

change pen color by %n

ajouter %n à couleur du stylo

[103](#)

set pen color to %n

mettre la couleur %c pour le stylo

Suggestion : choisir la couleur %c pour le stylo

[18](#)

change pen shade by %n

ajouter %n à l'intensité du stylo

[104](#)

set pen shade to %n

choisir l'intensité %n pour le stylo

[19](#)

change pen size by %n

ajouter %n à la taille du stylo

[105](#)

set pen size to %n

mettre la taille %n pour le stylo

Suggestion : choisir la taille %n pour le stylo

3 Suggestions : 78 - 103 - 105

OK

Blocks and Labels

Control Blocks



12 blocks & one category

12 labels & one category label

13 Labels

[29](#) **Control**

Control contrôle

Suggestion : Contrôle

[135](#)

wait %n secs

attendre %n secondes

[88](#)

repeat %n

répéter %n fois

[42](#)

forever

répéter indéfiniment

[43](#)

forever if %b

répéter indéfiniment si %b

[52](#)

if %b

si %b

[40](#)

else

sinon

[136](#)

wait until %b

attendre jusqu'à %b

[89](#)

repeat until %b

répéter jusqu'à %b

[117](#)

stop %m.stop

Suggestion : stop %m.stop

[27](#)

clone startup

Suggestion : démarrer clone

[31](#)

create clone of %m.spriteOnly

Suggestion : créer le clone de %m.spriteOnly

[36](#)

delete this clone

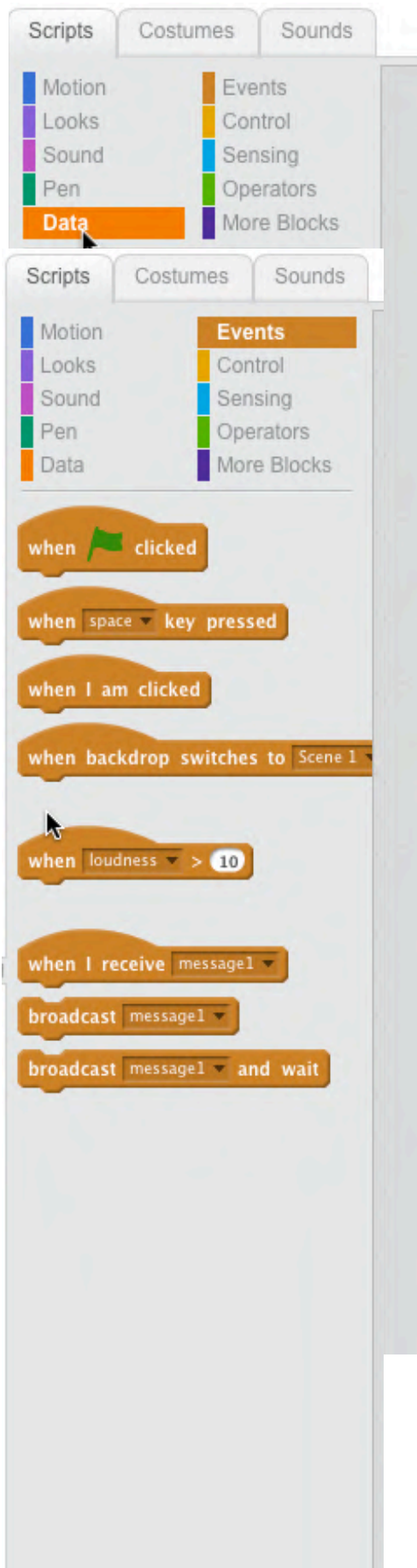
Suggestion : supprimer ce clone

5 Suggestions : 29 - 117 - 27 - 31 - 36

OK

Blocks and Labels

Events Blocks



Bloc without label on the Pootle server

8 blocks & one category

7 labels & one category label

9 - 1 = 8 Labels

[41](#)

Events

Suggestion : Evènements

[138](#)

when @greenFlag clicked

quand @greenFlag pressé

[137](#)

when %m.key key pressed

quand %m.key est pressé

[140](#)

when I am clicked

Suggestion : quand je suis cliqué

[139](#)

when backdrop switches to %m.backdrop

Suggestion : quand l'arrière-plan bascule sur %m.backdrop

Bloc without label on the Pootle server

when %xx > % xx

[141](#)

when I receive %m.broadcast

Suggestion : quand je reçois %m.broadcast

[13](#)

broadcast %m.broadcast

envoyer à tous %m.broadcast

[14](#)

broadcast %m.broadcast and wait

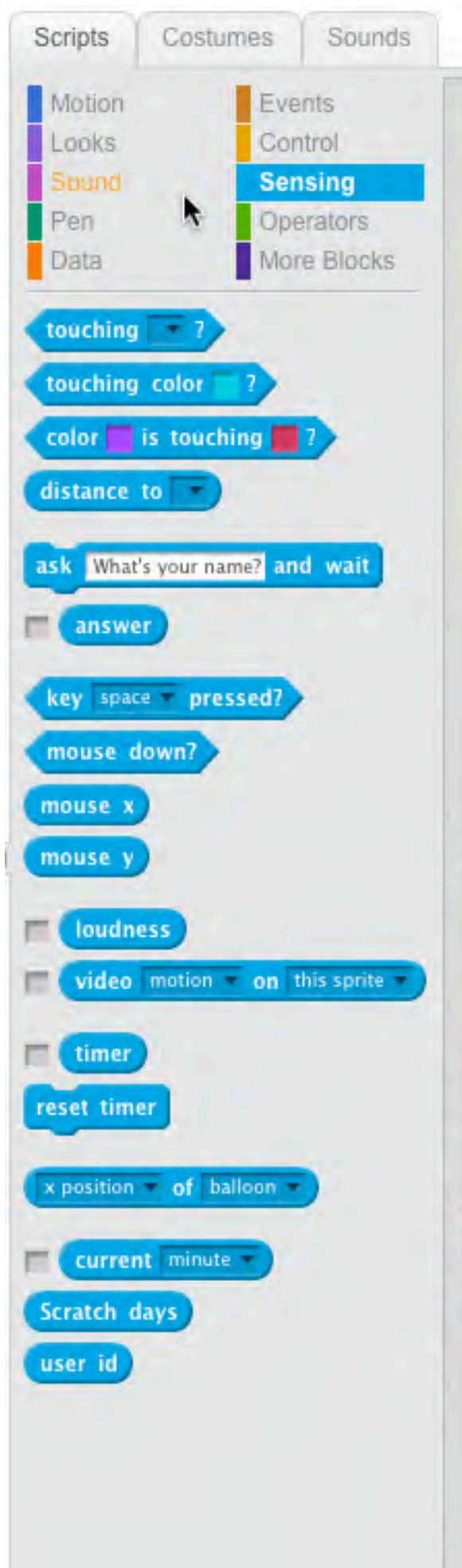
envoyer à tous %m.broadcast et attendre

4 Suggestions : 41 - 140 - 139 - 141

OK

Blocks and Labels

Sensing Blocks



18 blocks & one category
18 labels & one category label
19 Labels

97 Sensing Block

Sensing capteurs

Suggestion : Capteurs

127

touching %m.touching?

%m.touching touché?

128

touching color %c?

couleur %c touchée?

28

color %c is touching %c?

couleur %c touche %c?

39

distance to %m.spriteOrMouse

distance de %m.spriteOrMouse

10

ask %s and wait

demandeur %s et attendre

9

answer

réponse

57

key %m.key pressed?

touche %m.key pressée?

70

mouse down?

souris pressée?

71

mouse x

souris x

72

mouse y

souris y

62

loudness

volume sonore

133

video %m.videoMotionType on %m.stageOrThis

Suggestion : video %m.videoMotionType sur %m.stageOrThis

126

timer

chronomètre

91

reset timer

réinitialiser le chronomètre

3

%m.attribute of %m.spriteOrStage

%m.attribute de %m.spriteOrStage

Suggestion : %m.attribut de %m.spriteOrStage

32

current %m.timeAndDate

Suggestion : %m.timeAndDate actuel(e)

96

Scratch days

Suggestion : journées Scratch

132

user id

Suggestion : identité utilisateur

6 Suggestions : 97 - 133 - 3 - 32 - 96- 132

OK

Blocks and Labels

Operators Blocks



17 blocks & one category
10 labels & one category label
11 Labels

77 Operators Blocks
Operators opérateurs
Suggestion : Opérateurs

81
pick random %n to %n
nombre aléatoire entre %n et %n

1
%b and %b
%b et %b
2
%b or %b
%b ou %b
76
not %b
non %b
56
join %s %s
regroupe %s %s

60
letter %n of %s
lettre %n de %s

59
length of %s
longueur de %s

7
%n mod %n
%n mod %n

93
round %n
arrondir %n
Suggestion : arrondi de %n

5
%m.mathOp of %n
%m.mathOp de %n

2 Suggestions : 77 - 93
OK

Blocks and Labels

Data Blocks



11 blocks & one category
11 labels & one category label
12 Labels

33

Data

Suggestion : Données

100

set %m.var to %s
%m.var prend la valeur %n

16

change %m.var by %n
ajouter %n à %m.var

8

add %s to %m.list
ajouter %s à %m.list

35

delete %d.listDeleteItem of %m.list
supprimer l'élément %d.listDeleteItem de la liste %m.list

54

insert %s at %d.listItem of %m.list
insérer %s en position %d.listItem de la liste %m.list

90

replace item %d.listItem of %m.list with %s
remplacer l'élément %d.listItem de la liste %m.list par %s

55

item %d.listItem of %m.list
élément %d.listItem de %m.list

58

length of %m.list
longueur de %m.list

4

%m.list contains %s
%m.list contient %s

113

show monitor %m.varOrList

Suggestion : montrer moniteur %m.varOrList

51

hide monitor %m.varOrList

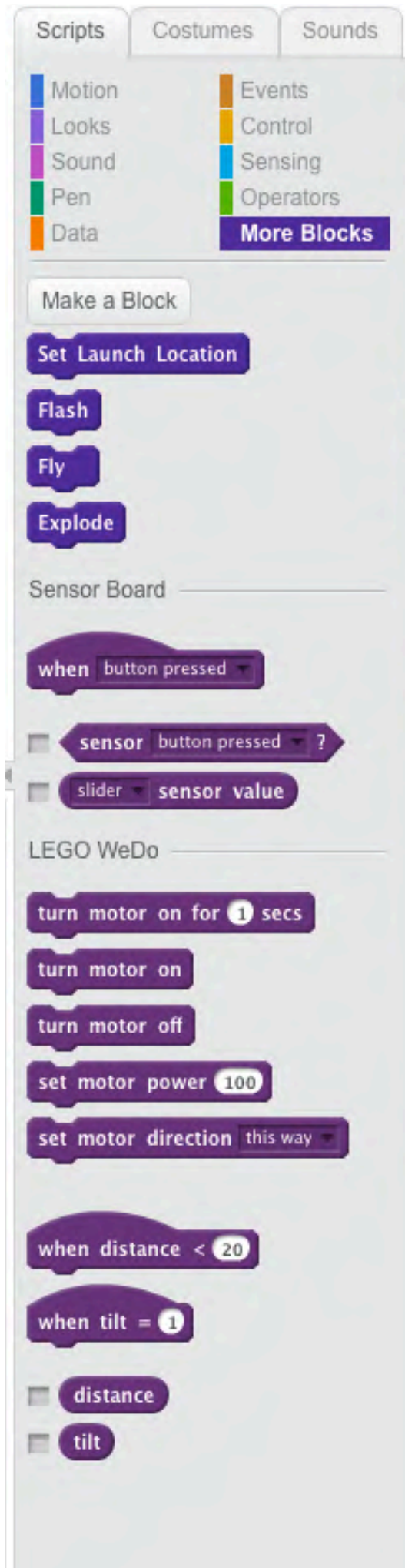
Suggestion : cacher moniteur %m.varOrList

2 Suggestions : 33 - 113 - 51

OK

Blocks and Labels

More Blocks



[9 blocks without label on the Pootle server](#)

[12 blocks & one category](#)

[4 labels & one category label](#)

[5Labels](#)

[63_More Blocks](#)

More Blocks

Suggestion : Ajouter blocs

98

sensor %m.booleanSensor?
capteur %m.booleanSensor activé?

6

%m.sensor sensor value
valeur du capteur %m.sensor

[1 block without label on the Pootle server](#)

[5 blocks without label on the Pootle server](#)

[2 blocks without label on the Pootle server](#)

[38_LEGO WeDo Blocks](#)

distance

Suggestion : distance

[125_LEGO WeDo Blocks](#)

tilt

Suggestion : tilt

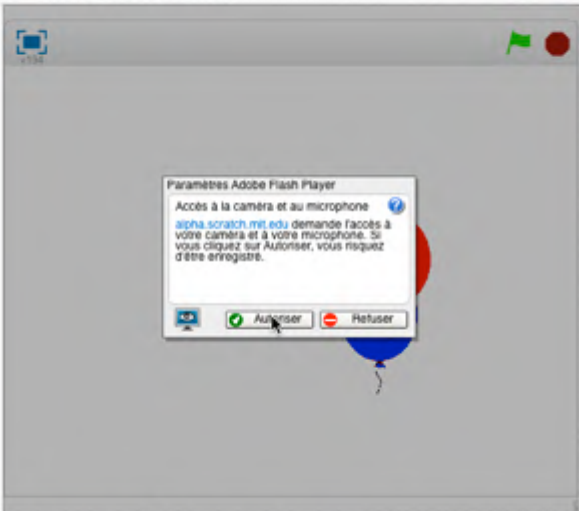
3 Suggestions : 63 - 38 - 125

OK

Blocks and Labels

play with balloons

remixed by mres
based on a project by thwang



Notes & Credits

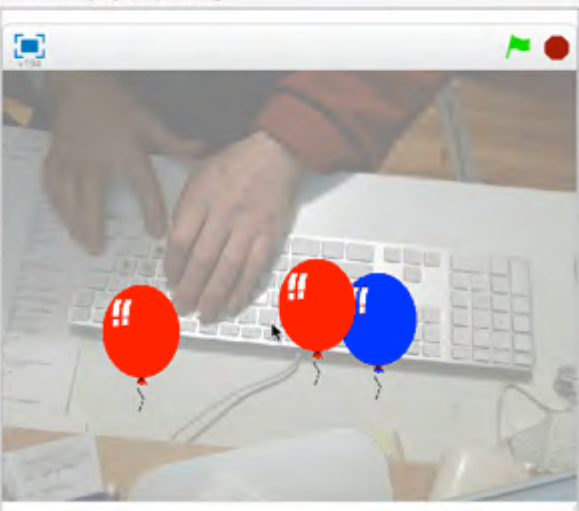
Use your hands to pop the red balloons and to move the blue balloon.

Shared on: 17 Apr 2012 Last modified: 3 Dec 2012

★ 0 ♥ 1 Share to Add to ▾ Report this 👁 248 🌀 12

play with balloons

remixed by mres
based on a project by thwang

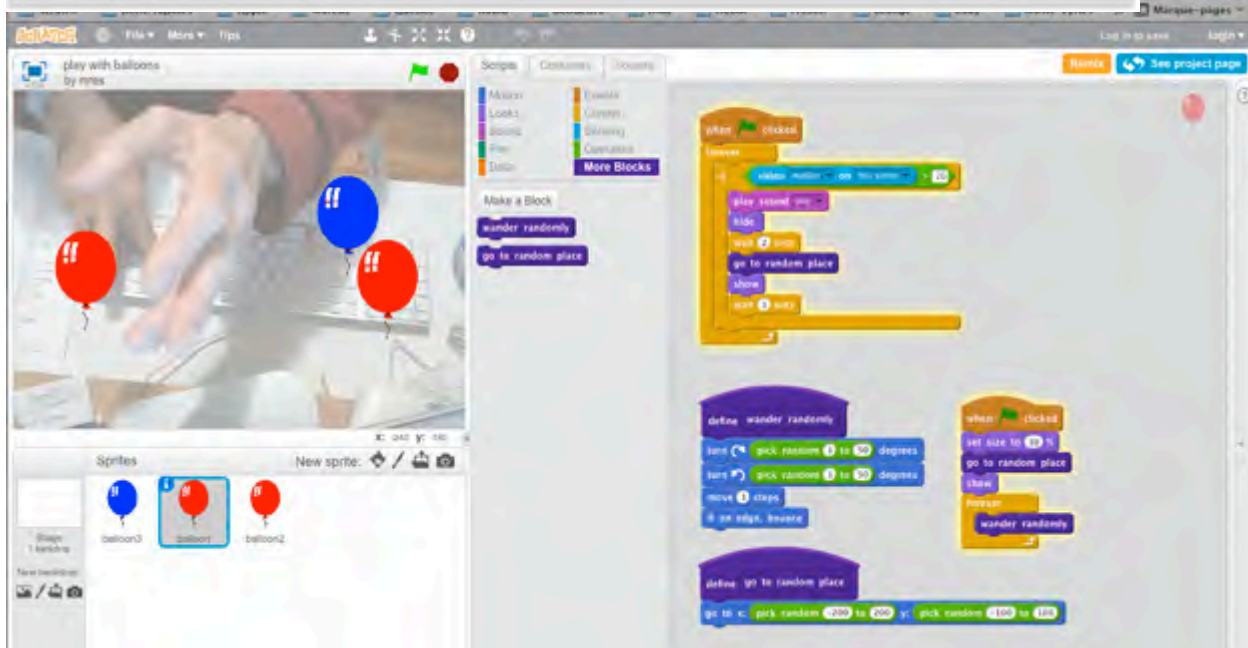


Notes & Credits

Use your hands to pop the red balloons and to move the blue balloon.

Shared on: 17 Apr 2012 Last modified: 3 Dec 2012

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Blocks and Labels

Scratch 2.0 Prototype

Welcome to the Scratch 2.0 prototype!!! We hope you'll explore and experiment. Check out the [Featured Projects](#) and [Featured Studios](#). Click Help to [learn more](#).

We're still in the process of adding and revising features. We plan to launch Scratch 2.0 by the end of this year.

What do you think of this Scratch 2.0 prototype? Please fill out the [online survey](#).



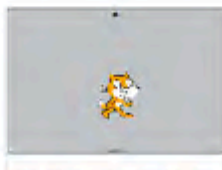
Featured Projects



play with balloons
by mires



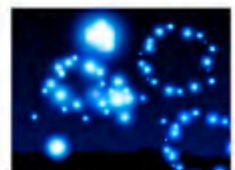
Friends of Gobo: New ...
by natalie



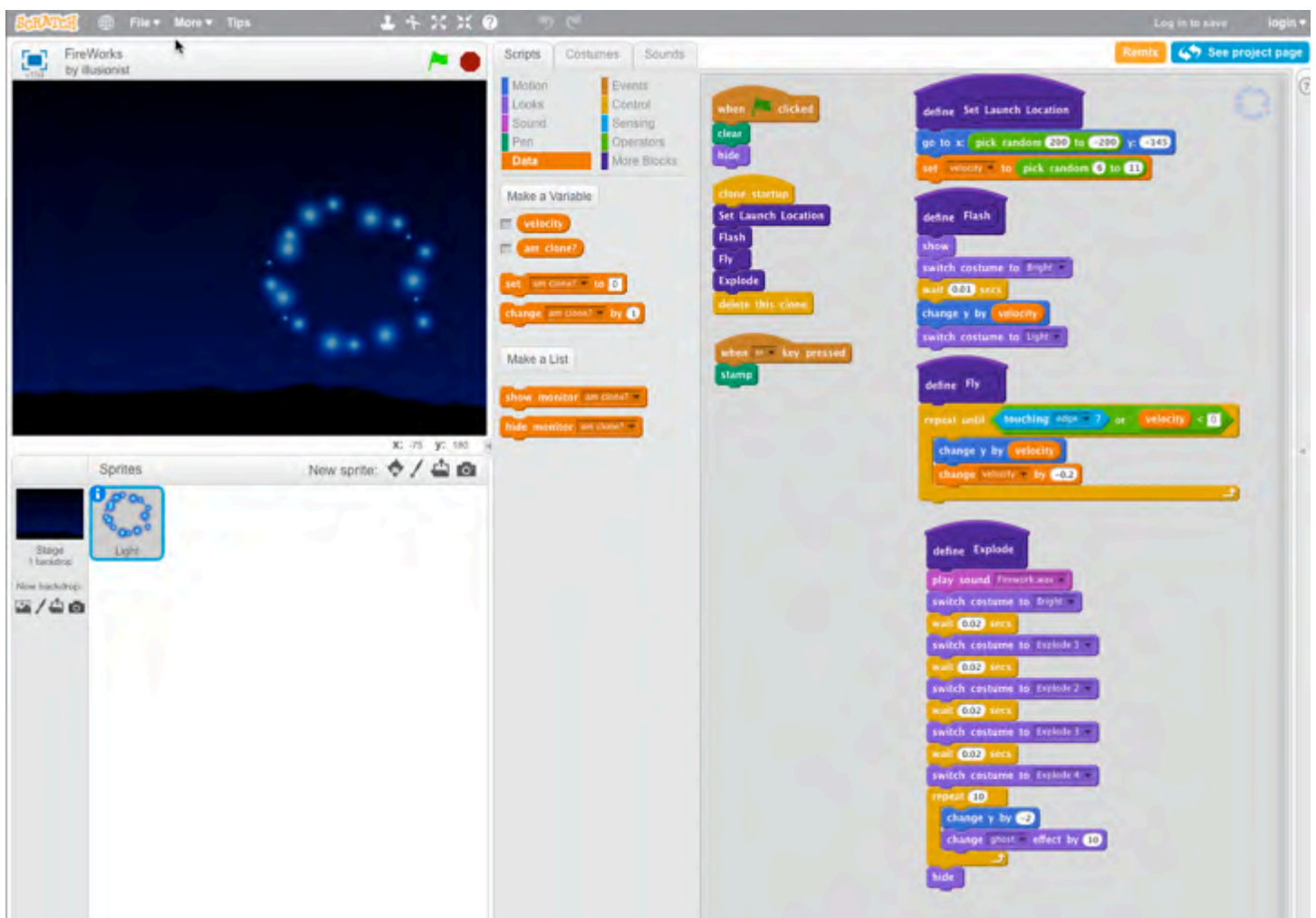
Chatroom motion dete...
by silvershine



New Backgrounds for 2.0
by natalie



FireWorks
by illusionist



Blocks and Labels

The image displays two screenshots of the Scratch editor interface, showing a project titled "FireWorks remix" by icecool44. The interface includes a stage, a sprites panel, and a scripts panel.

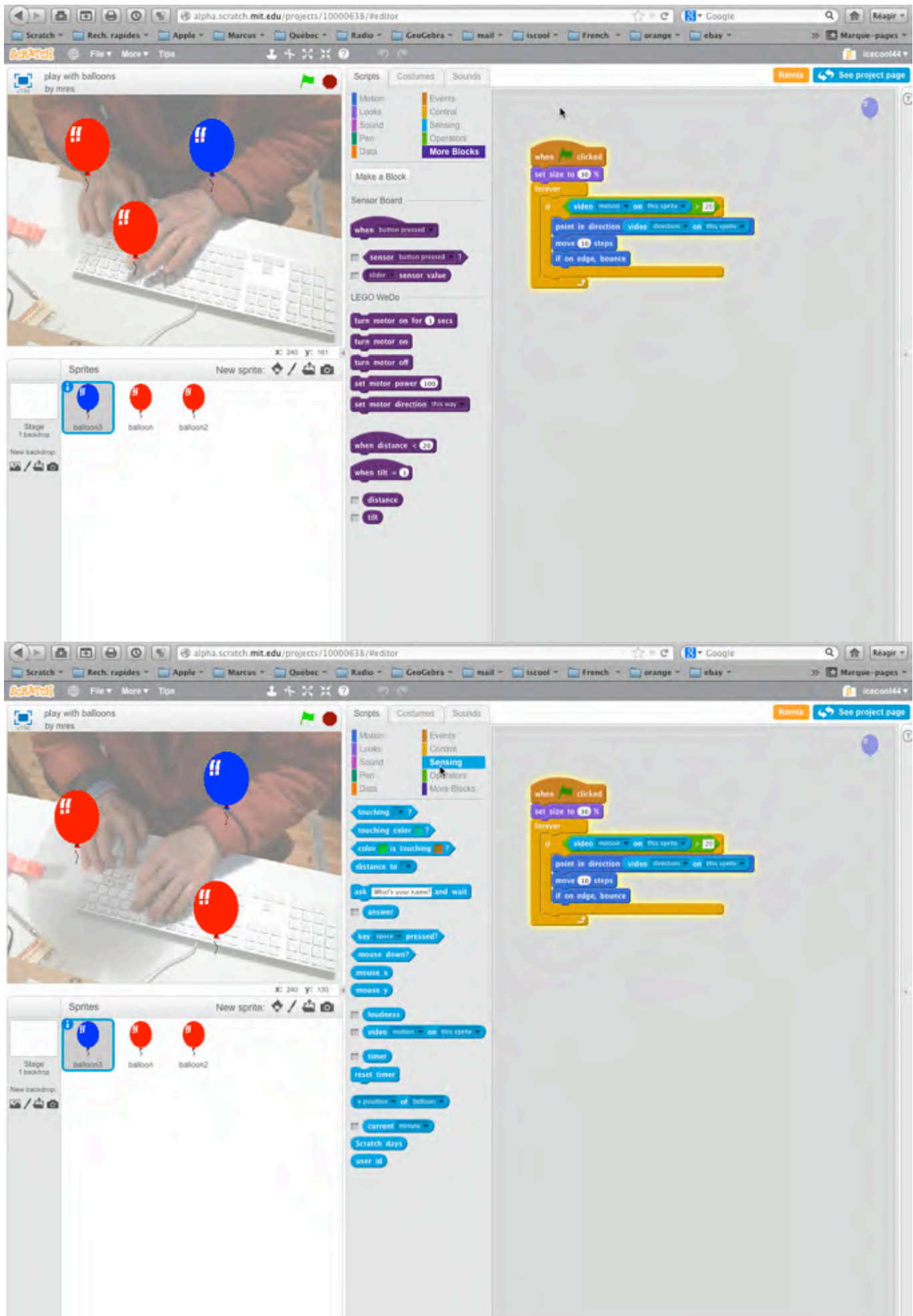
Top Screenshot:

- Stage:** A dark blue stage with a light blue "Light" sprite.
- Sprites:** A "Light" sprite is selected.
- Scripts:** The "Scripts" panel is open, showing a "when clicked" event block and a "clone startup" block.
- More Blocks:** The "More Blocks" panel is open, showing various blocks including "Set Launch Location", "Flash", "Fly", "Explode", "when key pressed", "stamp", "repeat until", "change y by", "change velocity by", "play sound", "switch costume to", "wait", "show", "hide", "repeat", "change y by", "change ghost effect by", "turn motor on", "turn motor off", "set motor power", "set motor direction", "when distance <", "when tilt =", "distance", and "tilt".

Bottom Screenshot:

- Stage:** A dark blue stage with a light blue "Light" sprite.
- Sprites:** A "Light" sprite is selected.
- Scripts:** The "Scripts" panel is open, showing a "when clicked" event block and a "clone startup" block.
- More Blocks:** The "More Blocks" panel is open, showing various blocks including "Set Launch Location", "Flash", "Fly", "Explode", "when key pressed", "stamp", "repeat until", "change y by", "change velocity by", "play sound", "switch costume to", "wait", "show", "hide", "repeat", "change y by", "change ghost effect by", "turn motor on", "turn motor off", "set motor power", "set motor direction", "when distance <", "when tilt =", "distance", and "tilt".

Blocks and Labels



1