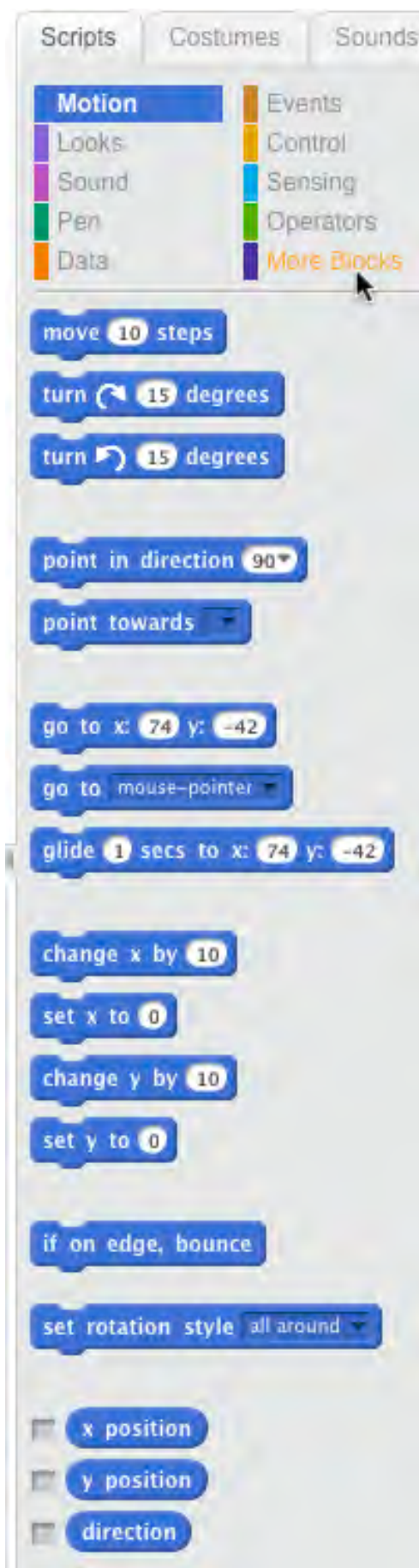


## Blocks and Labels

### Motion Blocks



17 blocks & category

Only 16 ( 17-1 ) labels & one category label ( one block without label )

17 Labels ( 17 -1 ) +1

[64](#)

Motion mouvement

**Re-reading : Mouvement**

[73](#)

move %n steps avancer de %n pas

[129](#)

turn @turnLeft %n degrees

tourner @turnLeft de %n degrés

**Re-reading : tourner de %n degrés @turnLeft**

[130](#)

turn @turnRight %n degrees

tourner @turnRight de %n degrés

**Re-reading : 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

[105 bis](#) **Bloc without label on the Pootle sever**

set rotation style %xxxxxxx

**Suggestion : choisir le style de rotation %xxx**

[142](#)

x position

position x

[143](#)

y position

position y

[37](#)

direction

direction

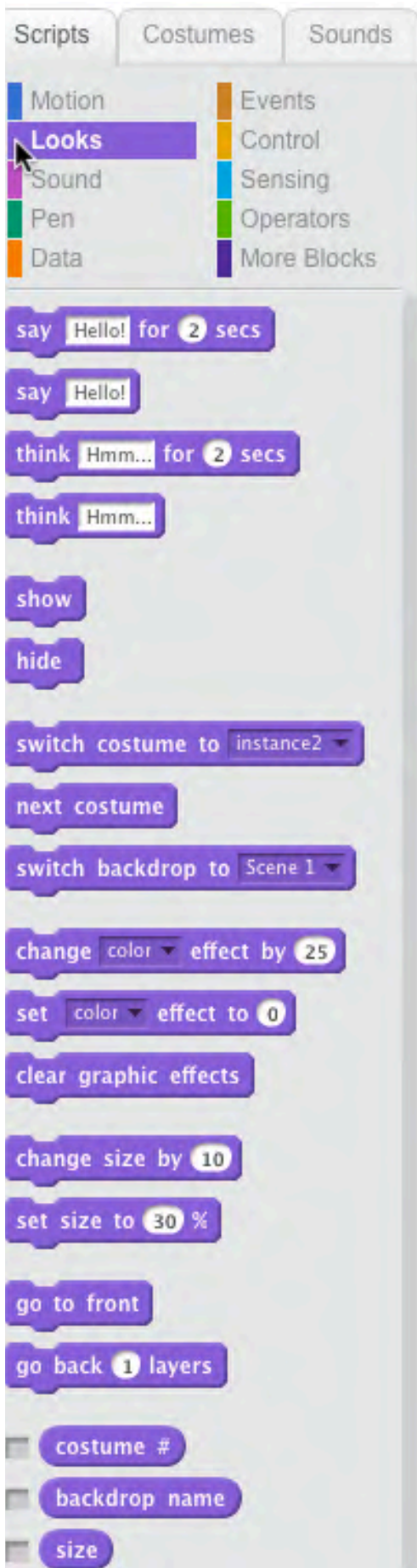
**3 Re-readings : 64- 129 - 130**

**1 Suggestion : 105 bis**

**OK**

## Blocks and Labels

### Looks Blocks



# 120 label without block

19 blocks & one category ; 19 + 1 labels & one category label

19 + 1 + 1 Labels (21)

#### 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**

# 120 label without 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

**Re-reading : ajouter à l'effet %m.effect %n**

99

set %m.effect effect to %n

choisir l'effet %m.effect pour %n

**Re-reading : mettre l'effet %m.effect à %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

**Re-reading : 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

Re-reading :

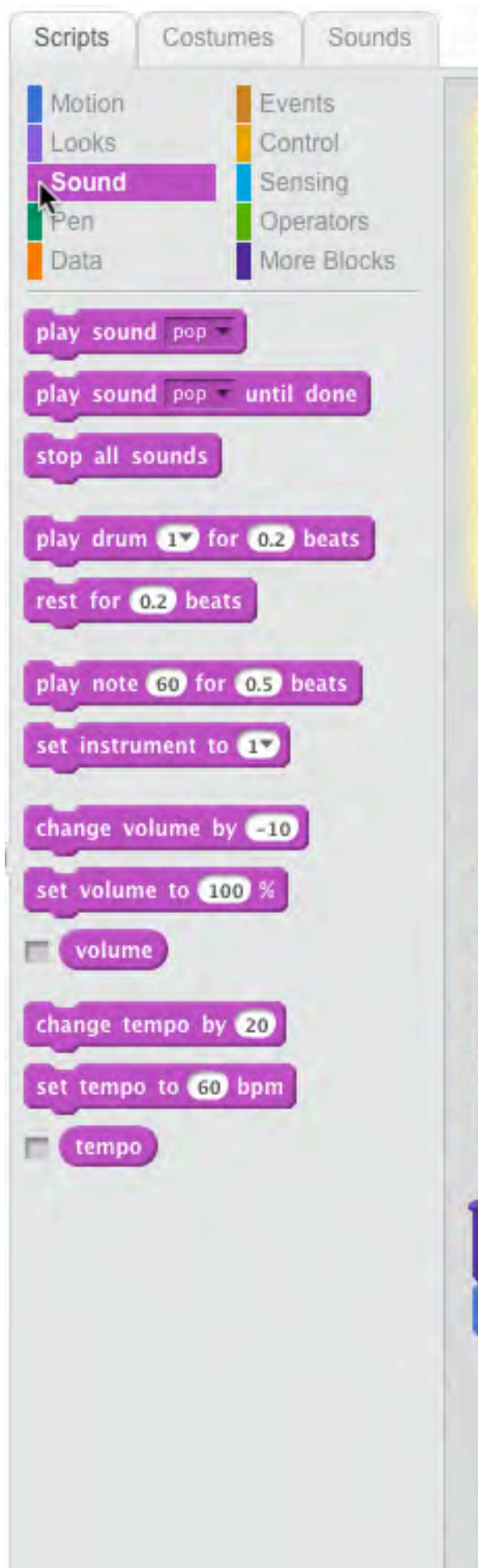
4 Re-readings : 61- 15 - 99 - 106

3 Suggestions : 121 -119 -12 - 120

OK

## Blocks and Labels

### Sound Blocks



13 blocks & one category

13 labels & one category label

14 Labels

Sound

sons

Re-reading : 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

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%

Re-reading : 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

122

tempo

tempo

115

Sound  
Blocks

4 Re-readings : 115 - 109

0 Suggestion :

OK

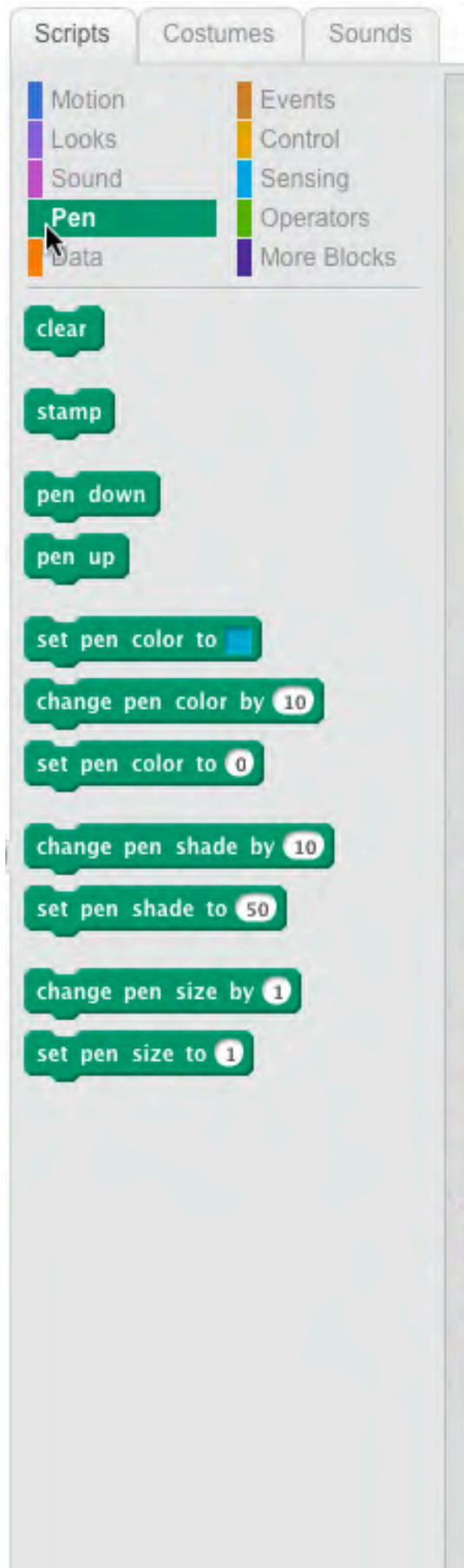
## Blocks and Labels

### Pen Blocks

11 blocks & one category

11 labels & one category label

12 Labels



78

Pen

stylo

Re-reading : 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

Re-reading : 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

Re-reading : choisir la taille %n pour le stylo

3 Re-readings : 78 - 103 - 105

0 Suggestion :

OK



## Blocks and Labels

### Control Blocks



12 blocks & one category

12 labels & one category label

13 Labels

[29](#) **Control**

Control contrôle

**Re-reading : 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**

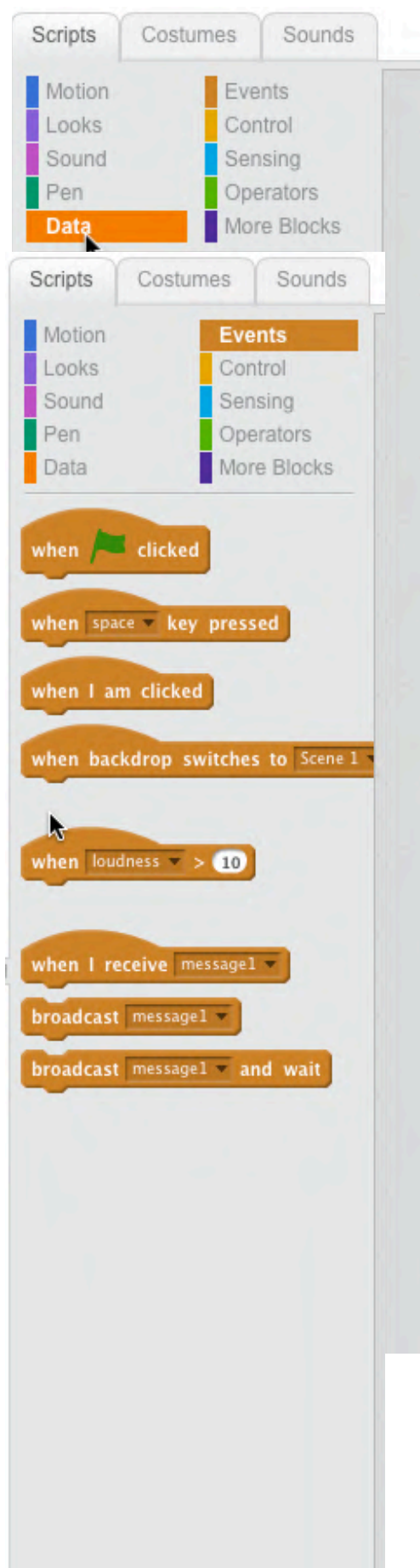
**1 Re-reading : 29**

**4 Suggestions : 117 - 27 - 31 - 36**

**OK**

## Blocks and Labels

### Events Blocks



**# 141 bis bloc without label on the Pootle server**

**8 blocks & one category**

**7 + 1 + 1 labels & one category label**

**7 + 1 + 1 = 9 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**

[141](#)

when I receive %m.broadcast

**Suggestion : quand je reçois %m.broadcast**

**Bloc sans label ur le serveur Pootle**

[141 bis](#)

**when %xxx > %n**

**Suggestion : quand %xxx > %n**

[13](#)

broadcast %m.broadcast  
envoyer à tous %m.broadcast

[14](#)

broadcast %m.broadcast and wait  
envoyer à tous %m.broadcast et attendre

**0 Re-reading :**

**3 Suggestions : 41 - 140 - 141 - 141 bis**

**OK**

## Blocks and Labels

### Sensing Blocks

Scripts Costumes Sounds

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

touching ?  
 touching color ?  
 color is touching ?  
 distance to  
 ask What's your name? and wait  
 answer  
 key space pressed?  
 mouse down?  
 mouse x  
 mouse y  
 loudness  
 video motion on this sprite  
 timer  
 reset timer  
 x position of balloon  
 current minute  
 Scratch days  
 user id

1 Re-reading : 97  
 4 + 1 Suggestions : 133 - 32 - 96- 132 - 108 - 121  
 OK

#### 97 Sensing Block

Sensing capteurs

Re-reading : 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

demander %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

Re-reading : %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

# 108 # 131 label without block

108

set video transparency to %n%

suggestion : mettre la transparence vidéo à %n %

131 Sensing Block

turn video %m.videoState

Suggestion : activer la vidéo %m.videoState

## Blocks and Labels

### Operators Blocks



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

77 Operators Blocks  
Operators opérateurs  
Re-reading : 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  
Re-reading : arrondi de %n

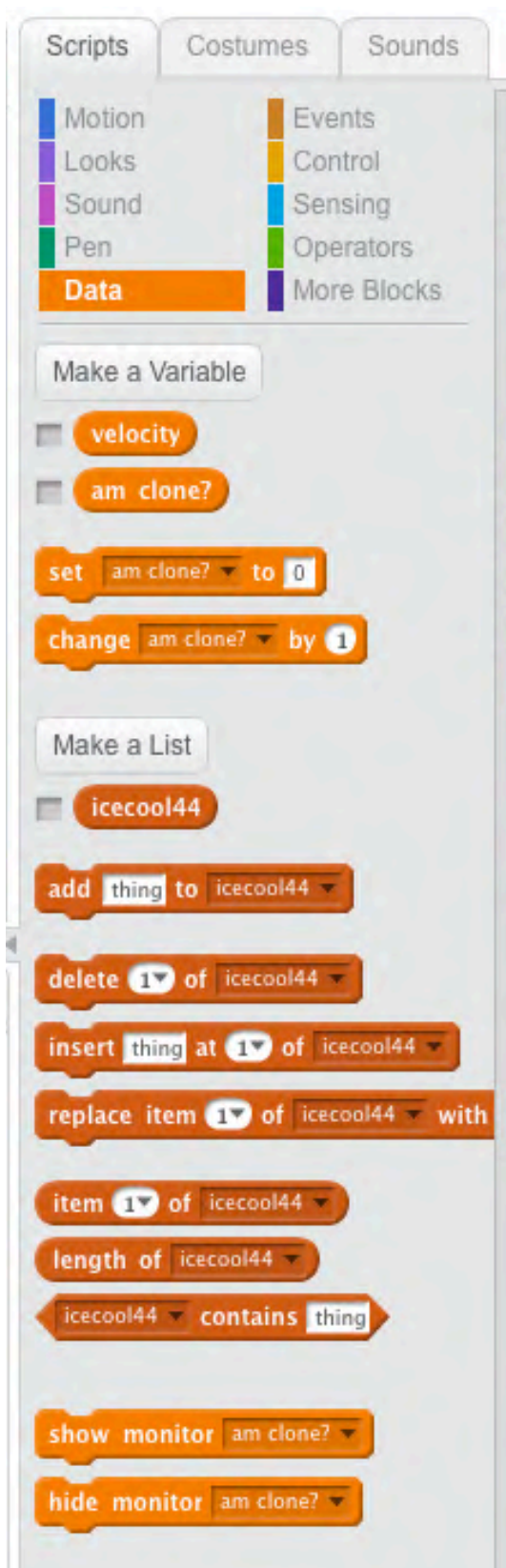
5  
%m.mathOp of %n  
%m.mathOp de %n

2 Re-readings : 77 - 93  
0 Suggestion :  
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**

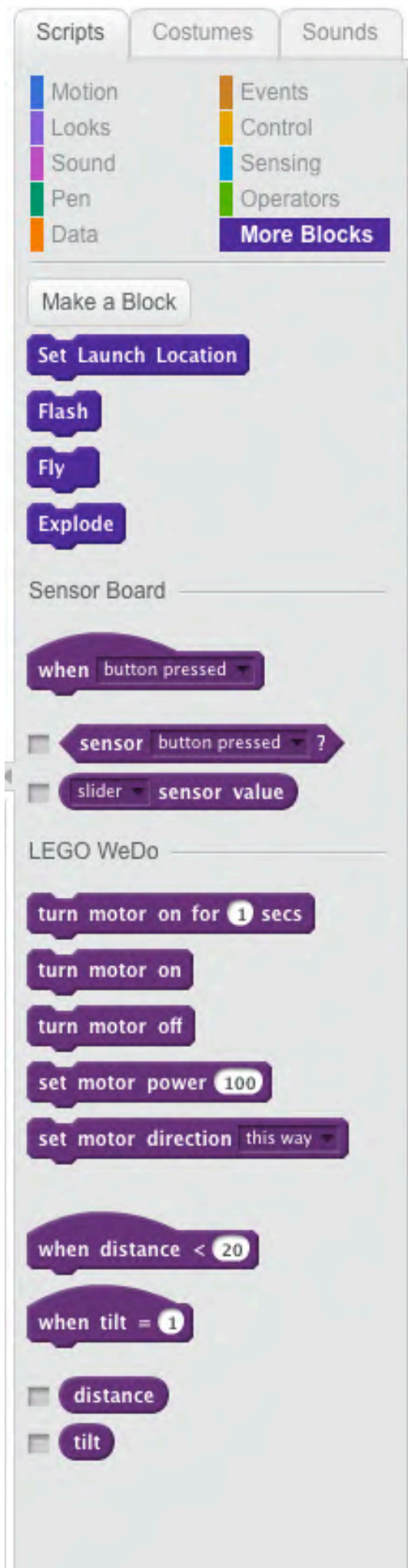
[51](#)  
hide monitor %m.varOrList

**Suggestion : cacher moniteur %m.varOrList**

**3 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**

block without label on the Pootle server

141 ter **Sensor Board Blocks**

*when %Button pressed*

**Suggestion : quand %Button pressed**

98

sensor %m.booleanSensor?

capteur %m.booleanSensor activé?

6

%m.sensor sensor value

valeur du capteur %m.sensor

5 blocks without label on the Pootle server

But 5 label suggestions for 65 - 66 - 67 - 68 - 69

65 modif **LEGO WeDo Blocks**

*set motor direction %m.motorDirection*

choisir la direction du moteur %m.motorDirection

66 modif

*turn motor off*

arrêter le moteur

67 modif

*turn motor on*

lancer le moteur

68 modif

*turn motor on for %n secs*

lancer le moteur pour %n secs

69 modif

*set motor power %n*

mettre la puissance du moteur à %n

2 blocks without label on the Pootle server

141 quatre **LEGO WeDo Blocks**

*when distance < %n*

**Suggestion : quand la distance < %n**

141 cinque **LEGO WeDo Blocks**

*when tilt = %n*

**Suggestion : quand tilt = %n**

38 LEGO WeDo Blocks

distance

**Suggestion : distance**

125 LEGO WeDo Blocks

tilt

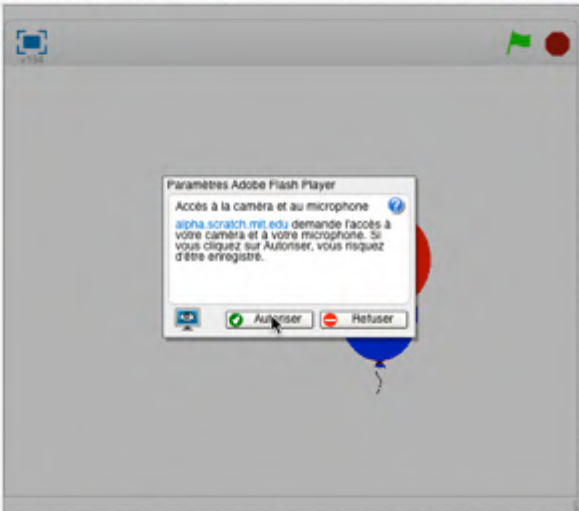
**Suggestion : tilt**

**2 Re-readings : 77 - 93**

**0 Suggestion :**

## Blocks and Labels

**play with balloons**  
remixed by mres  
based on a project by thwang



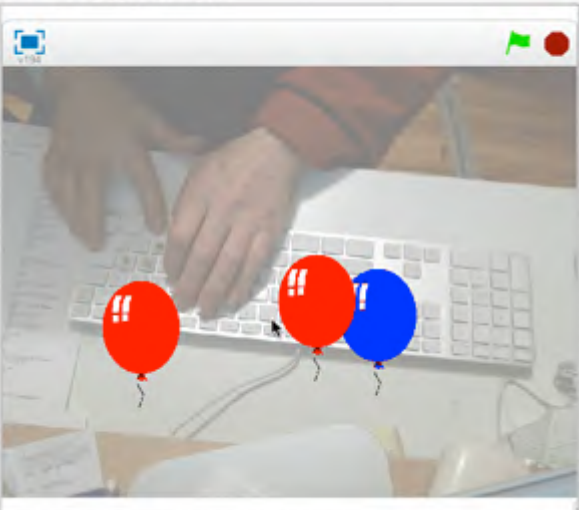
Notes & Credits

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

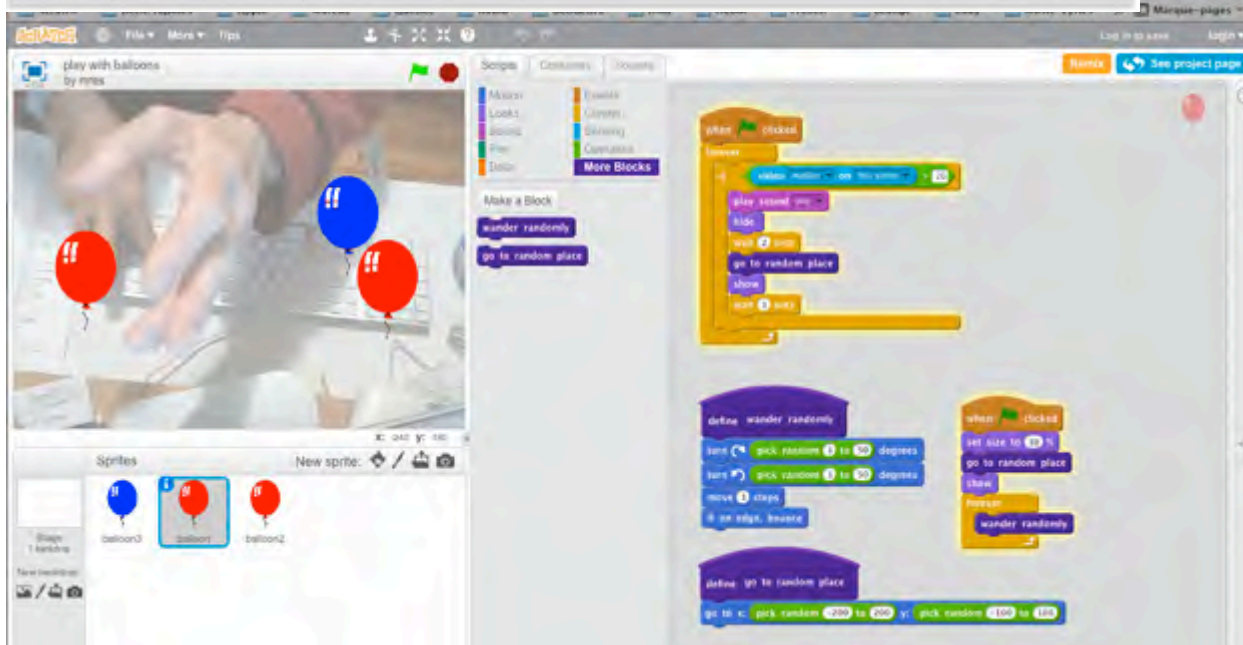


Notes & Credits

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](#).



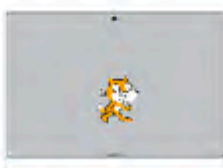
### Featured Projects



play with balloons  
by mires



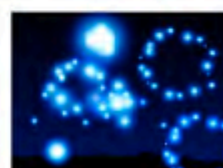
Friends of Gobo: New ...  
by natalie



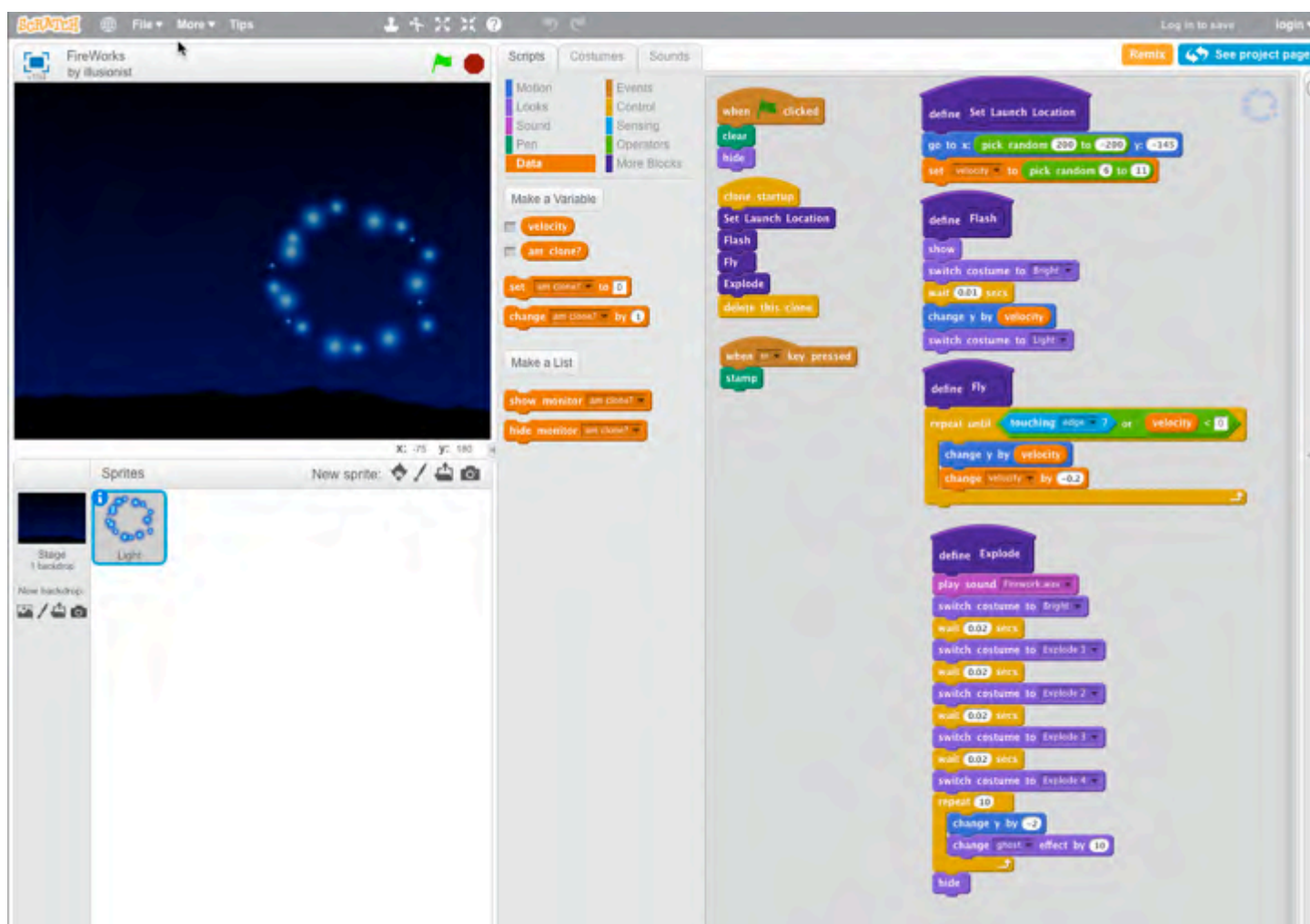
Chatroom motion dete...  
by silvershine



New Backgrounds for 2.0  
by natalie



FireWorks  
by illusionist





The image displays two screenshots of the Scratch 2.0 editor interface, showing the development of a 'FireWorks' remix project by user 'icecool44'.

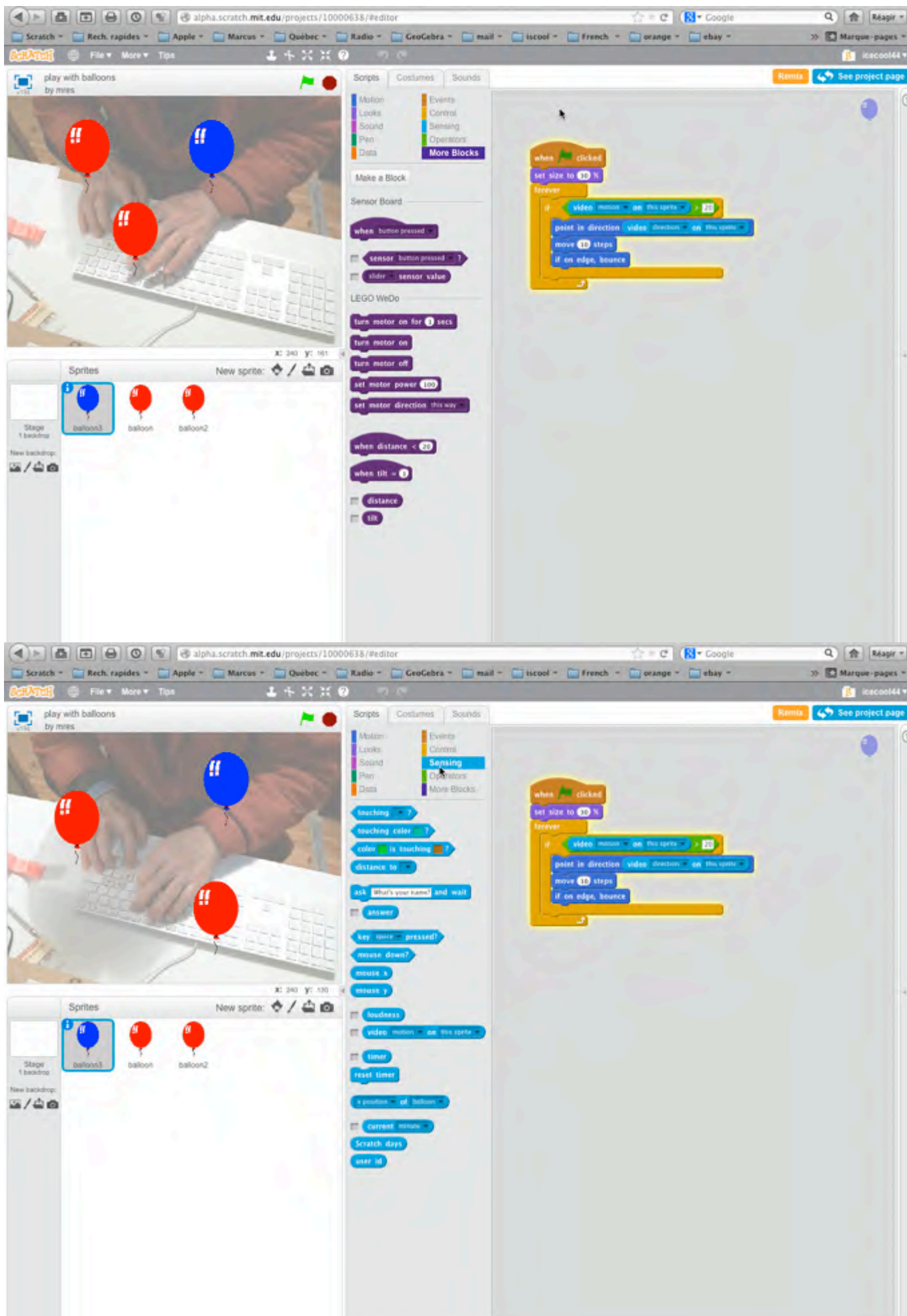
**Top Screenshot:**

- Stage:** A dark blue stage with a 'Light' sprite (a small blue circle with radiating lines) positioned at X: 101, Y: 45.
- Scripts Panel:**
  - when clicked:** A block containing 'clear' and 'hide'.
  - clone startup:** A block containing 'Set Launch Location', 'Flash', 'Fly', 'Explode', and 'delete this clone'.
  - when m key pressed:** A block containing 'stamp'.
- Define Blocks:**
  - Set Launch Location:** 'go to x: pick random 200 to -200 y: -145', 'set velocity to pick random 6 to 11'.
  - Flash:** 'show', 'switch costume to Bright', 'wait 0.01 secs', 'change y by velocity', 'switch costume to Light'.
  - Fly:** 'repeat until touching edge 7 or velocity < 0', 'change y by velocity', 'change velocity by -0.2'.
  - Explode:** 'play sound Firework.wav', 'switch costume to Bright', 'wait 0.02 secs', 'switch costume to Explode 1', 'wait 0.02 secs', 'switch costume to Explode 2', 'wait 0.02 secs', 'switch costume to Explode 3', 'wait 0.02 secs', 'switch costume to Explode 4', 'repeat 10', 'change y by -2', 'change ghost effect by 10'.
- LEGO WeDo Panel:**
  - when button pressed:** A block containing 'sensor button pressed 7' and 'slider sensor value'.
  - when distance < 20:** A block containing 'when tilt = 1'.
  - when tilt = 1:** A block containing 'distance' and 'tilt'.

**Bottom Screenshot:**

- Stage:** The same dark blue stage, but the 'Light' sprite is now positioned at X: -30, Y: 124.
- Scripts Panel:**
  - when clicked:** A block containing 'clear' and 'hide'.
  - clone startup:** A block containing 'Set Launch Location', 'Flash', 'Fly', 'Explode', and 'delete this clone'.
  - when m key pressed:** A block containing 'stamp'.
- Define Blocks:**
  - Set Launch Location:** 'go to x: pick random 200 to -200 y: -145', 'set velocity to pick random 6 to 11'.
  - Flash:** 'show', 'switch costume to Bright', 'wait 0.01 secs', 'change y by velocity', 'switch costume to Light'.
  - Fly:** 'repeat until touching edge 7 or velocity < 0', 'change y by velocity', 'change velocity by -0.2'.
  - Explode:** 'play sound Firework.wav', 'switch costume to Bright', 'wait 0.02 secs', 'switch costume to Explode 1', 'wait 0.02 secs', 'switch costume to Explode 2', 'wait 0.02 secs', 'switch costume to Explode 3', 'wait 0.02 secs', 'switch costume to Explode 4', 'repeat 10', 'change y by -2', 'change ghost effect by 10'.
- LEGO WeDo Panel:**
  - when button pressed:** A block containing 'sensor button pressed 7' and 'slider sensor value'.
  - when distance < 20:** A block containing 'when tilt = 1'.
  - when tilt = 1:** A block containing 'distance' and 'tilt'.

## Blocks and Labels





1