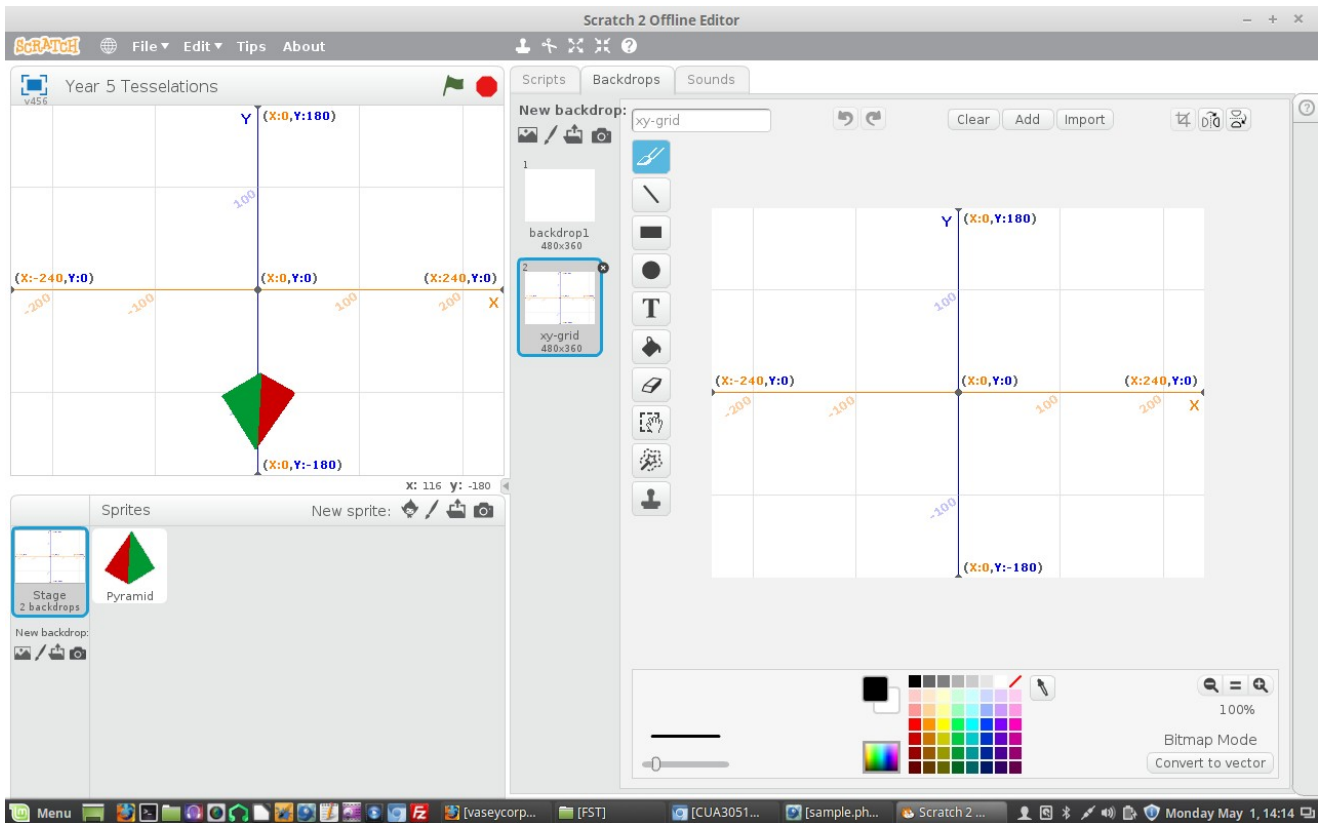


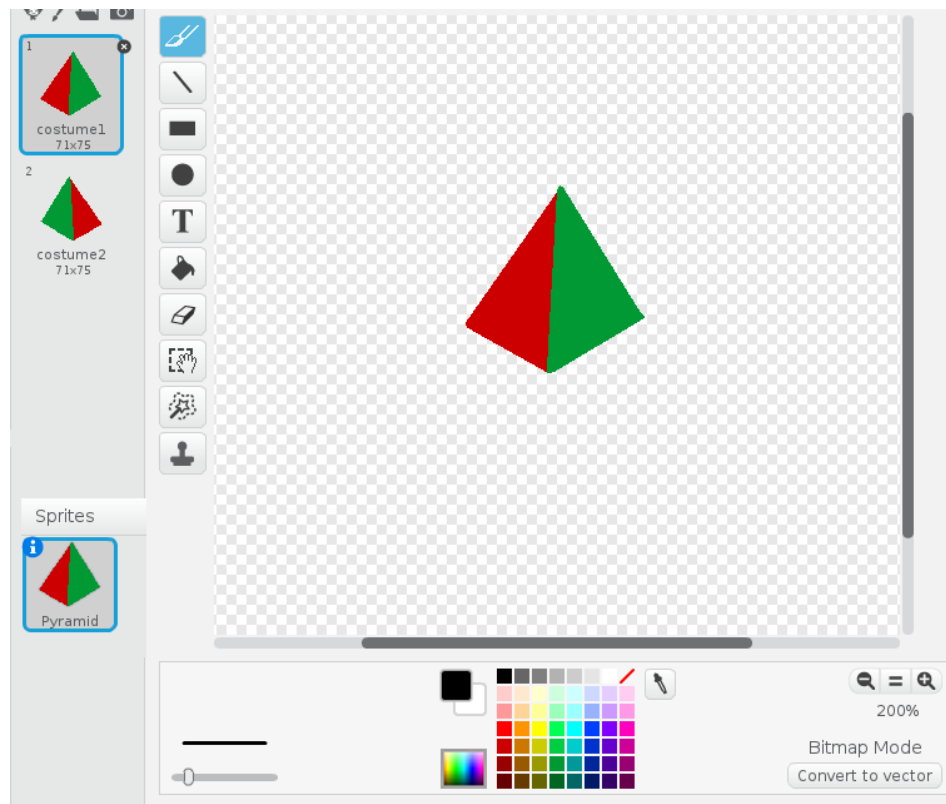
Flip Slide Turn

Aim: Move a pyramid by flipping, sliding or turning

Backdrop – xy grid



Sprite –
two costumes



Scripts

The image displays four Scratch scripts on a stage background. A small red and green triangle character is positioned at the top right, with its coordinates shown as x: 0 and y: -100.

Script 1 (Top Left): Triggered by a green flag click. The character goes to x: 0, y: 0, points in direction 90, switches to costume1, and says "Click F for Flip, S for Slide or T for Turn" for 5 seconds.

Script 2 (Top Right): Triggered by the 's' key press. The character goes to x: -140, y: 100, points in direction 90, glides 1 second to x: 140, y: -100, and says "Translate diagonally" for 3 seconds.

Script 3 (Bottom Left): Triggered by the 't' key press. The character goes to x: 0, y: 100, points in direction 90, and repeats a loop 18 times: wait 0.1 seconds, move 17 steps, and turn 10 degrees clockwise. After the loop, it glides 0 seconds to x: 0, y: -100 and says "Rotate clockwise 180 degrees" for 3 seconds.

Script 4 (Bottom Right): Triggered by the 'f' key press. The character goes to x: -140, y: 100, switches to costume1, points in direction 90, glides 1 second to x: 0, y: 100, switches to costume2, glides 1 second to x: 140, y: 100, and says "Reflect Horizontally" for 3 seconds.