

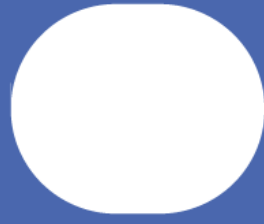
when I receive

when this sprite clicked

if

then

move



steps

if

then

else

turn



90

degrees

turn



90

degrees

repeat



turn



90

degrees

turn



90

degrees

move



steps

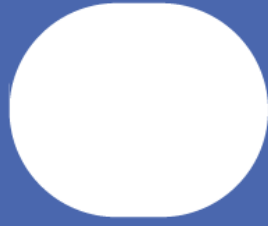
say

play sound

repeat



move



steps

repeat until



if on edge, turn

say

I touch colour

I touch colour

I touch object

broadcast



point towards



move



steps

when



clicked