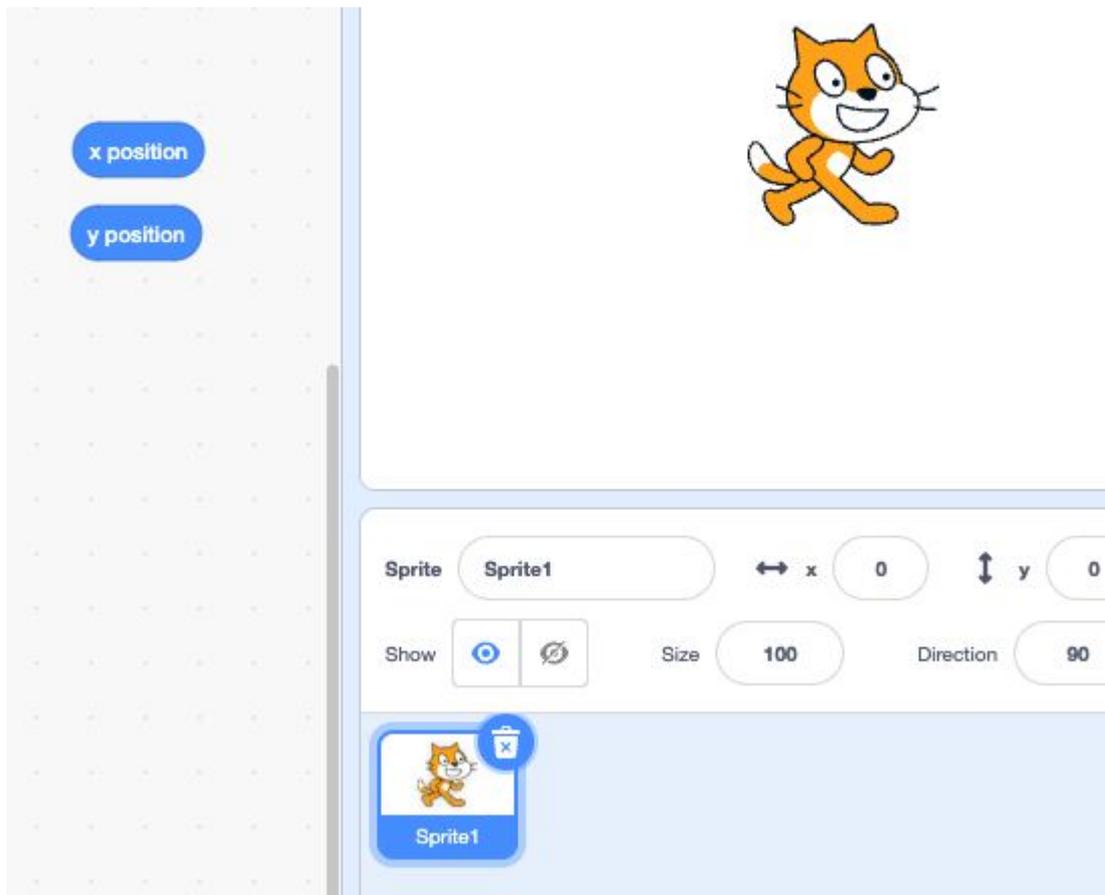




數值(Value)控制了一切

例如: Sprite 位置

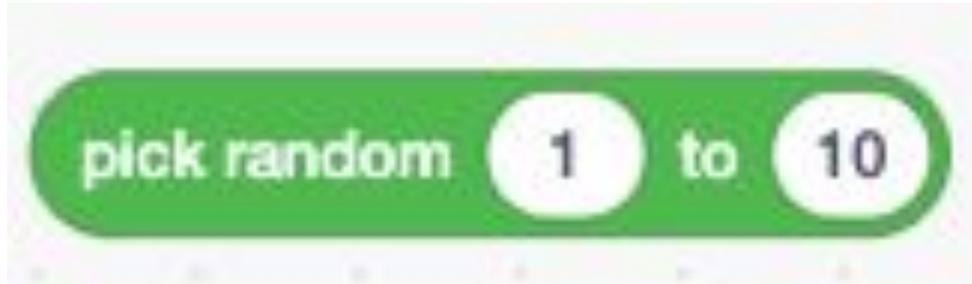


The image displays the Scratch interface. On the left is a vertical grid with two blue buttons labeled "x position" and "y position". On the right, a cat sprite is positioned on the grid. Below the grid is a control panel for the selected sprite, "Sprite1". The panel includes:

- A "Sprite" dropdown menu set to "Sprite1".
- Position controls: "x" (0) and "y" (0).
- Visibility controls: "Show" (checked) and "Hide" (unchecked).
- Size control: "Size" (100).
- Direction control: "Direction" (90).

At the bottom, a small thumbnail of the cat sprite is shown with a trash icon and the label "Sprite1".

🎮 隨機(Random)



互動感測



The image shows the Sensing block palette in Scratch. The palette is organized into several categories, each with a colored circular icon:

- Motion** (Blue circle): touching mouse-pointer?, touching color?, color is touching?, distance to mouse-pointer?
- Looks** (Purple circle)
- Sound** (Pink circle)
- Events** (Yellow circle)
- Control** (Orange circle): ask What's your name? and wait
- Sensing** (Light blue circle, highlighted):
 - answer
 - key space pressed?
 - mouse down?
 - mouse x
 - mouse y
 - set drag mode draggable?
 - loudness
 - timer
- Operators** (Green circle)
- Variables** (Orange circle)
- My Blocks** (Red circle)





Video Sensing

Sense motion with the camera.

The image features a blue hand reaching towards a white camera lens with a red light indicator. Blue motion lines emanate from the lens. Below this is a green square icon with a white camera symbol. The text 'Video Sensing' is in bold, and 'Sense motion with the camera.' is in a standard font.



電影系 鄭安群