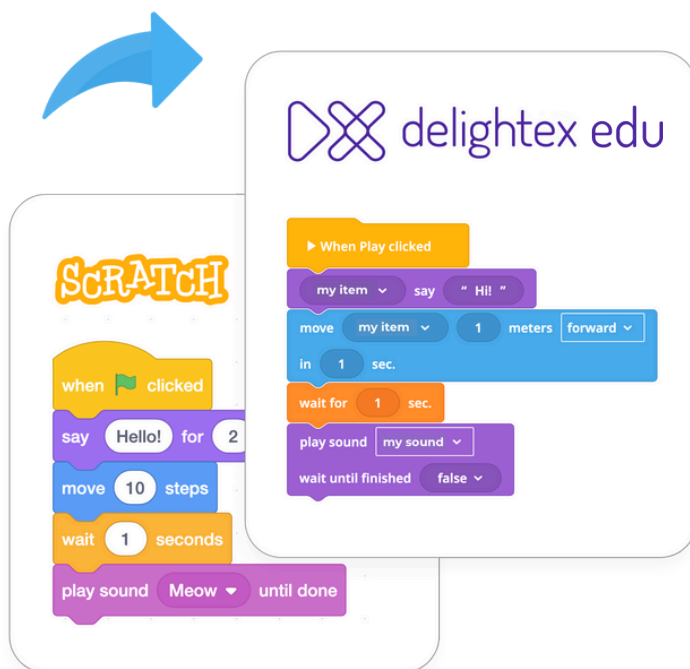




From Scratch to CoBlocks



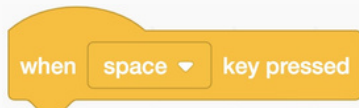
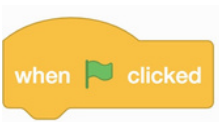
Last updated: August 2025

**Side-by-side
comparison of the key
coding blocks**

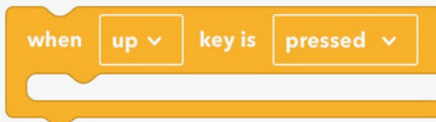
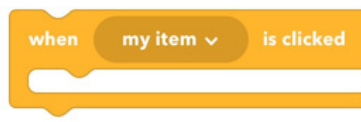
Scratch

CoBlocks

Events



Events



Motion

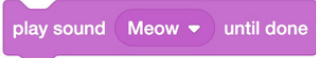
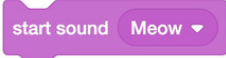
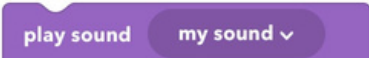

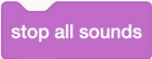





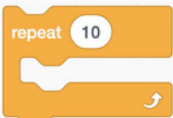

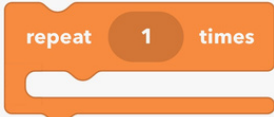
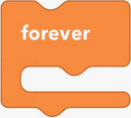
Transform

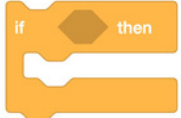
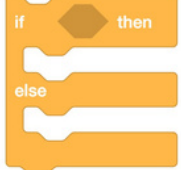

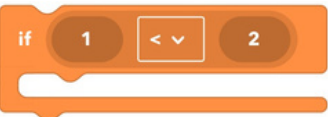
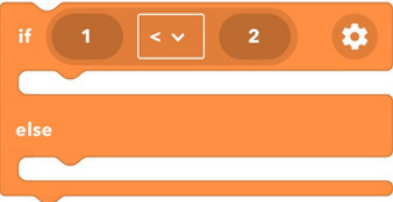

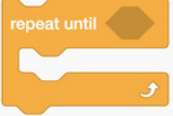

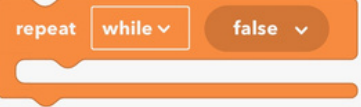
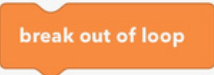


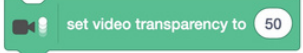


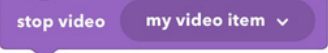


<p>go to random position ▾</p> <p>go to x: 0 y: 0</p> <p>glide 1 secs to x: 0 y: 0</p>	<p>move my item ▾</p> <p>to x: 0 y: 0 z: 0</p> <p>in 1 sec.</p>
<p><input type="checkbox"/> x position</p> <p><input type="checkbox"/> y position</p> <p><input type="checkbox"/> direction</p>	<p>direction of my item ▾</p> <p>position of my item ▾</p>
Motion	Data
<p>change x by 10</p> <p>set x to 0</p> <p>change y by 10</p> <p>set y to 0</p>	<p>change my variable ▾ by 1</p> <p>set variable myVar to " "</p>

Looks	Actions
<p>say Hello! for 2 seconds</p> <p>say Hello!</p> <p>think Hmm... for 2 seconds</p> <p>think Hmm...</p>	<p>my item ▾ say " Hi! "</p> <p>my item ▾ think " Hm... "</p>
<p>show</p> <p>hide</p>	<p>set opacity of my item ▾ to 100 %</p> <p>set opacity of my item ▾ to 0 %</p>
<p>change color ▾ effect by 25</p> <p>set color ▾ effect to 0</p> <p>clear graphic effects</p>	<p>set color of my item ▾ to <input type="checkbox"/></p> <p>set opacity of my item ▾ to 100 %</p>
Looks	Transform
<p>change size by 10</p> <p>set size to 100 %</p>	<p>set scale of my item ▾ to 2</p>
Sound	Actions

Control	Control
	
 	 

  	 
  	 
Video Sensing	Actions
  	  

Operators	Operators
<div>+</div> <div>-</div> <div>*</div> <div>/</div>	<div>1 + 1</div>
<div>pick random 1 to 10</div>	<div>random integer from 0 to 100</div> <div>random number from 0 to 1</div>
<div>> 50</div> <div>< 50</div> <div>= 50</div>	<div>1 + 1</div>
<div>and</div> <div>or</div> <div>not</div>	<div>false and false</div> <div>not false</div>