

Hi... Today we will start a bit of scratch. We will only be doing the basics but it's a good start.

Here is a summary of what is in the [video](#):

Categorie	Color	Description
Motion	Blue	The motion categorie is a categorie that we could also call action blocks.
Looks	Purple	The looks categorie is a categorie where you can style some sprites. Ex: change color, change syze etc...
Sound	Purplish	The sound categorie is a categorie where you can find blocks that control the sound. Ex: volume, change music etc...
Events	Yellow	The events categorie contains mostly blocks that start a script. Most of the blocks are the lumped shaped blocks.
Control	Orange	The control categorie controls like it name says. It can for example tell a part of a script to run forever. Most of the control blocks are C-shaped.
Sensing	Dodjer blue	The sensing categorie senses. It for example can sense when the mouse is over the sprite.
Operators	Green	The operators categorie can calculate or check some values. It for example can calculate $6 \times 6 = 36$.
Variables	Orange	The variables categorie is a categorie where you make a variable (you can make as much variables as you like). Variables keep information you tell them to keep. In the variables categorie you can also make lists. Lists are for a simple explanation a list of a lot of variables which you can make.
My blocks	Pink	This categorie is a categorie where you make your own blocks. The best time to use them is when you've got a long script to make which you need to make a lot of times.
Extensions	No special color	Extensions are only availble if your programming on the online scratch and not the offline one. Example's of extensions: text to speech, translation etc...