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## Jump Using My Blocks and Variables

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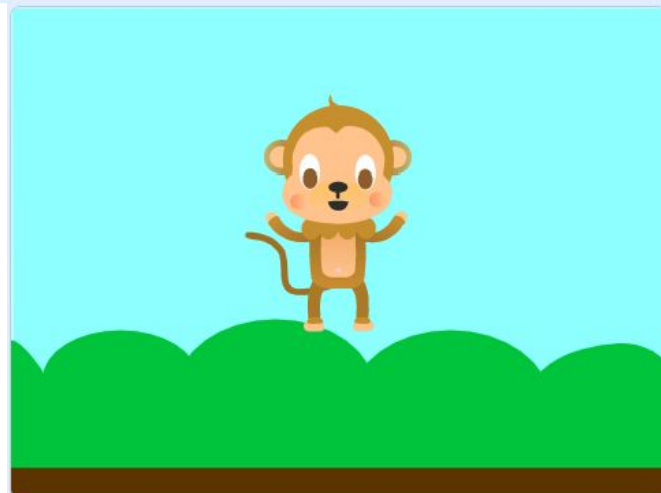
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# Jump Using My Blocks and Variables

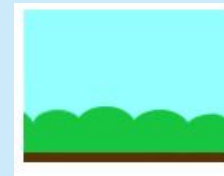
Creating your own blocks (My Blocks) in Scratch



## GET READY



Choose a backdrop



Blue Sky

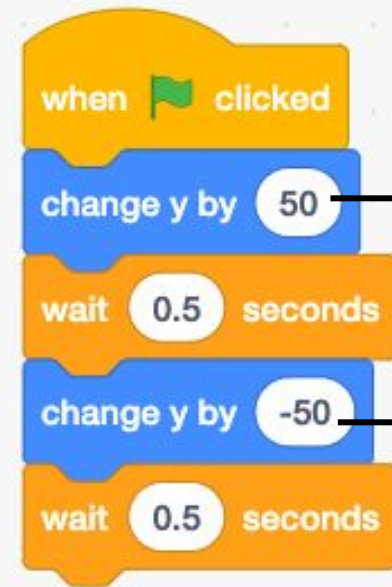


Select your sprite



Monkey

## ADD THIS CODE



The sprite will go 50 steps up.

Type a minus sign to go back down.

## TRY IT

Click the green flag to start







My Blocks can be used to define a specific set of code which can be used throughout your program. My Blocks are similar to a procedure in programming.



### GET READY

Choose **My Blocks**  My Blocks

Select **Make a Block** 




Cancel OK

Name this block **jump** and then click **OK**

### ADD THIS CODE



when  clicked

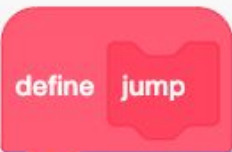
change y by 50

wait 0.5 seconds

change y by -50

wait 0.5 seconds

1

define 

change y by 50

wait 0.5 seconds

change y by -50

wait 0.5 seconds

2


when  clicked


repeat 10




My Blocks



Make a Block

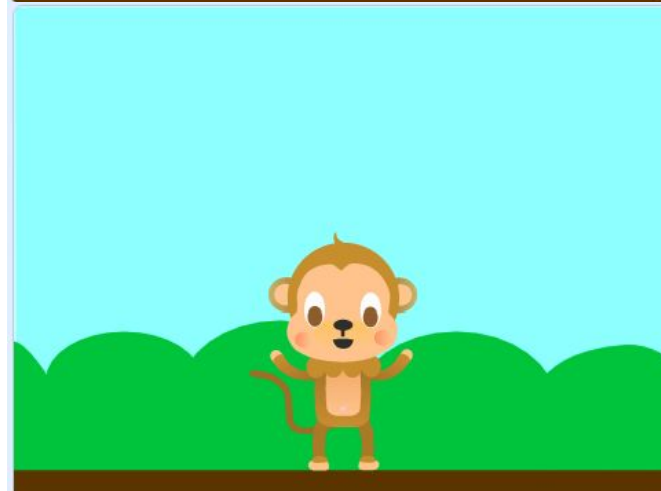
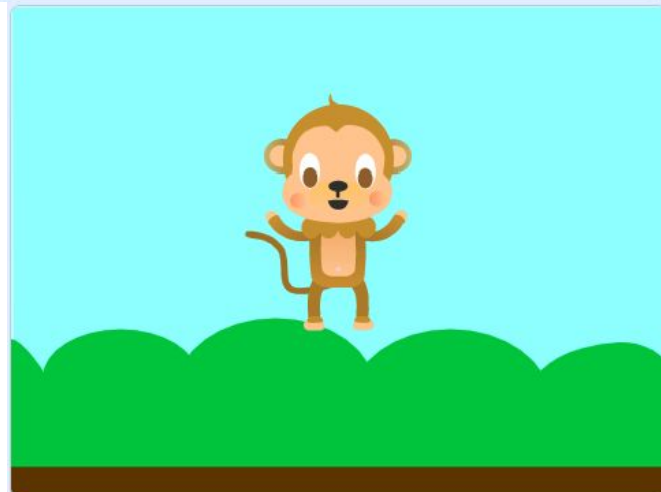


Move the code from under the 'when  clicked' to under the "define jump" My Block.

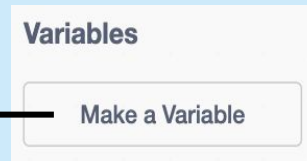
Drag and attach the call for "jump" inside a repeat block under the 'when  clicked' block.

### TRY IT

Click the green flag to start  



Choose  
**Variables**  
Click the  
**Make a  
Variable**



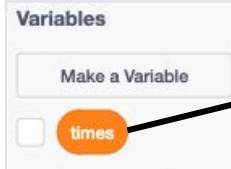
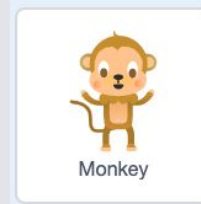
## GET READY

New variable name:

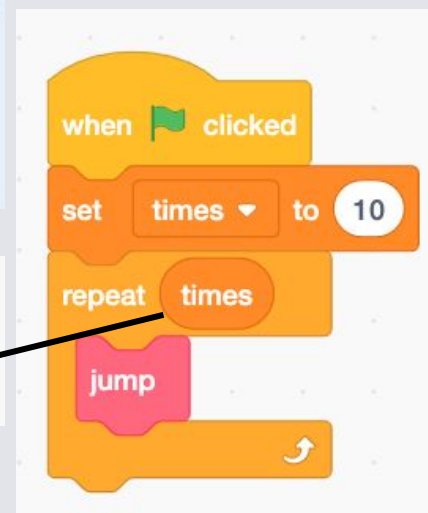
For all sprites  For this sprite only

Name this variable **times**, accept the default "For all sprites", and click **OK**.

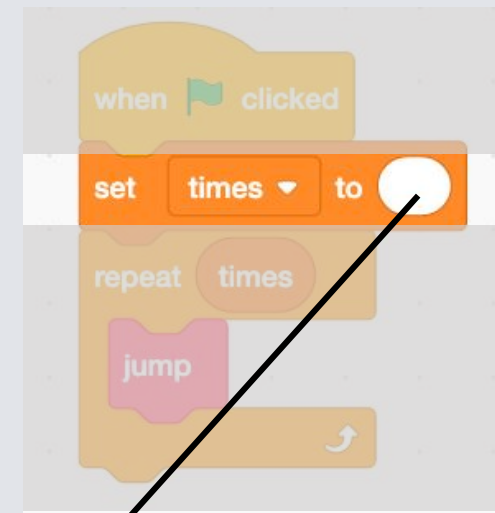
## ADD THIS CODE



Drag the 'times' variable from Variables section in Scratch



This code will make the monkey jump 10 times.



Change the variable "times" to any value under 100 and test.

## TRY IT

Click the green flag to start



2