

Scratch commands help sheet

The following commands can be used to change the value of the variables you have created in your programs.

Command	Tips on how to use...
 The image shows a Scratch 'set' command block. It is orange with a tab on the left. The text 'set' is on the left, followed by a dropdown menu showing 'Score', then 'to', and a text box containing the number '0'.	<p>This command will set the variable which is selected from the drop down menu to the value you enter into the box.</p> <p>Tip: <i>You might need to set your variables each time your game is played.</i></p>
 The image shows a Scratch 'change' command block. It is orange with a tab on the left. The text 'change' is on the left, followed by a dropdown menu showing 'Score', then 'by', and a text box containing the number '1'.	<p>This command will change the variable which is selected from the drop down menu by the amount entered in the box.</p> <p>Tip: <i>You can use this to reduce the value of a variable by entering a negative number, e.g. 'Change lives by -1'. This is the same as taking away the number you have entered.</i></p>