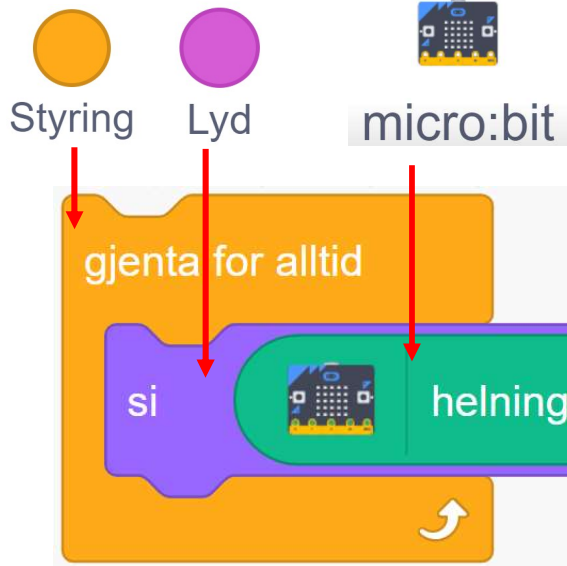
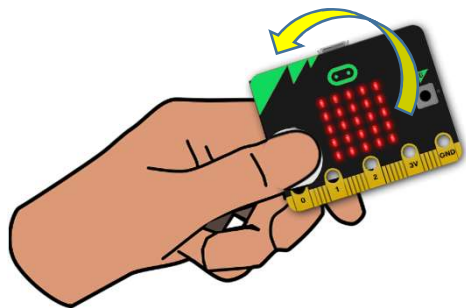


Les verdier



Les verdien på helningsvinkelen ved å bruke si-klossen.

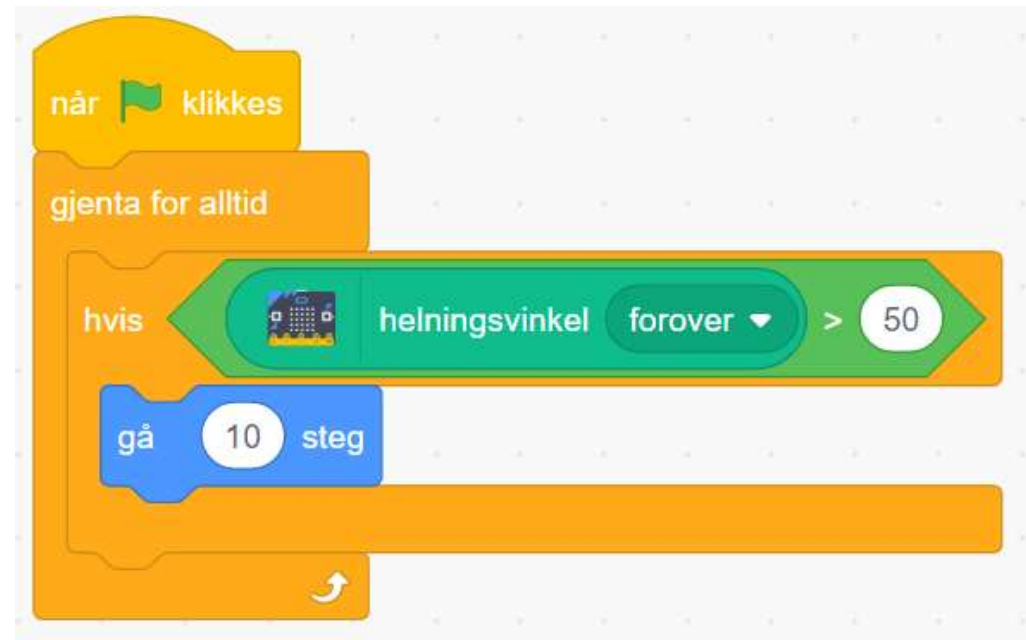


13

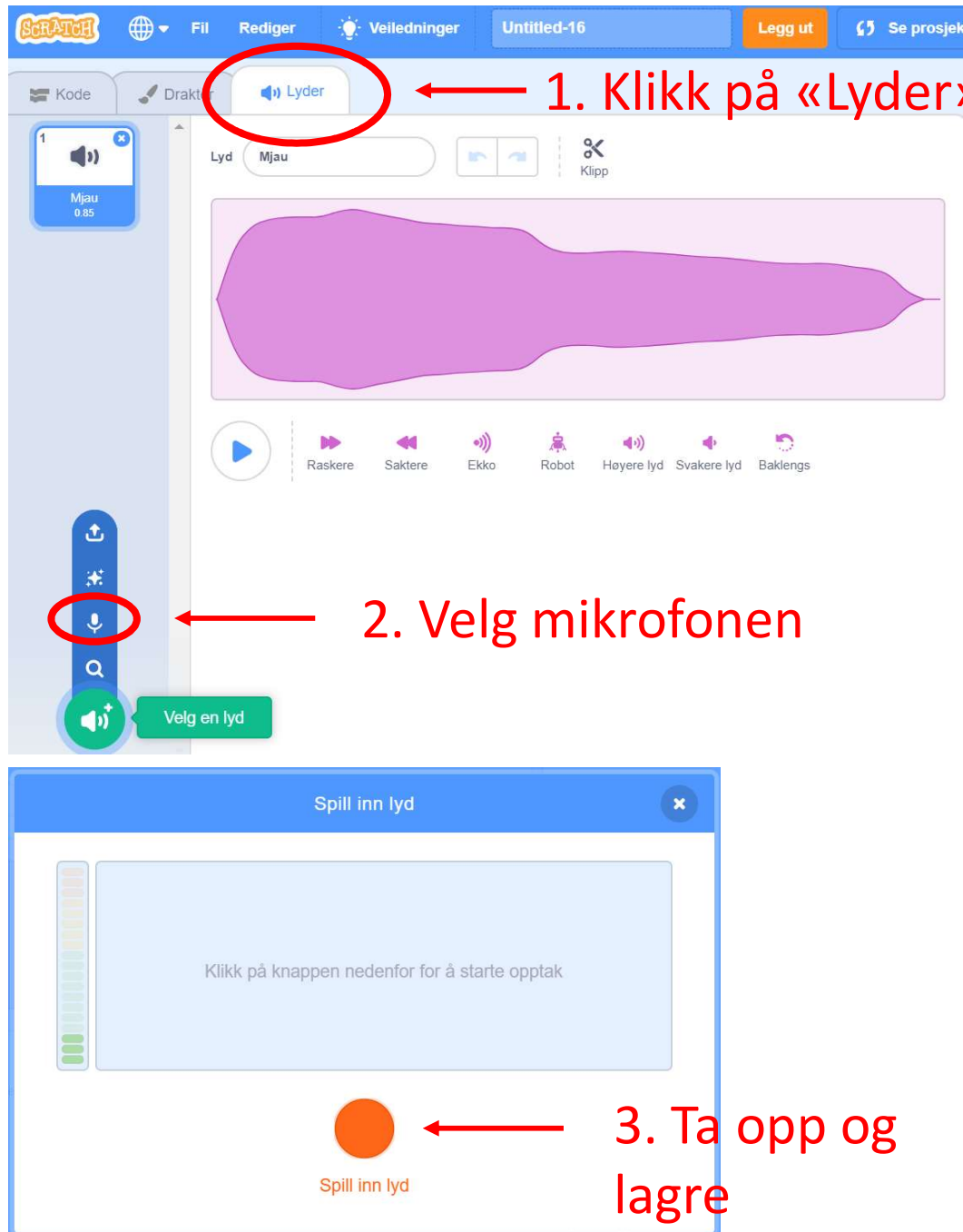
Hvis-utsagn

Helningsvinkel større enn ...

så



Ta opp stemmen din



1. Klikk på «Lyder»

2. Velg mikrofonen

3. Ta opp og lagre

The image shows the Scratch interface. The 'Lyder' (Sounds) tab is highlighted with a red circle and an arrow. Below it, the microphone icon in the bottom-left toolbar is also circled in red with an arrow. A 'Spill inn lyd' (Record Sound) dialog box is open, showing a volume meter and a red record button labeled 'Spill inn lyd' with an arrow pointing to it. The dialog box contains the text 'Klikk på knappen nedenfor for å starte opptak'.

Spill lyd



start lyden Mjau ▼

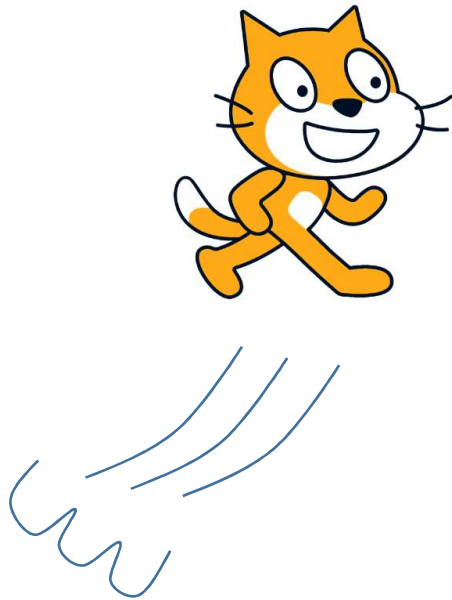
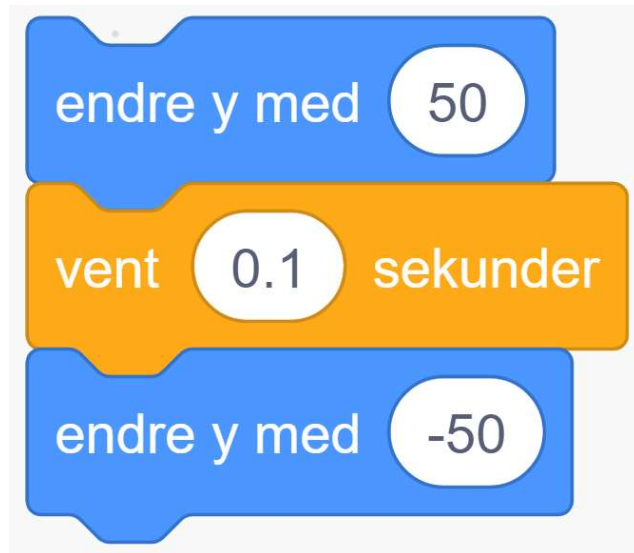
M J A U

spill lyden Mjau ▼ til den er ferdig

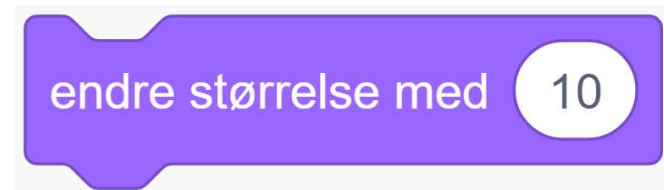
Brak denne klossen hvis du vil spille ferdig lyden før du går til neste kloss

The image shows two Scratch code blocks. The first is a 'start lyden' block with 'Mjau' selected. Below it is the Scratch cat character with the letters 'M J A U' and a musical note above it. The second block is a 'spill lyden' block with 'Mjau' selected and the text 'til den er ferdig'. An arrow points from this block to the text 'Brak denne klossen hvis du vil spille ferdig lyden før du går til neste kloss'.

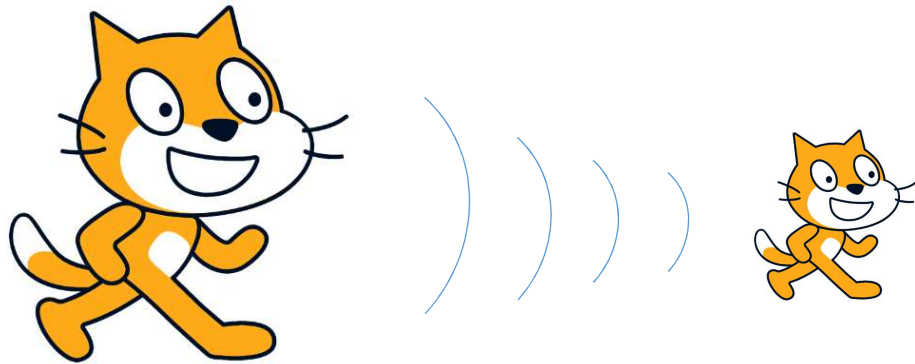
Hopp!



Lag den større

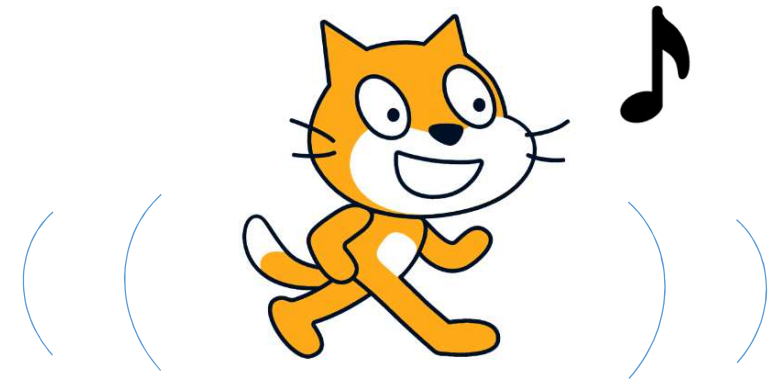


Lag den mindre



endre størrelse med -10

Animer den



gjenta 10 ganger

neste drakt

For å saktne farten,
bruk denne klossen:

vent 0.1 sekunder