Block Types & Terminology

MOTORS

MOVEMENT

LIGHT

SOUND

EVENTS

CONTROL

SENSORS

OPERATORS

VARIABLES

Hat blocks are used to start a program. Other blocks can only be added underneath them because they have a curved top.

C blocks are control blocks. In the shape of a C, these blocks control Program Flow. One example is a loop. Loops repeat blocks when it is wrapped around stack blocks.
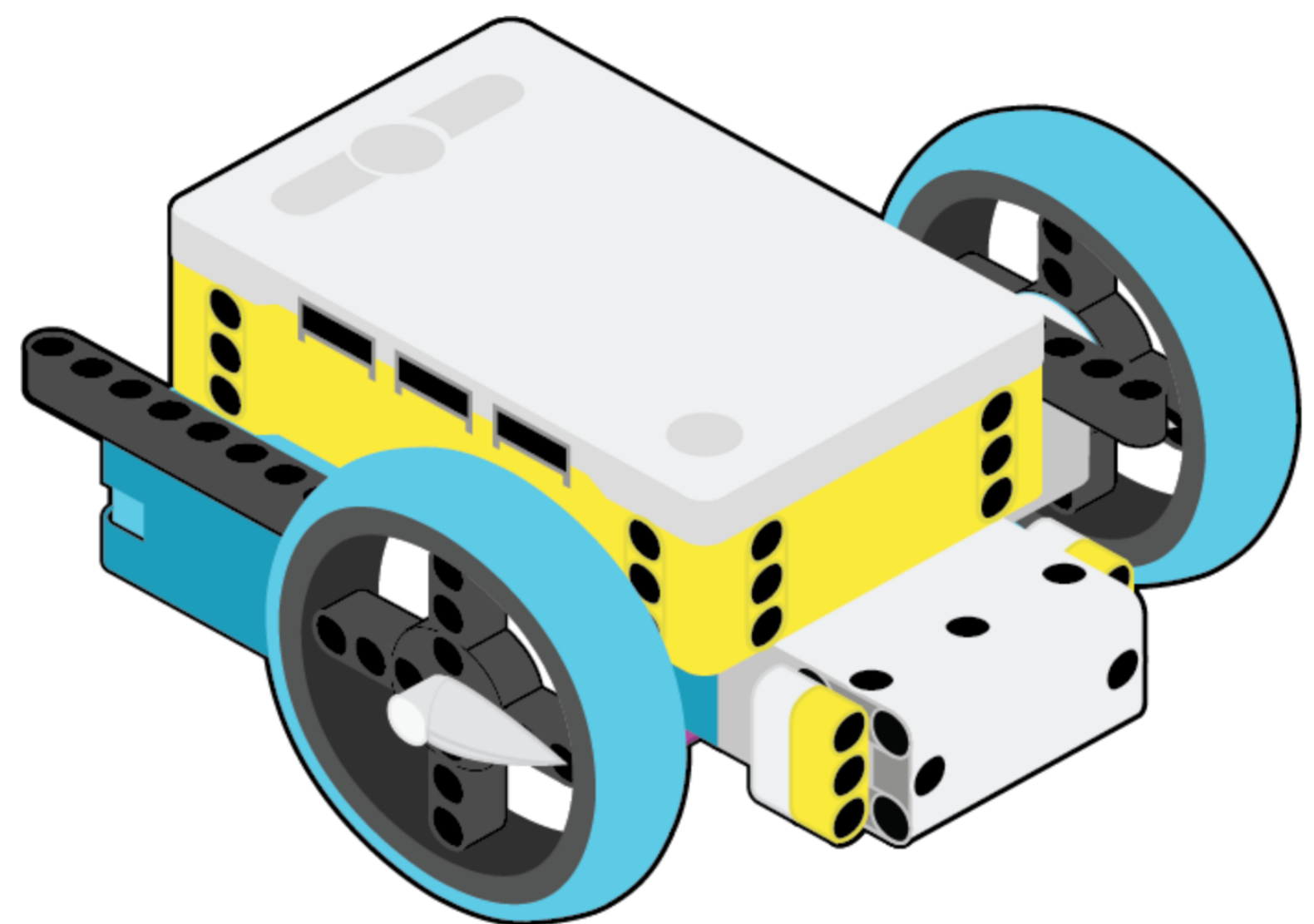
Boolean blocks report a value as either true or false. In the shape of a hexagon, they are usually placed inside C blocks to form decisions in a program.

Reporter blocks are used to hold values and sensor readings. These are small round blocks that can be placed inside other blocks.

Stack blocks are the basic and main commands of a program. They can be placed anywhere in a program.

Multiple blocks that are connected together is known as a **Block Stack**.

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