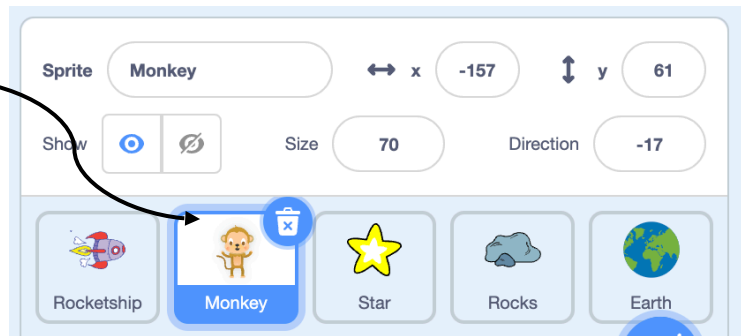


Space Adventure – go to [bit.ly/gadgetcode](https://bit.ly/gadgetcode) to start!

Click on the **Monkey** Sprite below the main screen



Now drag the the blocks below to the **Code** window:

### Monkey

The astronaut monkey is set to spin forever in space!



This block is from the **Events** blocks

when  clicked

forever

turn  1 degrees

This yellow/orange block is from the **Control** code blocks

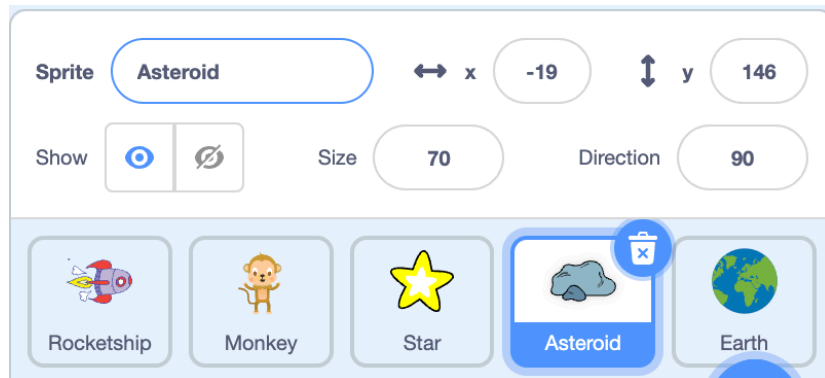
Blue blocks are from the **Motion** code blocks



What happens if you change the number inside the blue **turn** block?

## Add an Asteroid


Click on the Asteroid Sprite:



Drag these blocks into the **Code** window:

**Asteroid**

This piece of space rock bounces around the screen.



This block is from the **Events** blocks

Purple blocks are from the **Looks** code blocks

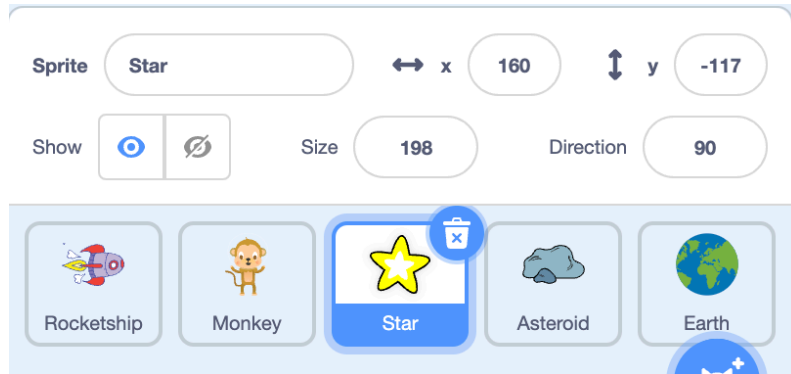
Blue blocks are from the **Motion** code blocks

```
when green flag clicked
  go to front layer
  point towards Earth
  forever loop
    move 2 steps
    if on edge, bounce
```

The code blocks are: a yellow 'when green flag clicked' block, a purple 'go to front layer' block, a blue 'point towards Earth' block, and an orange 'forever' loop containing a blue 'move 2 steps' block and a blue 'if on edge, bounce' block.

## Add a Star

Click on the Star  
Sprite:



Add these code blocks to the Code window

### Star

The star twinkles in  
space.



This block is from  
the **Events** blocks



forever

repeat 20

change size by 2

repeat 20

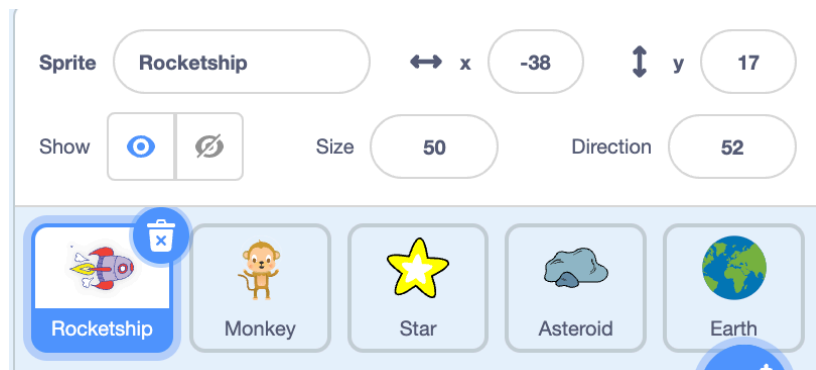
change size by -2

Gold coloured loop  
blocks are from the  
**Control** blocks.

Purple blocks are  
from the **Looks** code  
blocks

## Add a Rocketship

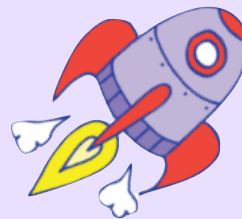
Click on the Rocketship sprite below the main screen.



Now add the blocks below to the **Code** window:

### Rocketship

The spaceship launches then heads for Earth.



This block is from the **Events** blocks

Purple blocks are from the **Looks** code blocks

Blue blocks are from the **Motion** blocks

Gold coloured blocks are from the **Control** blocks.

```
when green flag clicked
  set size to 100 %
  point in direction 0
  go to x: -170 y: -160
  say Let's go! for 2 seconds
  point towards Earth
  repeat 200
    move 2 steps
    change color effect by 25
    change size by -0.4
```