



なにをしたらいいの？

1.  で、プログラムをバラバラにする
2. プログラムをくみたてなおす

ほうせきをゲットしたい → 【2～】をまねしよう

ほうせきはいらなから、もどきたい → 

がめんのはしで

あおもんのプログラム

EDIT RUN

×

はいけい がタッチされた

さいごにタッチされたほうを むく

100 かいくりかえず

10 すずむ

ちょっとまつ

もし がめんのはしについた なら

↓を むく

30 かいくりかえず

30 すずむ

ちょっとまつ

おうちへかえる

タッチしたところへ

The screenshot shows a programming environment with a blue character on the left and a stage on the right. The stage has a blue arrow pointing right. The script on the left consists of the following blocks:

- Event block: どこかがタッチされた
- Control block: **さいごに** タッチされたばしょについた になるまでくりかえす
- Motion block: **さいごに** タッチされたほうをむく
- Behavior block: **10** すすむ
- Behavior block: ちょっとまつ

The interface includes a top bar with a character icon, a close button (X), the title "あおもんのプログラム", and "リセット" and "実行" buttons. The bottom bar has a back arrow, two block palette icons, and a play button.

ぶつかったら (1/2)

The screenshot shows a programming environment with a blue character named "あおもん" (Aomom). The script is as follows:


- Event: どこかがタッチされた
- Loop: **さいごにタッチされたばしょについた** になるまでくりかえす
- Inside the loop:
 - Action: **さいごにタッチされたほうをむく**
 - Action: **10** すすむ
 - Action: **ちょっとまつ**

The background features a blue character and several red triangles on a grid. The interface includes a top bar with "あおもんのプログラム", "EDIT", and "RUN" buttons, and a bottom bar with a back arrow, a "Run" button, and a "Play" button.

ぶつかったら (2/2)

The image shows a programming environment interface for a game. On the left, a vertical toolbar contains a blue character icon, a red 'X' button, a cake icon, and a menu icon. The main workspace is a grid with a blue character in the center. A script block is attached to the character, consisting of a pink message box, an orange 'if' block, and a green 'move' block. The message box contains a checkmark and the text 'キャラとぶつかった'. The 'if' block contains a blue character icon, the text 'とぶつかった', and the word 'なら'. The 'move' block contains the text 'おうちへかえる'. The background is a green field with several cake icons and small colored markers. At the top right, the text 'おやつプログララム' is displayed next to a cake icon, with 'EDIT' and 'RUN' buttons. At the bottom right, there are three circular buttons: a multi-colored block icon, a multi-colored block icon with a yellow starburst, and a blue play button. A back arrow button is located at the bottom left.

キャラとぶつかった

もし  とぶつかった なら

おうちへかえる

おやつプログララム

はねかえる (1/2)

The image shows a programming environment with a character named 'あおもん' (Aomon) on a stage. The character is a blue, round creature with horns. The stage contains several objects: a black rock, a cake, and a brown horizontal bar. The programming blocks are as follows:

- Event:** キャラがタッチされた (Character touched)
- Behavior:** どこかをむく (Dig somewhere), ずっとくりかえす (Repeat forever)
- Repeat Loop:** 3 すすむ (Dig 3 times), ちょっとまつ (Wait a little), がめんのはしではねかえる (Turn at the edge of the screen)
- Event:** キャラとぶつかった (Character collided)
- Behavior:** てまえにもってくる (Bring to front)
- Condition:** もし [Rock] とぶつかった または [Bar] とぶつかった なら (If [Rock] or [Bar] collided)
- Behavior:** ぶつかったら はねかえる (Turn if collided)

The interface includes a left sidebar with icons for the character, cake, and rock, a top bar with the title 'あおもんのプログラム' (Aomon's Program) and 'リセット' (Reset) buttons, and a bottom bar with a play button and other controls.

はねかえる (2/2)

The screenshot shows a programming environment with a stage titled "ケーキのプログラム" (Cake Program). A blue character is positioned on a brown platform. A script is attached to the character, consisting of three blocks: a pink "キャラとぶつかった" (Character Collision) block, an orange "もし とぶつかった なら" (If Collision Then) block, and a green "おうちへかえる" (Return Home) block. The stage contains several cake icons and a brown platform. The interface includes a top bar with a character icon, a close button, and the title "ケーキのプログラム" with "EDIT" and "RESET" buttons. A bottom bar features a back arrow, a palette icon, a script icon, and a play button.

キャラとぶつかった

もし とぶつかった なら

おうちへかえる

ケーキのプログラム

EDIT

RESET