

4. Events Blocks

Events blocks (**yellow**) are **triggers** — they define **when** a script starts running. Every script must begin with an Events block at the top; otherwise the code never activates. Events blocks have a rounded 'hat' shape so they can only go at the top of a stack.

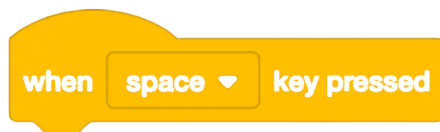
When [] clicked

The most common trigger. Any script starting with this block runs when the user clicks the green flag above the stage.



When [] key pressed

Runs the attached script when the selected keyboard key is pressed. You can choose any key from the dropdown menu.



Observe with project-[Durbar squares](#)

When this sprite clicked

Runs the script when a user clicks directly on this sprite with their mouse.



When backdrop switches to []

Triggers a script whenever the stage backdrop changes to the selected one. Useful for triggering scene-specific events.

when backdrop switches to backdrop1 ▼

Observe with project-[Day and Night](#)

When [] > []

Runs the script when the computer's microphone detects a sound louder than the set value. Allows voice or sound-controlled interactions.

when loudness ▼ > 10

Broadcast []

Sends a named message to all sprites in the project. Any sprite with a 'When I receive' block listening for that message will run its script.

broadcast message1 ▼

Broadcast [] and wait

Sends a broadcast message and pauses the current script until all receiving scripts have finished running before continuing.

broadcast message1 ▼ and wait

When I receive []	Listens for a broadcast message. When it receives it, the attached script runs. This pairs with the Broadcast block to create communication between sprites.
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Let's learn with projects:

Add **When [green flag] clicked** to both **sprites** to complete the program-
[Customizing your sprite with drawing tools](#)

Add **When [space] key pressed** according to notes from the previous program-
[Floating Astronaut](#)