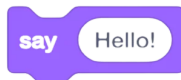


2. Looks Blocks

Looks blocks (**purple**) control **how sprites appear** on the stage. They let you change costumes to create animations, show speech or thought bubbles to give characters a voice, resize sprites, apply visual effects, and control which sprites appear in front or behind each other.

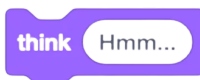
Say [] for [] seconds

Makes the sprite display a speech bubble containing the chosen text. The bubble disappears after the set number of seconds. Use the 'Say block (no timer)' to keep the bubble showing permanently.



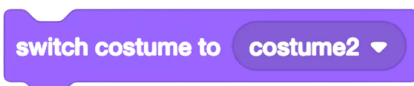
Think [] for [] seconds

Similar to Say, but shows a thought bubble (dotted outline) instead.



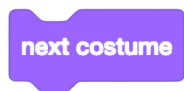
Switch costume to []

Changes the sprite's appearance to a different costume. Costumes are alternative designs of the same sprite — like different frames of an animation.

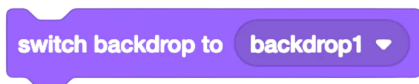


Observe with project-[Dance](#)

Next costume	Switches to the very next costume in the sprite's costume list.
---------------------	---



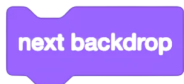
Switch backdrop to []	Changes the stage's background image to a different backdrop.
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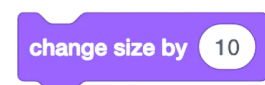
Observe with project-[Room Tour](#)

Improving efficiency: There are some lines in the program which are not needed .Find it and optimize the code.

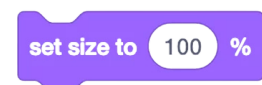
Next backdrop	Switches to the next backdrop in the backdrop list.
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Change size by []	Makes the sprite bigger (positive number) or smaller (negative number) by a percentage amount relative to its current size.
--------------------------	---



Set size to []%	Sets the sprite's size to an exact percentage. 100% = original size. Use this at the start of a project to reset size to a known value.
------------------------	---



Show / Hide

Makes the sprite visible or invisible on the stage. The sprite still exists and its code still runs when hidden — it just cannot be seen.

show

hide

Change [] effect by []

Applies a visual effect to the sprite and changes it by a set amount. Effects include: color (hue shift), fisheye, whirl, pixelate, mosaic, brightness, and ghost (transparency).

change color ▼ effect by 25

Set [] effect to []

Sets a specific visual effect to an exact value rather than changing it incrementally.

set color ▼ effect to 0

Clear graphic effects

Removes all visual effects from the sprite and returns it to its normal appearance.

clear graphic effects

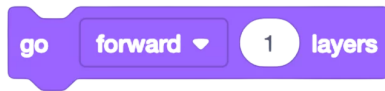
Go to [] layer

Moves the sprite to the front of all other sprites (so it appears on top) or to the back (so it appears behind everything else).

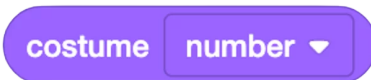
go to front ▼ layer

Go [] [] layers

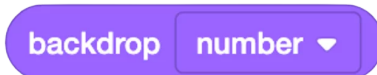
Moves the sprite forward or backward a set number of layers relative to where it currently is in the stacking order.

**costume []**

A reporter block that returns either the name or the number of the costume the sprite is currently wearing.

**backdrop []**

A reporter block that returns the name or number of the current backdrop.

**size**

A reporter block that returns the sprite's current size as a percentage.



Customizing sprites: In the 'Costumes' tab open the built-in drawing editor. You can edit existing costumes or draw entirely new ones. A sprite can have as many costumes as you like.

Let's learn with projects:

[Customizing your sprite with drawing tools](#)

[Bear Walking](#)