

9. My blocks

My Blocks (**pink**) let you create your own **custom, reusable blocks**. When you find yourself copying and pasting the same group of blocks multiple times in a project, it is time to turn them into a custom block. This makes your code much neater, easier to read, and easier to fix.



How to create a custom block

1. Click on 'My Blocks' in the Programming Palette.
2. Click 'Make a Block'.
3. Type a name for your block — make it descriptive, e.g. 'Jump', 'Reset position', 'Shoot bullet'.
4. Optionally, add input parameters (numbers or text that can be passed into the block).
5. Click OK. A 'Define [block name]' hat block appears in your Script Area.
6. Drag the blocks you want this custom block to run into the 'Define' script below the hat block.
7. Now use your new custom block anywhere in your project just like any other block!

Why use My Blocks? Imagine a game where the player can jump, and jumping requires 10 different blocks. If you need jumping to happen in 5 different situations, that is 50 blocks! Instead, create one 'Jump' custom block with those 10 blocks inside, and just place 'Jump' in those 5 situations. Only 5 blocks needed, and if you want to change how jumping works, you only need to update it in one place.

