

6. Sensing Blocks

Sensing blocks (**light blue**) are how your sprites **detect and respond to the world around them**. They check for collisions, measure distances, read keyboard and mouse input, and even ask the user questions. Most Sensing blocks are hexagonal (diamond-shaped), meaning they return true or false and slot into the If blocks in Control.

Touching []?	Returns true if the sprite is currently touching the mouse pointer, the stage edge, or another specific sprite. Fundamental for collision detection in games.
---------------------	---



Observe with projects-

[Bell](#)

[Bell & Cat](#)

Touching color []?	Returns true if any part of the sprite's costume is touching a specific color on the stage. Useful for detecting terrain, walls, or special zones.
---------------------------	--



Color [] is touching []?	Checks if a specific color on this sprite is touching a specific color elsewhere. More precise than the basic touching color block.
---------------------------------	---



Distance to []	Reports the current distance (in steps) between this sprite and either the mouse pointer or another sprite. Useful for proximity-based interactions.
-----------------------	--

distance to mouse-pointer ▼

Ask [] and wait	Displays a question to the user and opens a text input box at the bottom of the stage. The project pauses until the user types an answer and presses Enter. The answer is stored in the 'answer' block.
------------------------	---

ask What's your name? and wait

answer	A reporter block that holds the most recent text the user typed in response to an Ask block. Use it inside Say blocks or variable blocks to work with user input.
---------------	---

answer

Key [] pressed?	Returns true if the specified key is currently being held down. Unlike the Events block (which fires once on press), this can be checked continuously inside a loop.
------------------------	--

key space ▼ pressed?

Mouse down?	Returns true if the mouse button is currently being held down.
--------------------	--

mouse down?

mouse x / mouse y

Reporter blocks that return the current x or y coordinate of the mouse pointer on the stage.

mouse x

mouse y

Game control tip: For responsive player movement, use 'Key pressed?' inside a 'Forever' loop rather than the Events 'When key pressed' block. The Events block only fires once when first pressed, while the Sensing block inside a loop fires continuously as long as the key is held.

Let's learn with projects:

[Chase Game](#)