




A compilation of control and termination statements in ScratchJR.

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The control and termination statements in ScratchJR are used to build more advanced programs, such as repeating a specific detail in an animation. This makes the animation in ScratchJR much more dynamic, providing a foundation for students to develop more programs. Let's review the control and termination statements in ScratchJR.

Control groups in ScratchJR




Command	Function
	<p>The wait command is calculated in tenths of a second. As shown in the image, it will wait 1 second. If you want to wait for 5 seconds, you would enter 50.</p>
	<p>This command adjusts the movement speed. It has three options: Slow, Medium, and Fast. The command shown here is Medium speed.</p>
	<p>Loop statement: The statements within this block will be repeated the specified number of times. As shown in the image, it is repeated 4 times.</p>



This statement stops all operations in the program. This is a statement that is rarely used.

The final command group in ScratchJR

These are the commands used when performing character movement functions in ScratchJR. The numbers in these commands correspond to a square on the stage. When the stage is displayed as a grid, it's easier to visualize the number of moves.

Command	Function
	The "loop forever" statement: When this statement is encountered, the program will return to the first statement and execute it again.
	Scene transition statement: This statement is quite commonly used to switch to a specific scene.
	This statement terminates the program at one scene and automatically moves to the next.

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