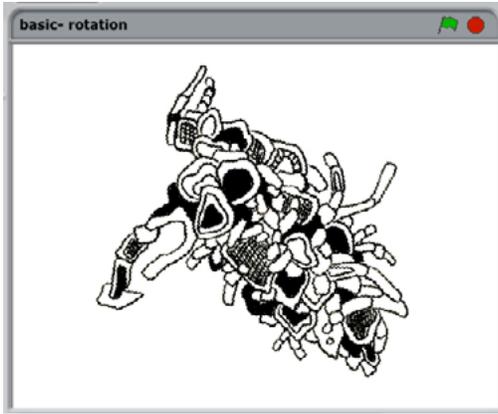
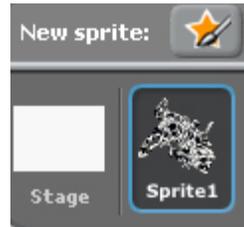


Randomization

objective: learn some ways to switch up the scripts from “Back to the Basics” using the “Pick Random” block



Behind the Scenes:



stage: no scripts, no background

sprite1: image without point symmetry

Random Rotation

```
when clicked
  forever
    turn pick random 0 to 360 degrees
    wait 1 secs
```

```
when space key pressed
  stop all
```

Random Movement

```
when clicked
  forever
    go to x: pick random -240 to 240 y: pick random -184 to 184
    wait 1 secs
```

sprite moves to a random position (numbers used here are based on approx. size of stage)

```
when space key pressed
  stop all
```

Random Stamping

```
when clicked
  clear
  forever
    go to x: pick random -240 to 240 y: pick random -180 to 180
    wait 1 secs
    stamp
```

the image clears at the beginning every time you run the script

```
when space key pressed
  stop all
```

