Hi, I'm Katie! One of the most exciting things about _____ is that a _____ can be interactive.

Any time somebody clicks or taps or types on a computer or phone, that generates an _____, and there's some _____ that decides what to do when an _____ occurs.

For example, you could have an EVENT-HANDLER that says "when the _____ is _____, play a _____"
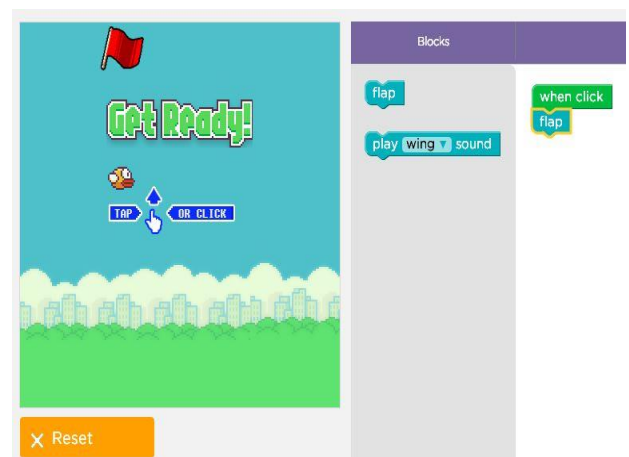
Have you ever heard of the game FlappyBird? By using _____, we're going to learn to program our own custom version of FlappyBird!

The _____ you'll _____ involves _____ and _____ that represent commands for the _____. Under the hood, each of these blocks is represented by real code.

If you take a look at the _____, there are some _____ that are _____ for you - these are "_____ _____"
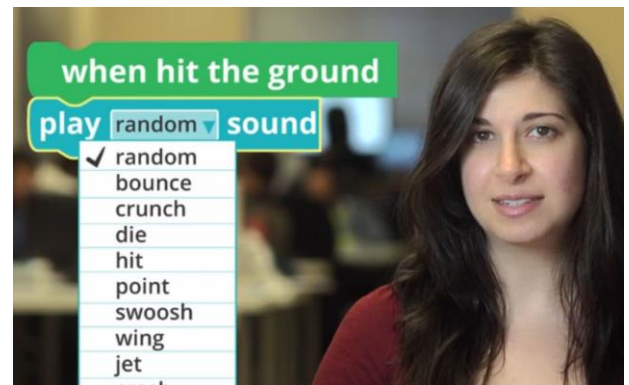
If you want the bird to _____ when

you _____ the mouse, you can do
that by _____ the "FLAP" block to the
appropriate _____, and
now in your game whenever you click the
mouse, the bird will flap.

In each _____ of this activity we'll
introduce new types of events as green blocks on the workspace, and you can
decide the appropriate blocks to add in response to those events.

When you see a _____
like this, that means you can change the
settings - like what sound to play when
flappy hits the ground.

In the _____ you'll be able to _____ your own game and
_____ it with your friends.
Have fun!