



The image shows a Scratch script for a sprite named 'Chick'. The script starts with a yellow 'when this sprite clicked' block. This is followed by a blue 'go to x: 0 y: 0' block. Next is a blue 'glide .02 secs to x: 0 y: jump_size' block. This is followed by a purple 'switch costume to chick-b' block. Then a purple 'say jump_size for 1 seconds' block. Next is a purple 'switch costume to chick-a' block. Finally, a blue 'glide .2 secs to x: 0 y: 0' block. The 'Chick' sprite is visible in the top right corner of the workspace.

```
when this sprite clicked
  go to x: 0 y: 0
  glide .02 secs to x: 0 y: jump_size
  switch costume to chick-b
  say jump_size for 1 seconds
  switch costume to chick-a
  glide .2 secs to x: 0 y: 0
```