

ふりこ

The image shows two Scratch code blocks on a grid background. The left block is a 'when green flag clicked' event handler. It contains a 'loop forever' block with the following steps: 'reset timer', 'wait until light level > 60', 'wait until light level < 60', 'wait until light level > 60', 'wait until light level < 60', 'insert timer into the 1st slot of the record list', and 'play pop sound'. The right block is a 'when space key pressed' event handler. It contains the following steps: 'set period to 0', 'delete all records', 'wait until record length = 5', 'set total to 0', 'set record position to 0', 'repeat until record position = 5', 'increase record position by 1', 'increase total by the record value at record position', 'set period to total / 5', and 'play coin sound'. The right block is highlighted with a yellow border.

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Scratch Code (Left Block):
when green flag clicked
  loop forever
    reset timer
    wait until light level > 60
    wait until light level < 60
    wait until light level > 60
    wait until light level < 60
    insert timer into the 1st slot of the record list
    play pop sound

Scratch Code (Right Block):
when space key pressed
  set period to 0
  delete all records
  wait until record length = 5
  set total to 0
  set record position to 0
  repeat until record position = 5
    increase record position by 1
    increase total by the record value at record position
  set period to total / 5
  play coin sound
```