Anil Code · Young Tinker Foundation

The Anil Code symbol guide

Draw your program with a pencil. Every code block has a simple symbol.



All symbols are simple line drawings made for Anil Code. Symbols marked coming soon are part of the language but not yet in the Editor.

10 drawing rules

1 One symbol on each line
Read from top to bottom, like a story.

2 Numbers go right after the symbol
→ 10 means move 10 steps.

3 Choices are a word or a tiny picture
SEA, EDGE, SPACE, BALL, or a colour dot.

4 Round bubble ( ) = a number or word to use
(x), (ANS), (2 + 3).

5 Diamond ◇ = a yes / no question
Used by if, until and wait until.

6 Box with a name = remember something
SCORE = 0, SCORE +1.

7 Arch ⌒ over a symbol = START HERE
The start sign is a circle with a triangle ▶.

8 Clock = time
Alone it means wait. After a block, clock 2 means 'for 2 seconds'.

9 ! at the end = and wait
Wait for the answer, or for the sound to end.

10 Lines inside a loop or if go a little to the right
Draw a line down beside them. Loops get an arrow going back up.

Start



Start when the ▶ Start button is pressed

Start sign: a circle with a triangle. An arch over a symbol means START HERE.



Start when a key is pressed

Draw the key: SPACE, ←, →, ↑, ↓.



Start when my avatar is tapped



Start when a message arrives

Letter arriving.



Send a message

Letter going out.



Send a message and wait coming soon

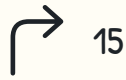
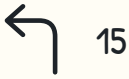
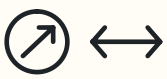


Start when the background changes coming soon



Start when it gets loud coming soon

Move

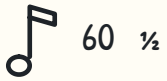
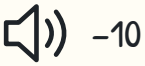
	**Move forward 10 steps** Arrow = go the way I face.
	**Turn right 15 degrees**
	**Turn left 15 degrees**
	**Go to any random place** Target = go to.
	**Go to a point (across , up)**
	**Go to another avatar**
	**Go to where the finger taps** coming soon
	**Slide slowly to a point in 1 second** Wavy arrow = slide.
	**Face a direction** 90 right, -90 left, 0 up, 180 down.
	**Face another avatar**
x +10	**Move across by 10** x is across: + right, - left.
x = 0	**Set across to 0**
y +10	**Move up by 10** y is up: + up, - down.
y = 0	**Set up to 0**
	**Bounce if I hit the edge**
	**Only face left or right** coming soon

x y DIR	My across / up / direction (numbers to use)

Look

	**Say HELLO for 2 seconds** Bubble + clock.
	**Say HELLO**
	**Think HMM** Cloud = think.
 +	**Next avatar picture** Shirt = the avatar's look.
 SEA	**Change the background** Picture = background.
 +10	**Grow by 10** Corner arrows = size.
 100%	**Set size to 100%**
 +25	**Change colour by 25** Sparkle = colour magic.
	**Clear the colour magic**
	**Show me**
	**Hide me**
	**Come to the front**
	**My size (a number to use)**

Sound

	**Play a note (60 = middle) for half a beat**
	**Play a drum** KICK, SNARE, CLAP, HAT.
	**Rest for half a beat**
	**Change the volume** coming soon
	**Make the sound wobbly (pitch)** coming soon

Loops & choices



Wait 1 second
Clock alone = wait.



Repeat 10 times
Line down beside the inside lines, arrow back up.



Repeat forever
Write ∞. It never stops.



Repeat until (a 'while' loop)
Dashed arrow: it can get out.



If … then
Diamond = a yes/no question.



If … then … otherwise
Two columns: yes side, no side.



Wait until



Stop everything

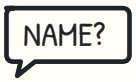


Make a twin of me coming soon



Start as a twin coming soon

Sense

	**Touching the edge?** Burst = touching.
	**Touching another avatar?**
	**Is a key pressed?**
 !	**Ask a question and wait** ! = wait for the answer.
	**The answer (to use)**
	**Distance to another avatar**
	**Timer / reset the timer**
	**Let people drag me** coming soon
	**Today's date** coming soon

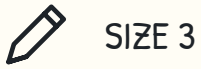
Maths

2 + 3 6 ÷ 2	**Add, take away, times, share**
 1 – 10	**A random number from 1 to 10** Dice = random.
A > 5 A = 5	**Bigger, smaller, equal?**
◇ AND ◇ ◇ OR ◇	**Both true / one true**
NOT ◇	**Not**
HI ⌒ ANU	**Join two words** A little tie joins words.
7 ÷ 2 REST	**Left over after sharing**
≈ 2.6	**Round to a whole number**
| MANGO |	**How long is a word** Bars = how long.

Boxes

	**Put 0 in the SCORE box** A box with a name remembers a number or a word.
	**Add 1 to the SCORE box**
	**What is in the box (to use)**
	**A list of things** coming soon Box with stripes = a list.

Pen

	**Pen down: draw as I move**
	**Pen up: stop drawing**
	**Pen colour** Colour the dot, or write RED.
	**Change pen colour by 10**
	**Pen size 3**
	**Rub out all drawing**
	**Stamp a copy of me** coming soon

My blocks



Make my own block called JUMP coming soon

Star = my own block. Draw its lines under it.



Use my JUMP block coming soon

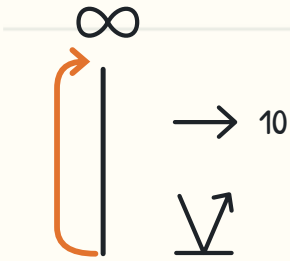
Loops and choices: lines and arrows

Repeat 4 times



Write the number with ×. Draw a straight line down beside the lines inside, and an arrow going back up. It goes round 4 times. This draws a square.

Forever



Draw ∞. The arrow never lets it out.

Repeat until (a 'while' loop)



Dashed arrow: it goes round until the answer is yes.

If ... then



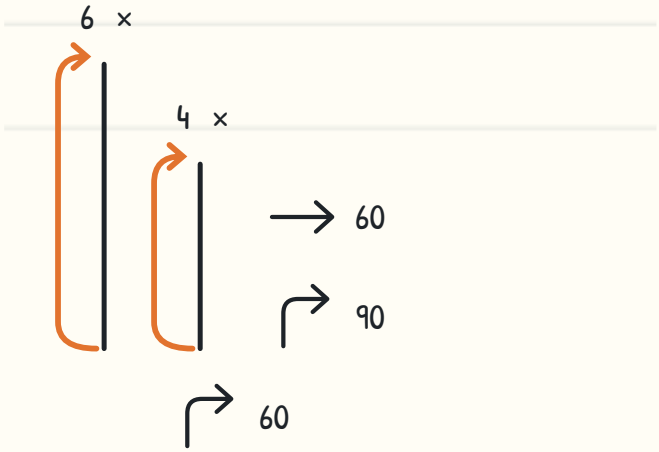
A line down with no arrow back: the inside runs once, only if the answer is yes.

If … then … otherwise



Write ✗ ELSE under the yes part, then the no part, also moved right.

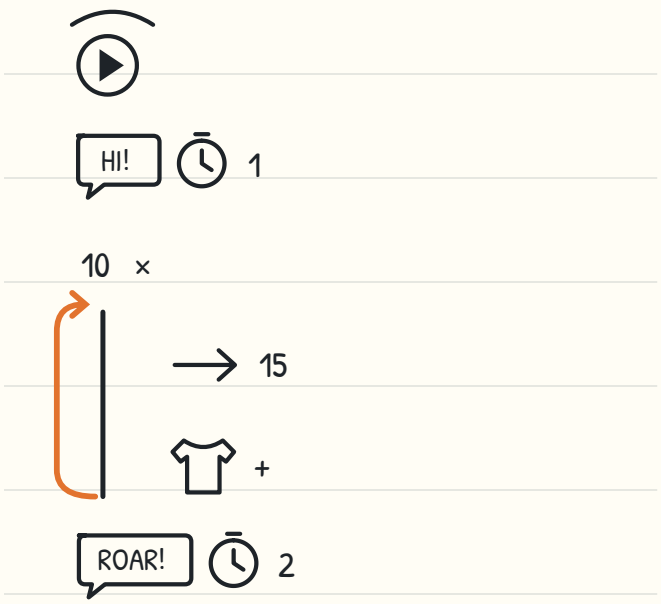
A loop inside a loop



Every loop gets its own line and arrow. Six squares in a circle.

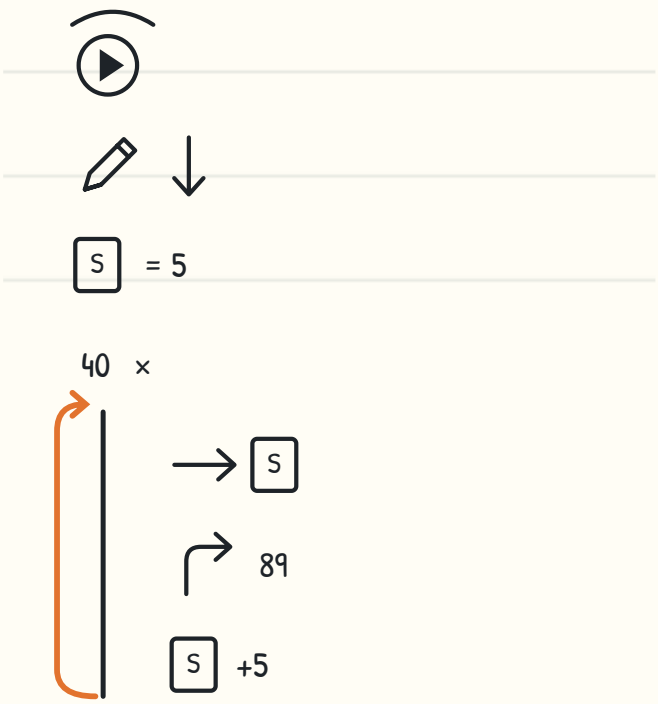
Programs drawn by hand

Anshu walks and roars



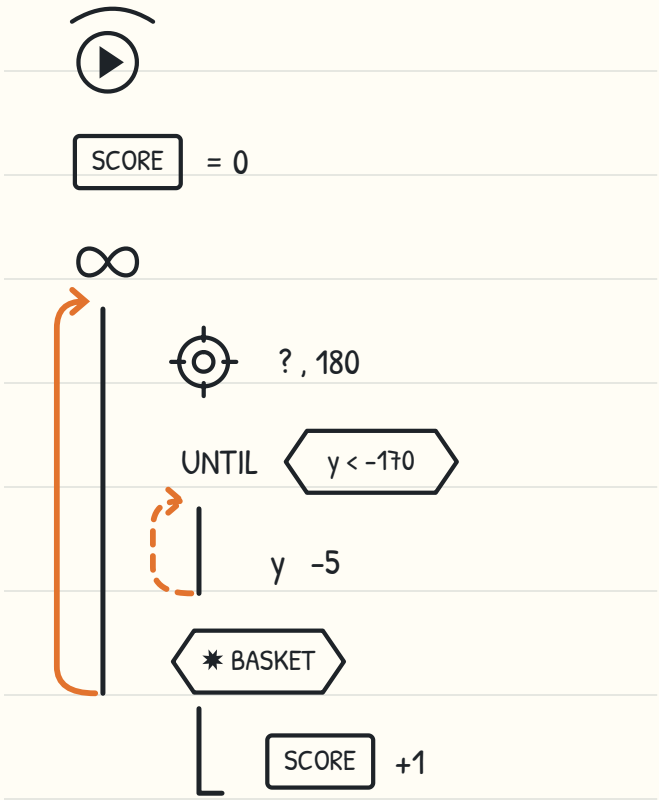
Start, say HI for 1 second, then 10 times: move 15 and change look. Then say ROAR.

Spiral art



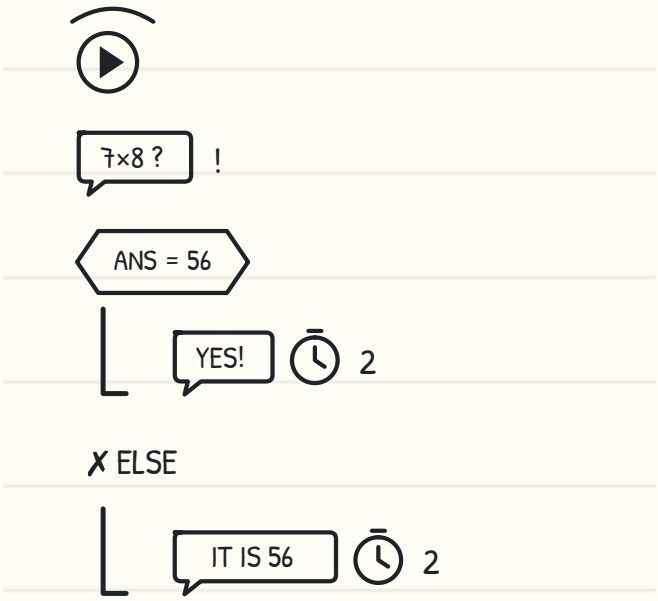
The box S remembers a number that grows each time round.

Catch the mango



Forever: the mango drops from the top. If it touches the basket, SCORE goes up.

Quiz



Ask and wait for the answer. If it is 56, say YES.