

The script starts with a yellow 'Start' block, followed by an orange 'forever' loop. Inside the loop, there is a 'wait 3 sec' block. This is followed by a purple 'set music tempo to medium' block. Then, a purple 'play music in background' block contains a series of 'play a' blocks: 'quarter D', 'quarter E', 'quarter F', 'quarter E', 'quarter D', 'quarter middle C', 'half low B', 'quarter D', 'quarter E', 'quarter F', 'quarter E', and 'whole D'. Below the music blocks are blue movement blocks: 'forwards for 10 cm at speed 2', 'backwards for 16 cm at speed 2', 'forwards for 6 cm at speed 5', 'backwards for 6 cm at speed 5', 'turn forwards left for 30 degrees at speed 3', 'turn backwards left for 30 degrees at speed 3', 'forwards for 10 cm at speed 2', 'backwards for 16 cm at speed 2', 'turn forwards right for 45 degrees at speed 5', 'turn backwards right for 45 degrees at speed 5', 'forwards for 3 cm at speed 5', and 'backwards for 12 cm at speed 5'. The script ends with a yellow arrow block.

```
Start
forever
  wait 3 sec
  set music tempo to medium
  play music in background
    play a quarter D
    play a quarter E
    play a quarter F
    play a quarter E
    play a quarter D
    play a quarter middle C
    play a half low B
    play a quarter D
    play a quarter E
    play a quarter F
    play a quarter E
    play a whole D
  forwards for 10 cm at speed 2
  backwards for 16 cm at speed 2
  forwards for 6 cm at speed 5
  backwards for 6 cm at speed 5
  turn forwards left for 30 degrees at speed 3
  turn backwards left for 30 degrees at speed 3
  forwards for 10 cm at speed 2
  backwards for 16 cm at speed 2
  turn forwards right for 45 degrees at speed 5
  turn backwards right for 45 degrees at speed 5
  forwards for 3 cm at speed 5
  backwards for 12 cm at speed 5
```