



The image shows the Scratch Jr programming environment. The main stage displays a winter scene with a child character, an igloo, a tree with a snowflake, and a lowercase letter 'i' in a blue circle. The left sidebar contains asset bins for 'Child', 'Igloo', 'Character' (with a snowflake icon), and another 'Character' (with a lowercase 'i' icon). The top toolbar includes icons for home, zoom, background, text, image, letters, undo, and a green flag. The bottom toolbar contains various motion and control blocks. A small preview window on the right shows a thumbnail of the scene with a '1' in a yellow circle.



A sequence of Scratch Jr code blocks. The first row consists of five blocks: a yellow 'When green flag clicked' block, an orange 'Move 1 steps' block, a blue 'Repeat 1 times' block containing a blue 'Turn 90 degrees clockwise' block, another blue 'Repeat 1 times' block containing a blue 'Turn 90 degrees clockwise' block, and a red 'Repeat 1 times' block containing a red 'Turn 90 degrees clockwise' block. The second row consists of three blocks: a yellow 'When green flag clicked' block, a blue 'Move 1 steps' block, and a red 'Repeat 1 times' block containing a red 'Turn 90 degrees clockwise' block.

