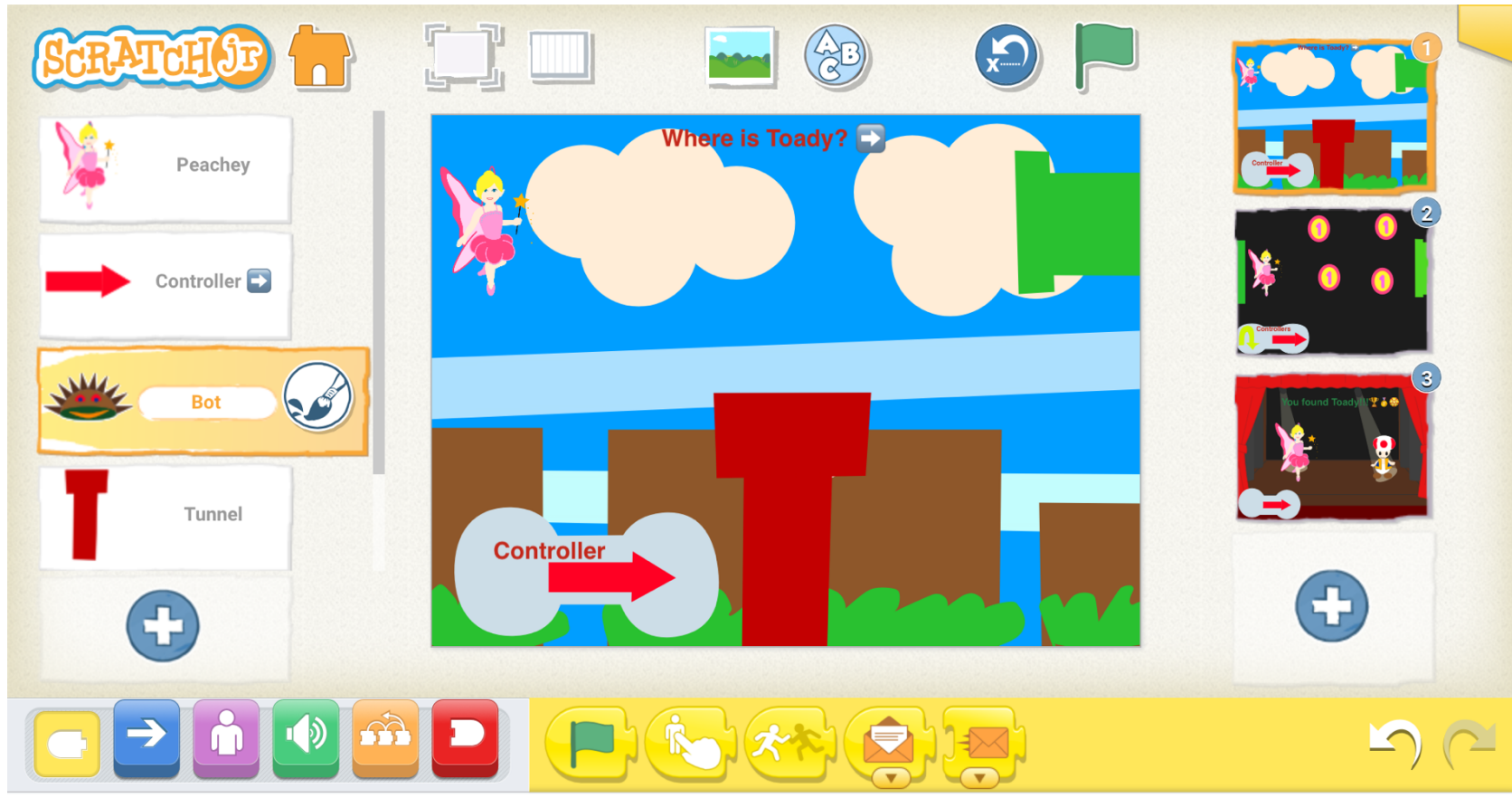






The image shows the Scratch Jr programming environment. At the top left is the 'SCRATCH JR' logo. Below it is a character selection area with 'Peachey' (a pink fairy) selected. To the right of the character area are several tool icons: a home icon, a camera icon, a window icon, a landscape icon, an ABC icon, a redo icon, and a flag icon. The main stage area displays a scene with a blue sky, two large orange clouds, a green hill, a blue river, and brown ground. A pink fairy character is on the left. The text 'Where is Toady?' is written in the sky. A large red arrow labeled 'Controller' points to the right. On the right side of the stage, there are three preview windows labeled 1, 2, and 3, showing different scenes from the game. Below the stage is a toolbar with various icons for actions like speaking, moving, and interacting.





SCRATCH JR

Where is Toady?

Controller

Bot

Tunnel

Tunnel

Controller

1

2

3

+

+

Speech, Navigation, Character, Sound, Effects, Messages



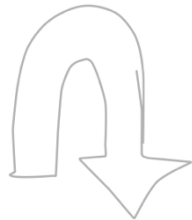
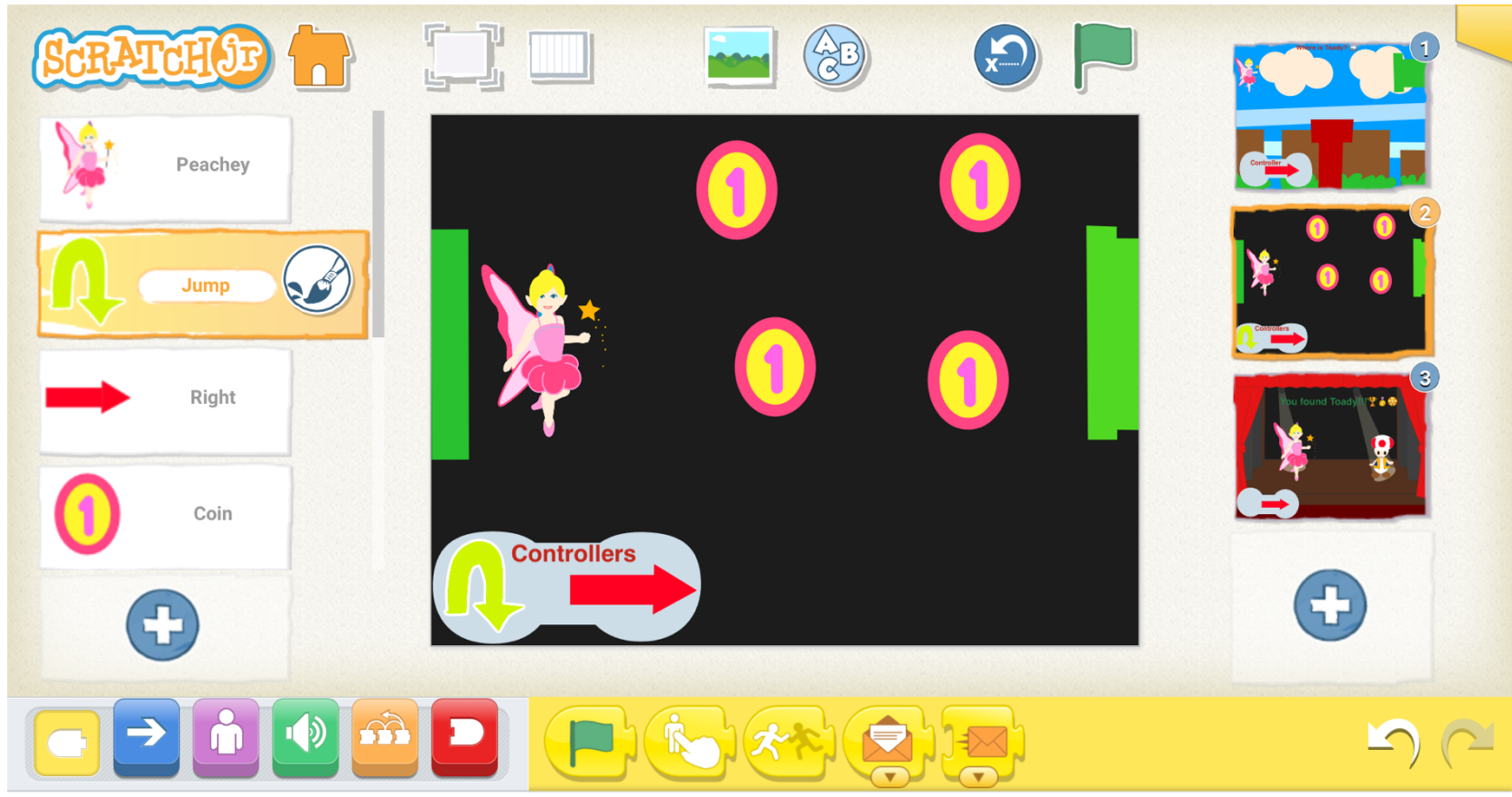
3

2

Well

The image shows the Scratch Jr game editor interface. At the top left is the 'SCRATCH JR' logo and a home icon. Below it is a character selection bar for 'Peachey' with a pencil icon. To the right are icons for background, stage, and a flag. The main stage is a black square with a pink fairy character 'Peachey' on the left. There are four yellow circles with the number '1' on the stage. A 'Controllers' block is attached to the bottom of the stage, containing a green jump arrow and a red right arrow. On the right side, there are three preview thumbnails labeled 1, 2, and 3, showing different scenes from the game. Below the stage is a toolbar with various icons for speech, movement, and actions.

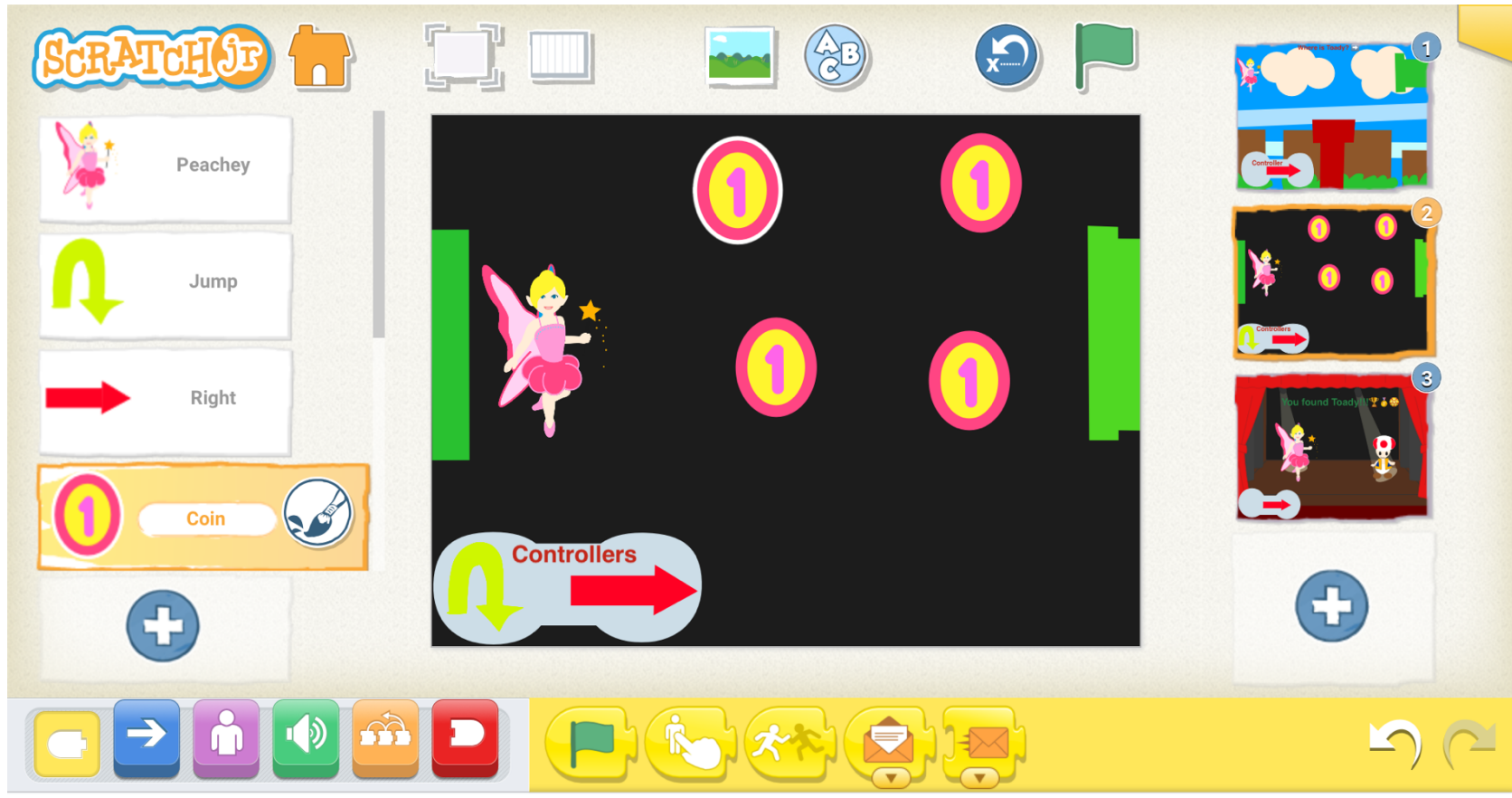






The image shows the Scratch Jr programming environment. At the top left is the 'SCRATCH JR' logo. Below it are icons for home, zoom in, zoom out, background, characters, and a flag. The left sidebar contains a character named 'Peachey', a 'Jump' block, a 'Right' block with a directional arrow, a 'Coin' block with a coin icon, and a plus sign. The main stage is a black square with a peach fairy character and four pink circles, each containing the number '1'. A 'Controllers' block with a jump and right arrow icon is at the bottom of the stage. On the right, there are three scene thumbnails labeled 1, 2, and 3, showing different levels of the game. A plus sign is at the bottom right of the scene area. At the bottom of the interface is a yellow toolbar with icons for chat, right arrow, person, speaker, network, video, flag, hand, run, envelope, and mail, followed by undo and redo arrows.

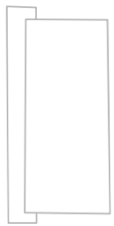








The image shows the Scratch Jr. game editor interface. At the top left is the 'SCRATCH Jr' logo and a home icon. Below the logo are three 'Coin' assets, each with a '1' in a pink circle. Below the coins is a 'Tunnel' asset with a green bar and a blue circle with a white plus sign. The main stage is a black rectangle with a pink fairy character on the left. There are five pink circles with the number '1' scattered across the stage. A 'Controllers' asset with a red arrow and a green curved arrow is at the bottom of the stage. On the right side, there are three preview thumbnails labeled 1, 2, and 3, showing different scenes from the game. Below the thumbnails is a blue circle with a white plus sign. At the bottom of the editor is a yellow toolbar with various icons: a speech bubble, a right arrow, a person, a speaker, a network icon, a red square, a flag, a hand, a person running, an envelope, and a yellow envelope. There are also two curved arrows on the right side of the toolbar.



A Scratch Jr. script block consisting of three parts: a yellow 'Run' block with a person running icon, a pink 'Say' block with a speech bubble icon, and a red 'Wait' block with a red oval icon. The text 'On to' is written in a white box below the pink block.

A Scratch Jr. script block consisting of three parts: a yellow 'Run' block with a person running icon, an orange 'Wait' block with a clock icon and the number '5' in a white box below it, and a red 'Go to scene' block with a scene thumbnail icon and a blue circle with the number '3' above it.

