

The image shows the Scratch Jr interface for a project titled "Hungry Caterpillar: Simple". The main stage is a light green rectangle containing a caterpillar on the left, an apple in the center, two strawberries to the right of the apple, and three bananas on the far right. The left sidebar contains a "Caterpillar" sprite, and below it are three asset categories: "Apple" (one apple), "Strawberries" (two strawberries), and "Bananas" (three bananas). A plus sign icon is at the bottom of the asset list. The top toolbar includes icons for home, zoom, background, text, undo, and a flag. A small preview window on the right shows a sequence of assets: a caterpillar, an apple, two strawberries, and three bananas, with a plus sign below it. The bottom toolbar contains various action icons: a yellow flag icon, a blue right arrow icon, a purple person icon, a green speaker icon, an orange network icon, a red speech bubble icon, and a series of blue icons for movement (forward, backward, up, down), rotation (clockwise, counter-clockwise), and looping (repeat, repeat until). Below the stage, a sequence of code blocks is visible, starting with a yellow flag icon, followed by a blue right arrow block (3), a green microphone block (2), a purple person block (4), a blue right arrow block (3), a green microphone block (1), a purple person block (4), a blue right arrow block (5), a green microphone block (2), a purple person block (6), an orange clock block (10), a purple person block, and a yellow envelope block.

The image shows the Scratch Jr programming environment. At the top left is the 'SCRATCH JR' logo. The top toolbar contains icons for home, zoom, background, text, undo, and a flag. The left sidebar shows asset categories: Caterpillar, Apple, Strawberries, Bananas, and a plus sign. The main stage is a light green rectangle containing a caterpillar on the left, an apple, two strawberries, and three bananas. On the right, there is a 'Stage' area with a preview of the stage and a plus sign. The bottom toolbar includes icons for chat, forward, character, volume, effects, and various motion and control blocks. A script block is currently selected, containing a 'move 1 steps' block, a 'say pop for 2 seconds' block, and a 'change costume to 1' block. Below the script block, there is a preview of the selected blocks: a yellow 'move' block, a green 'say pop' block, and a purple 'change costume' block. To the left of the script block, there is a white outline of an apple.

The image shows the Scratch Jr interface for a project titled "Hungry Caterpillar: Simple". The interface is divided into several sections:

- Top Bar:** Contains the Scratch Jr logo, a home icon, a camera icon, a gallery icon, a landscape background icon, an alphabet icon (A, B, C), a undo icon, and a flag icon.
- Left Panel (Asset Library):** Lists assets for the project: Caterpillar, Apple, Strawberries (highlighted in orange), and Bananas. Each asset is represented by a small icon and a text label. A plus sign icon is at the bottom of this panel.
- Stage:** A large green rectangular area where the assets are placed. It contains a caterpillar on the left, an apple, two strawberries, and three bananas.
- Right Panel (Stage Editor):** Shows a preview of the stage with a small caterpillar, an apple, two strawberries, and three bananas. A plus sign icon is below the preview.
- Bottom Bar (Action Bar):** Contains various action icons: a yellow speech bubble icon, a blue right arrow icon, a purple person icon, a green speaker icon, an orange network icon, a red speech bubble icon, a blue right arrow icon with a '1', a blue left arrow icon with a '1', a blue up arrow icon with a '1', a blue down arrow icon with a '1', a blue circular refresh icon with a '1', a blue circular refresh icon with a '1', a blue circular refresh icon with a '2', a blue circular refresh icon with an 'x' and a '1', and a grey undo/redo icon.
- Bottom Panel (Script Area):** Shows two grey strawberry outlines on the left and a script block on the right. The script block consists of three connected blocks: a yellow block with a walking person icon, a green block with a speaker icon and the text "pop", and a purple block with a person icon.

The image shows the Scratch Jr. interface for a simple game titled "Hungry Caterpillar". The interface is divided into several sections:

- Top Bar:** Contains the Scratch Jr. logo, a home icon, a camera icon, a window icon, a landscape background icon, an alphabet icon (A, B, C), a undo icon, and a flag icon.
- Left Panel (Asset Library):** Lists assets: Caterpillar, Apple, Strawberries, and Bananas. Each asset is represented by a small icon and a text label. Below the list is a plus sign icon to add more assets.
- Stage:** A large green rectangular area where the game elements are placed. It contains a small caterpillar on the left, an apple, two strawberries, and three bananas.
- Right Panel (Stage Editor):** Shows a preview of the stage with a small caterpillar, an apple, two strawberries, and three bananas. Below the preview is a plus sign icon to add more elements to the stage.
- Bottom Bar (Script Area):** Contains various action icons: a yellow speech bubble icon, a blue arrow icon, a purple person icon, a green speaker icon, an orange network icon, a red speech bubble icon, a blue arrow icon with a '1', a blue left arrow icon with a '1', a blue up arrow icon with a '1', a blue down arrow icon with a '1', a blue circular arrow icon with a '1', a blue circular arrow icon with a '1', a blue circular arrow icon with a '2', a blue circular arrow icon with an 'x' and a '1', and a grey undo icon.
- Bottom Panel (Script Editor):** Shows a script for the caterpillar. It consists of three blocks: a yellow "move" block (represented by a walking person icon), a green "say" block (represented by a speaker icon) with the text "pop", and a purple "say" block (represented by a person icon).

The image shows the Scratch Jr interface for a project titled "Hungry Caterpillar: Simple". The interface is divided into several sections:

- Top Bar:** Contains the Scratch Jr logo, a home icon, a camera icon, a gallery icon, a landscape background icon, an alphabet icon (A, B, C), a redo icon, and a flag icon.
- Left Panel (Asset Library):** Lists assets: "Apple" (red apple), "Strawberries" (two strawberries), "Bananas" (three bananas), and "Butterfly" (a butterfly). A plus sign icon is at the bottom.
- Stage:** A large green area where the caterpillar, apple, strawberries, and bananas are placed.
- Right Panel (Stage Editor):** Shows a preview of the stage with a small caterpillar, apple, strawberries, and bananas. A plus sign icon is at the bottom.
- Bottom Bar (Action Bar):** Contains various action icons: a yellow envelope icon, a blue arrow icon, a purple person icon, a green speaker icon, an orange network icon, a red speech bubble icon, and a series of blue icons for movement (forward, backward, up, down), rotation (clockwise, counter-clockwise), and deletion.
- Bottom Panel (Script Area):** Shows a sequence of blocks for the caterpillar's movement:
 - A yellow envelope block with a dropdown arrow.
 - A purple person block.
 - A green speaker block labeled "pop".
 - A blue down arrow block with a "3" in a white circle below it.
 - A blue right arrow block with a "2" in a white circle below it.
 - An orange block containing a blue clockwise rotation block with a "2" in a white circle below it, and a blue counter-clockwise rotation block with a "4" in a white circle below it.
 - A purple person block.