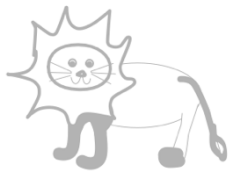


The image shows the Scratch Jr software interface. At the top left is the 'SCRATCH JR' logo. Below it is a character selection area with a 'Child' character selected. To the right of the character are icons for a home, a window, a landscape, an alphabet wheel, a redo button, and a flag. The main stage is a blue sky and green grass area. In the center, a child character stands next to a white envelope with the text 'Dear Zoo' and a small picture of a lion. To the right of the stage is a vertical stack of four storyboards, numbered 1 to 4. Storyboard 1 shows the child with the envelope. Storyboard 2 shows a green door with a sign that says 'From the Zoo'. Storyboard 3 shows a blue building with a sign that says 'From the Zoo'. Storyboard 4 shows a brown box with a sign that says 'From the Zoo'. At the bottom of the interface is a toolbar with various icons: a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange network icon, a red envelope, and a series of blue puzzle-piece icons representing different actions like 'go to next scene', 'go to previous scene', 'go up', 'go down', 'repeat', 'repeat with loop', 'repeat with loop and end', and 'undo/redo'.



The image shows the Scratch Jr interface for the 'Dear Zoo' story. The main stage features a child character holding a sign that says 'Dear Zoo' with a picture of a lion. The left sidebar contains asset bins for 'Child', 'Lion', 'Box', and 'letter'. The right sidebar shows a sequence of four storyboards, each with a numbered circle (1-4) indicating the order of scenes. The bottom toolbar includes various action icons like 'say', 'move', 'change costume', 'volume', 'broadcast', 'stop', 'go to scene', 'go to scene and say', 'go to scene and say for 2 seconds', 'go to scene and say for 2 seconds and loop', 'go to scene and say for 2 seconds and loop and say', and 'undo/redo'.



Two rows of Scratch Jr script blocks. The top row consists of: a red envelope block with a dropdown arrow; a green microphone block with a '1' in a white circle; an orange block with two human figures and a '2' in a white circle; a purple block with one human figure and a '2' in a white circle; and a white arrow block with a '6' in a white circle. The bottom row consists of: a red envelope block with a dropdown arrow; a purple block with one human figure; a yellow clock block with a '10' in a white circle; a green microphone block with a '2' in a white circle; a green microphone block with a '3' in a white circle; a purple block with one human figure; and a red block with a scene icon and a '2' in a white circle.

The Scratch Jr interface shows a story being built on a stage with a blue sky and green grass background. A character of a child is standing on the grass, holding a white sign that says "Dear Zoo" with a small picture of a lion. The left sidebar contains asset bins for "Child", "Lion", "Box", and "letter". The right sidebar shows a sequence of four storyboards, each with a numbered circle (1-4) in the top right corner. The first storyboard shows the child with the sign. The second shows a green door with a sign that says "From the Zoo". The third shows a blue door with a sign that says "From the Zoo". The fourth shows a brown door with a sign that says "From the Zoo". The bottom toolbar contains various icons for navigation and editing, including a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange network, a red video, and several blue puzzle-piece icons representing different actions like "Go to next scene", "Go to previous scene", "Move up", "Move down", "Repeat", "Repeat with loop", "Repeat with effect", and "Repeat with effect and loop".



The Scratch Jr interface shows a story titled "Dear Zoo" with four scenes. The main stage displays a child holding a letter that says "Dear Zoo" with a picture of a lion. The scene thumbnails on the right are:

1. A child holding a letter that says "Dear Zoo" with a picture of a lion.
2. A green door with a sign that says "From the Zoo" and a child standing next to it.
3. A blue building with a sign that says "From the Zoo" and a child standing next to it.
4. A brown box with a sign that says "From the Zoo" and a child standing next to it.

The interface includes a top toolbar with icons for home, zoom, background, text, undo, and flag. A left sidebar contains asset bins for "Child", "Lion", and "Box", along with a "Dear Zoo letter" asset. A bottom toolbar contains various motion and animation blocks.



A custom sequence of Scratch Jr blocks with the following order and values:

- 4: Flag block
- 3: Motion block (Move 3 steps right)
- 12: Motion block (Move 12 steps up)
- 2: Motion block (Move 2 steps down)
- 12: Motion block (Move 12 steps left)
- 4: Motion block (Move 4 steps up)
- Person block
- Envelope block

The Scratch Jr interface shows a project titled "Dear Zoo". The main stage features a green field, a blue sky, a green zoo enclosure with a sign that says "FROM the Zoo", and a child character. The left sidebar contains a "Child" character, a "Giraffe" asset, and a "Character" asset. The top toolbar includes icons for home, zoom, background, text, undo, and a flag. The right sidebar shows a storyboard with four scenes: 1. A child holding a sign that says "Dear Zoo". 2. A child standing next to a green door with a sign that says "FROM the Zoo". 3. A child standing next to a blue door with a sign that says "FROM the Zoo". 4. A child standing next to a brown door with a sign that says "FROM the Zoo". The bottom toolbar contains various action icons like speak, move, turn, and repeat.



A Scratch Jr script block containing three actions: a yellow flag icon, an orange clock icon with the number "10" below it, and a green microphone icon with the number "1" below it.

The Scratch Jr interface shows a story being built. The main stage features a green field, a blue sky, a green zoo enclosure with a sign that says "FROM the Zoo", and a child character. The left sidebar contains asset bins for "Child", "Giraffe", and "Character". The top toolbar includes icons for home, zoom, background, text, characters, and undo. The right storyboard shows four scenes: 1. A child holding a sign that says "Dear Zoo". 2. A child standing next to a sign that says "FROM the Zoo". 3. A child standing next to a blue sign that says "From the Zoo". 4. A child standing next to a brown sign that says "From the Zoo". The bottom toolbar contains various animation and control icons.



A sequence of Scratch Jr script blocks: a yellow "say" block with a speech bubble icon, a yellow "wait" block with a clock icon and a value of 20, a green "say" block with a speech bubble icon and a value of 1, a pink "say" block with a speech bubble icon and a value of 3, and a red "say" block with a speech bubble icon and a value of 3. Below these is a yellow "say" block with a speech bubble icon, followed by a blue "repeat" block with three arrows and a value of 1, another blue "repeat" block with three arrows and a value of 2, a third blue "repeat" block with three arrows and a value of 3, and finally an orange "say" block with a speech bubble icon and a value of 2.

The image shows the Scratch Jr workspace for an advanced project. At the top left is the 'SCRATCH JR' logo. The top toolbar includes icons for home, zoom, window, background, text, characters, undo, and a flag. On the left, the 'Character' palette is open, showing a 'Child' character and a 'Giraffe' asset. The main stage features a green background with a blue sky. A green vertical bar with a white speech bubble containing the text 'FROM the Zoo' is positioned in the center. A 'Child' character is standing to the right of the bar. On the right side, a storyboard shows four scenes: 1. A child standing next to a sign that says 'Dear Zoo'. 2. A child standing next to a green door with a sign that says 'FROM the Zoo'. 3. A child standing next to a blue door with a sign that says 'FROM the Zoo'. 4. A child standing next to a brown door with a sign that says 'FROM the Zoo'. At the bottom, a toolbar contains various action icons: a yellow 'Say' icon, a blue 'Move' icon, a purple 'Go to' icon, a green 'Sound' icon, an orange 'Broadcast' icon, a red 'Stop' icon, and a series of blue 'Motion' icons (Move Forward, Move Backward, Move Up, Move Down, Rotate, Turn Left, Turn Right, and Spin). Below the main workspace, there is a small window showing a white vertical bar with a sign that says 'FROM the Zoo' and a hand cursor pointing at it. To the right of this window is a sequence of four colored icons: a yellow 'Click' icon, a purple 'Go to' icon, a green 'Sound' icon with a '1' in a circle, and a yellow 'Send Message' icon with a dropdown arrow.



The image shows the Scratch Jr software interface. At the top left is the 'SCRATCH JR' logo. Below it is a character selection area with a 'Child' character selected. To the right of the character selection are various tool icons: a home icon, a camera icon, a window icon, a landscape icon, an 'ABC' icon, a 'x' icon, and a flag icon. The main stage area shows a child character standing on a green field next to a blue building with a sign that says 'from the Zoo'. On the right side, there is a storyboard with four scenes, each numbered 1 through 4. Scene 1 shows the child and the sign. Scene 2 shows the child and a green door with a sign that says 'from the Zoo'. Scene 3 shows the child and the blue building with the sign. Scene 4 shows the child and a brown box with a sign that says 'from the Zoo'. At the bottom, there is a toolbar with various icons for actions like moving, speaking, and looping.





SCRATCH JR

Child

Character

Character

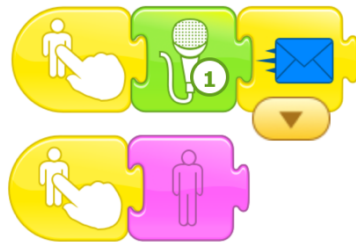
1

2

3

4

from the Zoo



The Scratch Jr interface shows a central stage with a blue building and a sign that says "from the Zoo". A child character is on the left. The top toolbar includes icons for home, zoom, background, text, characters, undo, and a flag. The left sidebar shows a "Child" character, a "Character" with a sign, and an orange "Character" with a crocodile. The right storyboard has four scenes: 1. Child with "Dear Zoo" sign; 2. Child with "from the Zoo" sign; 3. Child with "from the Zoo" sign; 4. Child with a brown box. The bottom toolbar contains various action icons like speech, move, rotate, volume, and effects.



Scratch Jr script block containing: a blue envelope icon, a yellow block with a right arrow (5), a yellow block with a left arrow (5), a yellow block with a curved arrow (2), and a blue block with a circular arrow (12).

Scratch Jr script block containing: a purple envelope icon, a green block with a microphone (2), and a red block with a scene icon (4).

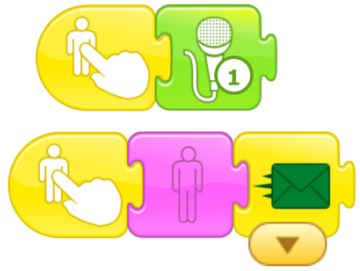
Scratch Jr script block containing: a blue envelope icon, a green block with a microphone (1), a yellow block with a clock (10), and a yellow block with an envelope icon.

Scratch Jr script block containing: a purple envelope icon, a yellow block with a person icon (2), a yellow block with a curved arrow (6), and a pink block with a person icon.

The image shows the Scratch Jr software interface. At the top left is the 'SCRATCH JR' logo. Below it is a 'Child' character selected. To the right of the character are icons for a home, a window, a landscape, a letter 'A', a letter 'B', a letter 'C', a refresh icon, and a flag. The main stage shows a child character standing next to a brown box with a white label that says 'from the Zoo'. On the right side, there is a storyboard with four scenes: 1. A child standing next to a box labeled 'Dear Zoo'. 2. A child standing next to a green door with a sign that says 'from the Zoo'. 3. A child standing next to a blue door with a sign that says 'from the Zoo'. 4. A child standing next to a brown box labeled 'from the Zoo'. At the bottom, there is a toolbar with various icons: a yellow speech bubble, a blue arrow, a purple person icon, a green speaker icon, an orange network icon, a red speech bubble, and a series of blue icons for movement and rotation.



The image shows the Scratch Jr software interface. At the top left is the 'SCRATCH JR' logo. Below it is a sidebar with asset categories: 'Child' (a boy character), 'Character' (a box with a key icon), and 'Dog' (a dog character). The central stage shows a boy character standing next to a brown box with a white label that says 'From the Zoo'. To the right is a storyboard with four scenes, numbered 1 to 4. Scene 1 shows the boy and the box. Scene 2 shows a green door with a sign that says 'From the Zoo'. Scene 3 shows a blue building with a sign that says 'From the Zoo'. Scene 4 shows the boy and the box. At the bottom is a toolbar with various action blocks, including a yellow block with a speech bubble, a blue block with a right arrow, a purple block with a person icon, a green block with a speaker icon, an orange block with a network icon, a red block with a play icon, and several blue blocks with arrows and circular arrows, some with the number '1' or '2'.



The image shows the Scratch Jr interface for a story titled "Dear Zoo". The main stage features a child character standing next to a brown cardboard box with a white label that says "from the Zoo". The background is a simple landscape with a blue sky and green grass. On the left, there is a palette with a "Dog" character selected. On the right, a storyboard shows four scenes: 1. The child holding a letter that says "Dear Zoo". 2. The child standing next to a green door with a sign that says "from the Zoo". 3. The child standing next to a blue building with a sign that says "from the Zoo". 4. The child standing next to the brown cardboard box with the "from the Zoo" label. At the bottom, there is a toolbar with various icons for navigation and actions.

