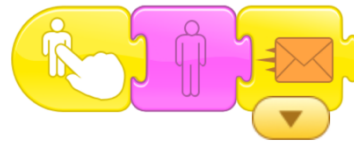


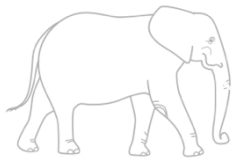
The image shows the Scratch Jr programming environment. At the top left is the 'SCRATCH JR' logo. Below it is a character selection area with a 'Child' character selected. To the right of the character selection are icons for a home, a window, a landscape, a letter 'A', a letter 'B', a letter 'C', a refresh button, and a flag. The main stage shows a zoo enclosure with a sign that says 'From The Zoo'. A child character is standing next to the enclosure. On the right side of the stage, there are two preview windows labeled '1' and '2', showing different views of the enclosure. Below the stage is a toolbar with various icons for programming, including a yellow 'say' button, a blue 'move' button, a purple 'change costume' button, a green 'play' button, an orange 'broadcast' button, a red 'stop' button, and several blue 'loop' buttons with different directions and counts (1, 1, 1, 1, 1, 1, 2). There are also two grey 'undo' and 'redo' buttons.



The image shows the Scratch Jr software interface. At the top left is the 'SCRATCH JR' logo. Below it are icons for home, a window, a landscape picture, a letter 'A' and 'B' in a circle, a refresh button, and a green flag. On the left side, there are three asset bins: 'Child' with a boy icon, 'Character' with a red and yellow striped enclosure icon, and 'Elephant' with an elephant icon. A plus sign icon is also present. The main stage shows a scene with a yellow background, a blue window with curtains, and a red and yellow striped enclosure. A sign on the enclosure reads 'From The Zoo'. A boy character is standing to the left of the enclosure. On the right side, there are two preview thumbnails labeled '1' and '2', and a plus sign icon. At the bottom, there is a toolbar with various icons for actions like speech, navigation, character selection, volume, network, and animation.



The Scratch Jr interface displays a scene with a child character and an elephant enclosure. The enclosure has a sign that says "From The Zoo". The interface includes a top toolbar with icons for home, zoom, background, text, undo, and redo. On the left, there are asset bins for "Child", "Character", and "Elephant". On the right, there are two preview windows labeled "1" and "2" showing different views of the scene. At the bottom, there is a large toolbar with various action icons like speech, move, rotate, zoom, and delete.



A sequence of Scratch Jr code blocks: a yellow envelope block with a dropdown arrow, an orange character block with a number "1", a blue undo block with a number "6", and a blue move block with a number "9".

A sequence of Scratch Jr code blocks: a yellow envelope block with a dropdown arrow, a green microphone block with a number "1", a purple character block, and a red scene block with a number "2".



The image shows the Scratch Jr workspace for a project titled "Dear Zoo". At the top left is the "SCRATCH JR" logo. Below it is a "Character" palette with a "Child" character selected. The main stage is a yellow room with a window, a door, and a blue rug with a sign that says "from the Zoo". A child character is standing on the rug. On the right, there are two preview thumbnails: the first shows the child in a red doorway with a sign, and the second shows the child in a blue doorway with a sign. Below the stage is a toolbar with various icons for actions like moving, speaking, and looping.



Scratch Jr workspace showing a scene with a child, a sign that says "from the Zoo", and a window with a giraffe and an elephant. The workspace includes a top toolbar with icons for home, zoom, background, text, and undo, and a left sidebar with character selection options: Character, Child, and Dog. A right sidebar shows two preview thumbnails labeled 1 and 2, and a plus sign. A bottom toolbar contains various motion and control icons.



