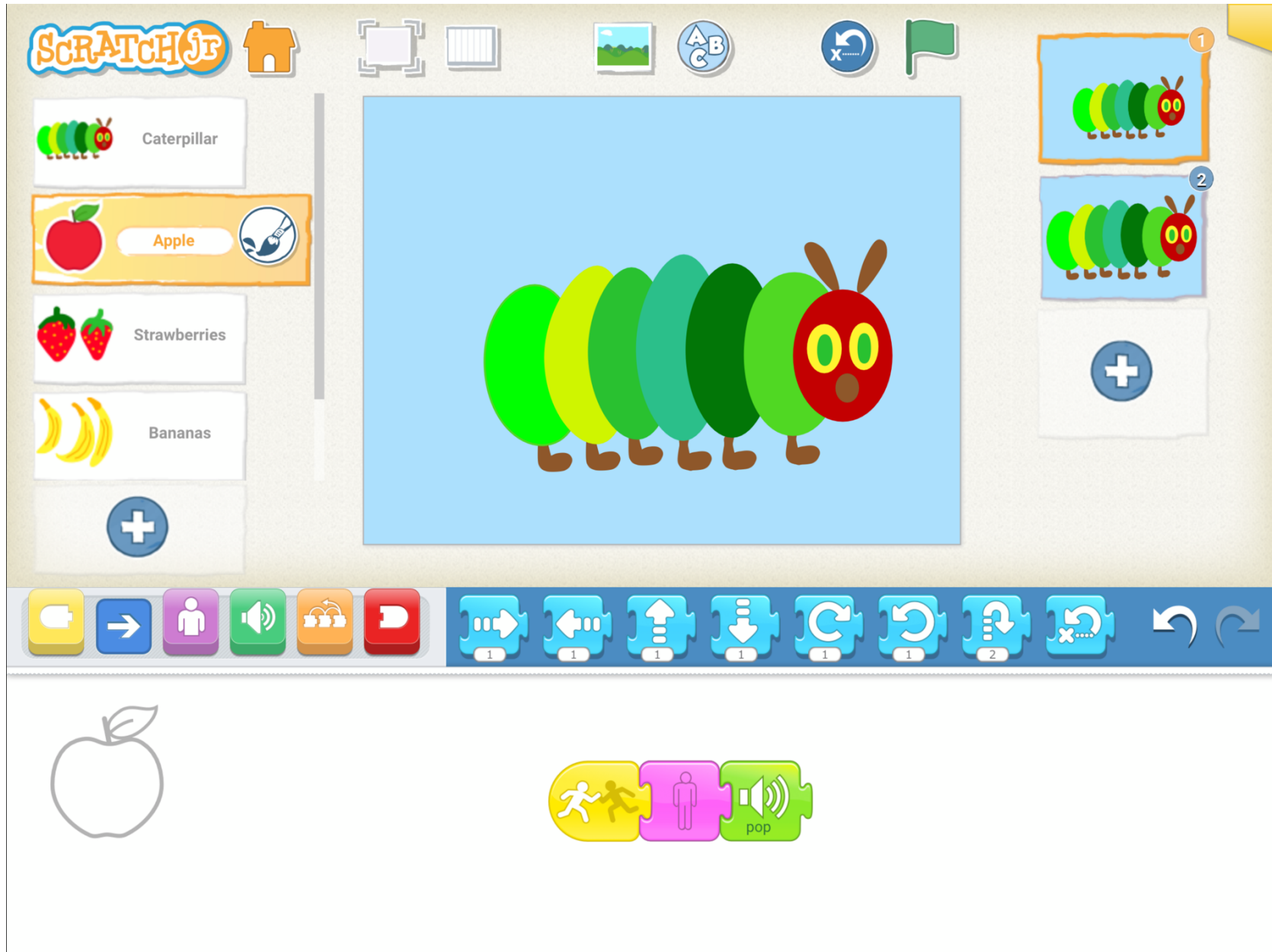
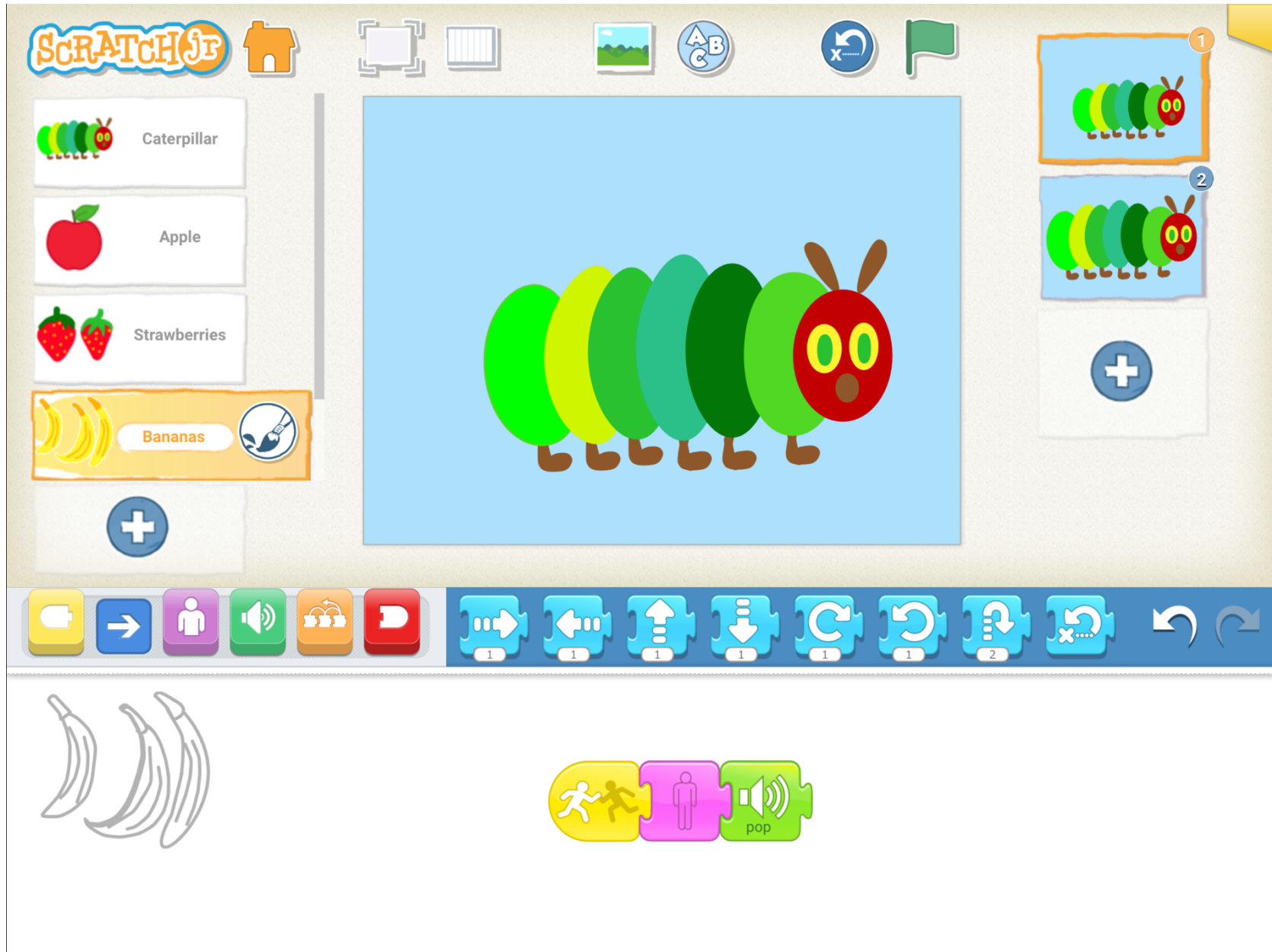


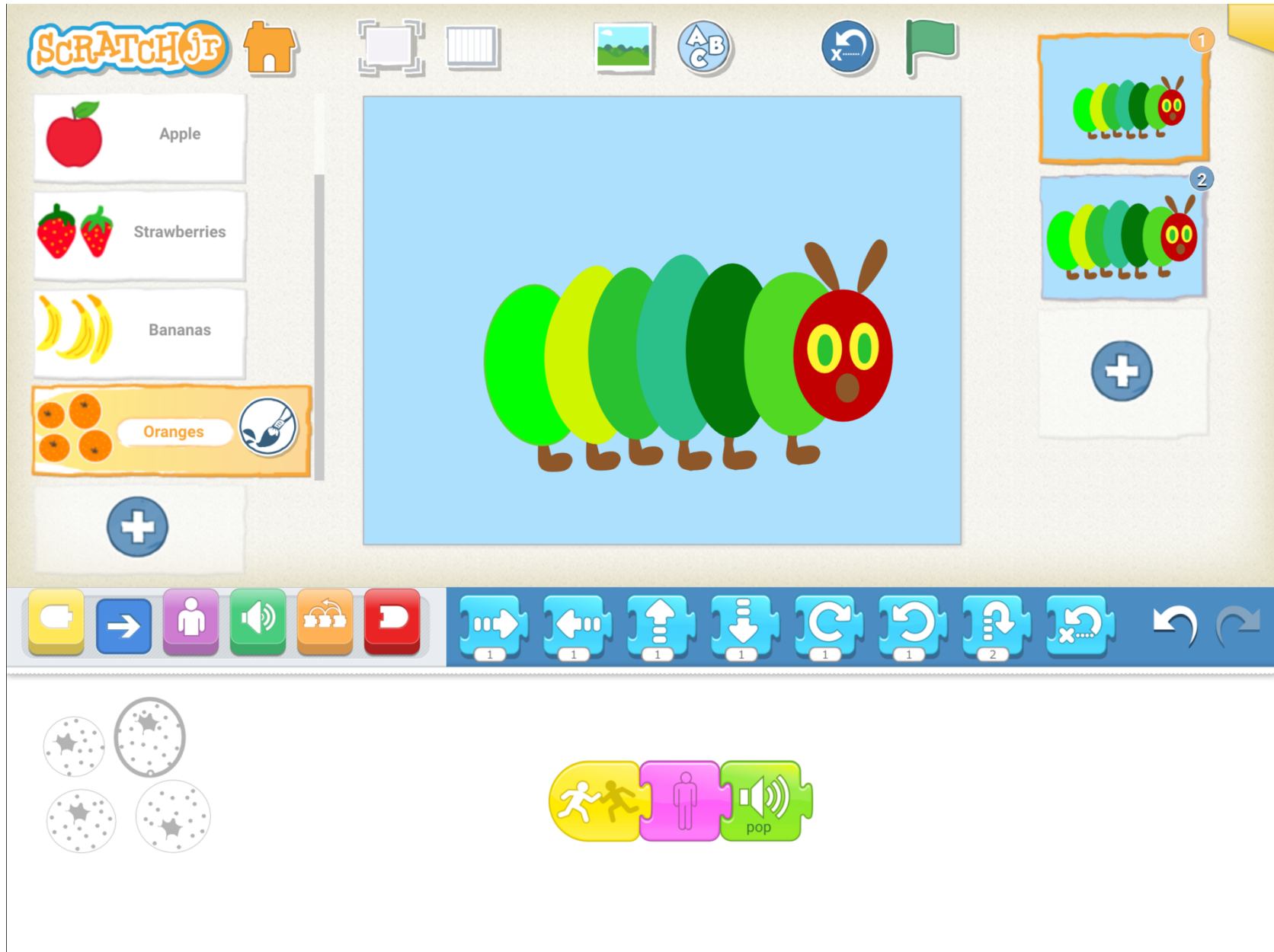




The image shows the Scratch Jr interface for a game titled "Hungry Caterpillar: Advanced". The interface is divided into several sections:

- Top Bar:** Contains the Scratch Jr logo, a home button, and various tool icons (eraser, selection, text, image, sound, code, and a flag).
- Left Sidebar (Asset Bins):**
 - Caterpillar:** A bin containing a caterpillar sprite.
 - Apple:** A bin containing an apple sprite.
 - Strawberries:** A bin containing two strawberry sprites.
 - Bananas:** A bin containing three banana sprites.
 - A blue plus button is located below the bins.
- Stage:** A large blue rectangular area in the center where the caterpillar sprite is currently placed.
- Right Sidebar (Sprite Area):**
 - Two instances of the caterpillar sprite are shown, labeled with numbers 1 and 2.
 - A blue plus button is located below the sprites.
- Bottom Toolbar:** A row of icons for different block types:
 - When Green Flag Clicked:** A yellow block.
 - Move:** A blue block with a right arrow.
 - Behavior:** A purple block with a person icon.
 - Sound:** A green block with a speaker icon.
 - Code:** A red block with a code icon.
 - Movement:** A row of blue blocks with arrows for moving in different directions (up, down, left, right) and a "move 1 steps" block.
 - Behavior:** A row of blue blocks with icons for "say for 2 secs", "when green flag clicked", "when clicked", and "when key pressed".
 - Sound:** A green block with a speaker icon.
- Script Area:** A row of blocks at the bottom showing a sequence of actions:
 - A yellow "when green flag clicked" block.
 - A purple "behavior" block with a person icon.
 - A green "sound" block with a speaker icon and the label "pop".





The image shows the Scratch Jr interface for a project titled "Hungry Caterpillar: Advanced". The main stage displays a large, colorful caterpillar. The left sidebar contains asset buttons for "Caterpillar", "Cacoon", and "Butterfly", along with a plus sign for more assets. The right sidebar shows two instances of the caterpillar asset, labeled 1 and 2, and a plus sign for more instances. The bottom toolbar contains various action blocks, including move, turn, and loop blocks. The bottom workspace shows a sequence of blocks: a flag, a microphone (1), a person, and an envelope, followed by a loop block with a 50-second timer and a repeat block with 4 iterations.



The image shows the Scratch Jr. interface for a project titled 'Hungry Caterpillar: Advanced'. The stage displays a large, colorful caterpillar. The left sidebar contains three sprite categories: 'Caterpillar', 'Cacoon', and 'Butterfly'. The right sidebar shows two instances of the caterpillar sprite, labeled 1 and 2. The bottom toolbar contains various movement and control blocks. The script area shows two loops: one with a 'say' block, a 'move' block (2), and a 'turn' block (8); the other with a 'say' block, a 'move' block (2), and a 'turn' block (10).