

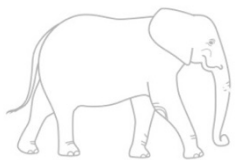
The image shows the Scratch Jr. interface for a game titled "Where's the Magic Elephant?". The main stage features a herd of grey elephants with one white outline. The text on the stage reads: "Where's the Magic Elephant? Tap the elephants to find her!".

On the left, there is a palette with three "Elephant" assets. The bottom asset is highlighted in orange and includes a tap icon. Below the palette is a blue "+" button.

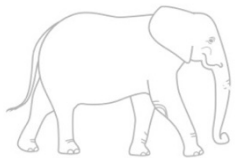
On the right, there is a vertical stack of four scene thumbnails, each with a number in a circle:

- 1: A savanna scene with a blue elephant.
- 2: A savanna scene with a blue elephant.
- 3: An underwater scene with a blue elephant.
- 4: A night scene with an orange elephant.

At the bottom, there is a red toolbar with various icons: a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange network, a red stop, a red play, a blue undo, a blue redo, and a blue redo with a number 2. To the right of the toolbar are three scene thumbnails with numbers 2, 3, and 4, and two circular arrows.

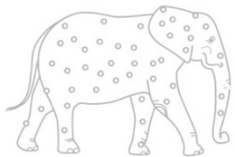


The Scratch Jr interface features a central stage with a savanna background and a herd of grey elephants. A text box at the top of the stage reads "Where's the Magic Elephant? Tap the elephants to find her!". On the left, a sprite palette contains four elephant sprites: a grey one, a blue one, and two more grey ones. The blue elephant is highlighted with a hand icon. On the right, a vertical stack of four preview thumbnails shows the blue elephant in different environments: a savanna (1), a savanna with a tree (2), an underwater scene (3), and a night scene (4). The bottom toolbar includes icons for chat, navigation, character, sound, and a sequence of four scene thumbnails corresponding to the preview images.

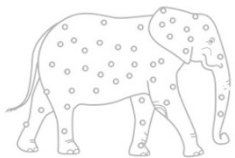
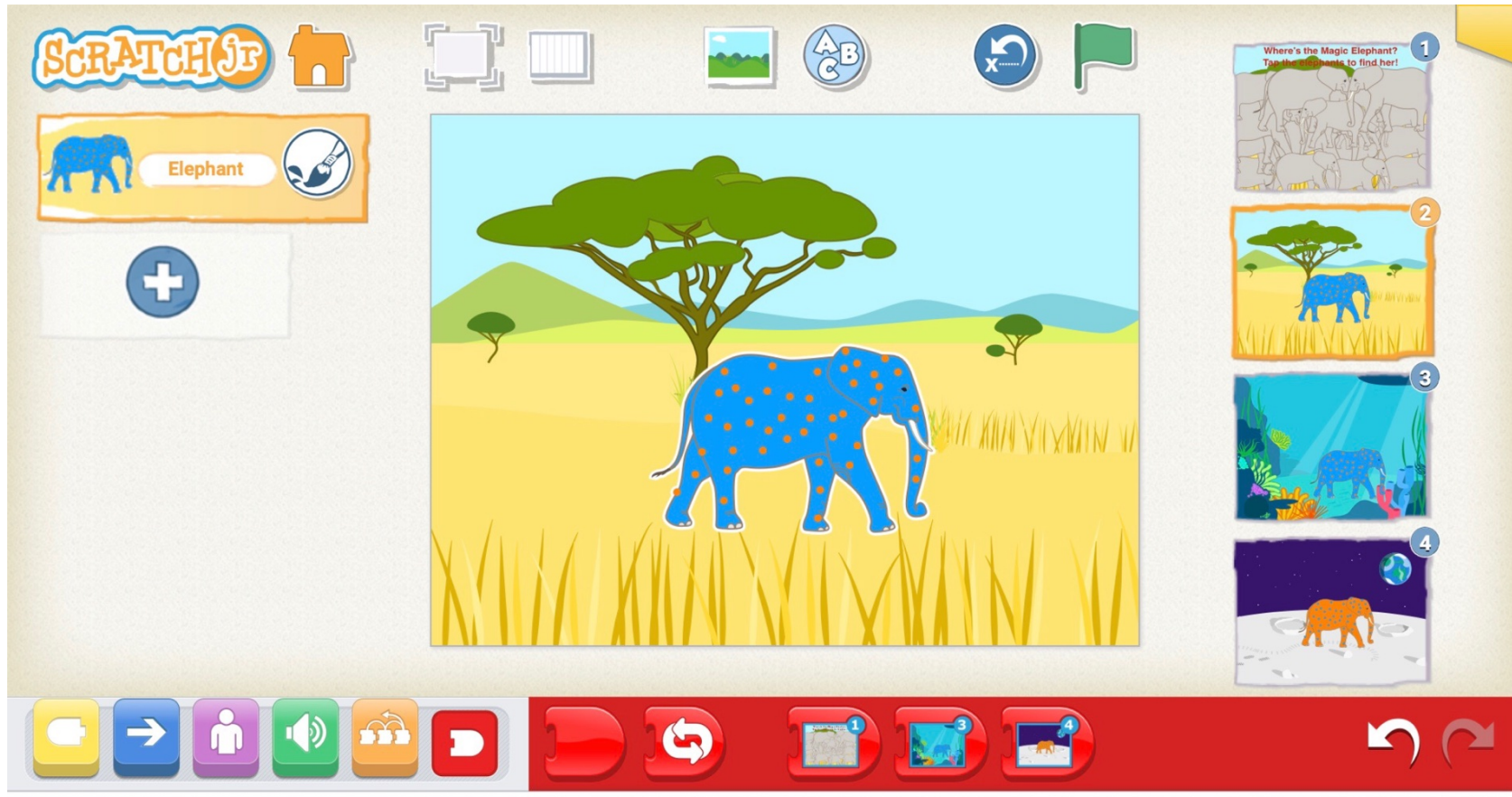


A sequence of six interlocking code blocks: a yellow block with a hand icon and a '2' below it, an orange block with a clock icon, a green block with a microphone icon and a '1' below it, a purple block with a person icon, a yellow block with an envelope icon, and a red block with a downward arrow icon.

The Scratch Jr interface shows a project titled "Where's the Magic Elephant? Tap the elephants to find her!". The main stage displays a herd of grey elephants. On the left, the asset bin contains several elephant assets, with one blue-spotted elephant selected. On the right, a vertical strip of four scenes is visible, each with a numbered tap icon (1-4). The scenes show the blue-spotted elephant in different environments: a savanna, a savanna with a tree, an underwater scene, and a night scene. The bottom toolbar includes various Scratch Jr controls like home, forward, back, volume, and scene navigation.



A sequence of Scratch Jr code blocks for a tap event. The blocks are: a yellow envelope block, a pink character block, a blue "Repeat" block with a downward arrow and the number 6, a blue "Repeat" block with a downward arrow and the number 4, a blue "Repeat" block with a downward arrow and the number 6, a blue "Repeat" block with a downward arrow and the number 8, a blue "Repeat" block with a downward arrow and the number 3, and a red scene navigation block with a tap icon and the number 2.



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1. 5:00 → 1:00 ← 4:00 ↓ 13:00 ← 14:00 → 5:00 ↻ 8:00 ↻ 4:00 ↻ 3:00 (Underwater scene)
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2. 5:00 (Flag) → 5:00 (Person) → 5:00 (Clock) → 5:00 (Person) → 5:00 (Clock) → 5:00 (Reset)
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