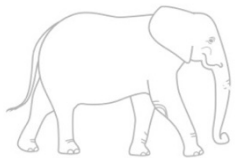


The image shows the Scratch Jr interface for a game titled "Where's the Magic Elephant?". The main stage features a savanna scene with a large acacia tree and a herd of elephants. The text on the stage reads: "Where's the Magic Elephant? Tap the elephants to find her!".

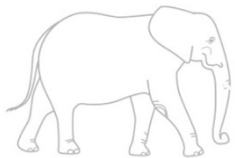
On the left, the asset library contains several elephant sprites. One is highlighted in orange and has a hand icon, indicating it is selected. Below the library is a blue plus sign icon for adding new assets.

On the right, there are two storyboards. The first storyboard, labeled "1", shows a scene with a tree and a blue elephant, with the text "Where's the Magic Elephant? Tap the elephants to find her!". The second storyboard, labeled "2", shows a scene with a tree and a blue elephant. Below the storyboards is a blue plus sign icon for adding new storyboards.

At the bottom, the Scratch Jr toolbar is visible, containing various icons for actions like speaking, moving, and looping.

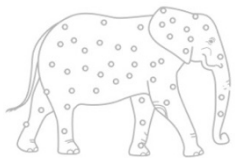


The image shows the Scratch Jr programming environment. At the top left is the 'SCRATCH Jr' logo and a home icon. Below it is a palette of assets: four elephant sprites (two grey, one orange, one blue) and a plus sign. The main stage displays a savanna scene with a herd of grey elephants and a blue elephant. Text on the stage reads: "Where's the Magic Elephant? Tap the elephants to find her!". On the right, there are two storyboards. The first storyboard has two frames: the first frame shows the blue elephant and is labeled '1' with the text "Where's the Magic Elephant? Tap the elephants to find her!"; the second frame shows the savanna scene and is labeled '2'. Below the storyboards is a plus sign icon. At the bottom, there is a toolbar with various programming blocks: a yellow 'say' block, a blue 'move to x1 y1' block, a purple 'go to x1 y1' block, a green 'say for 2 seconds' block, an orange 'when green flag clicked' block, a red 'when green flag clicked' block, a blue 'when green flag clicked' block with a right arrow, a blue 'when green flag clicked' block with a left arrow, a blue 'when green flag clicked' block with an up arrow, a blue 'when green flag clicked' block with a down arrow, a blue 'when green flag clicked' block with a refresh icon, a blue 'when green flag clicked' block with a refresh icon, a blue 'when green flag clicked' block with a refresh icon, a blue 'when green flag clicked' block with a refresh icon, and a grey 'undo' and 'redo' block.



A sequence of programming blocks: a yellow 'when green flag clicked' block with a hand icon, an orange 'say for 2 seconds' block with a clock icon and the number '2', a green 'say for 1 second' block with a microphone icon and the number '1', a purple 'go to x1 y1' block with a person icon, a yellow 'when green flag clicked' block with an envelope icon, and a red 'when green flag clicked' 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 features a savanna scene with several grey elephants and one blue elephant with orange spots. The text "Where's the Magic Elephant? Tap the elephants to find her!" is displayed at the top of the stage. On the left, there is a palette with three grey elephant sprites and one blue spotted elephant sprite. On the right, there are two preview windows: the first shows the full scene with a "1" in a red circle, and the second shows a zoomed-in view of the spotted elephant with a "2" in a red circle. Below the preview windows is a blue plus sign icon. At the bottom, there is a toolbar with various icons for editing and running the project.



A sequence of Scratch Jr code blocks: a yellow envelope block with a dropdown arrow, a pink person block, a blue "Repeat" block with a count of 6, a blue "Repeat" block with a count of 4, a blue "Repeat" block with a count of 6, a blue "Repeat" block with a count of 8, a blue "Repeat" block with a count of 3, and a red "Tap" block with a "2" in a red circle.

