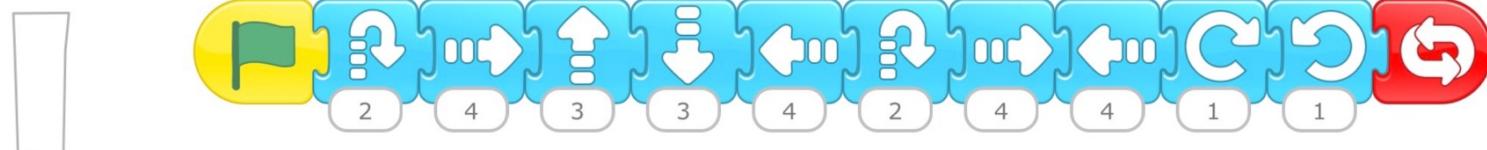
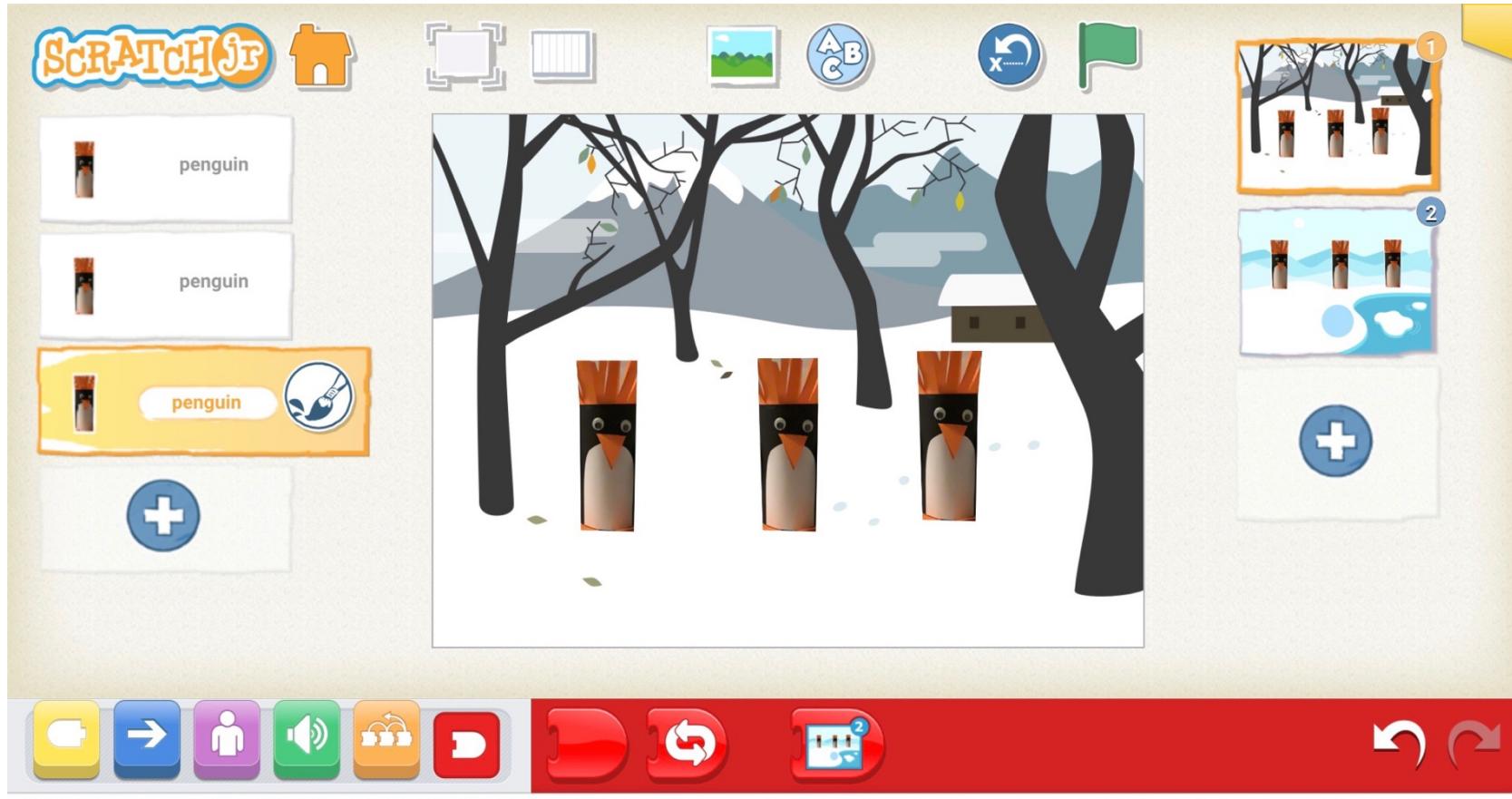
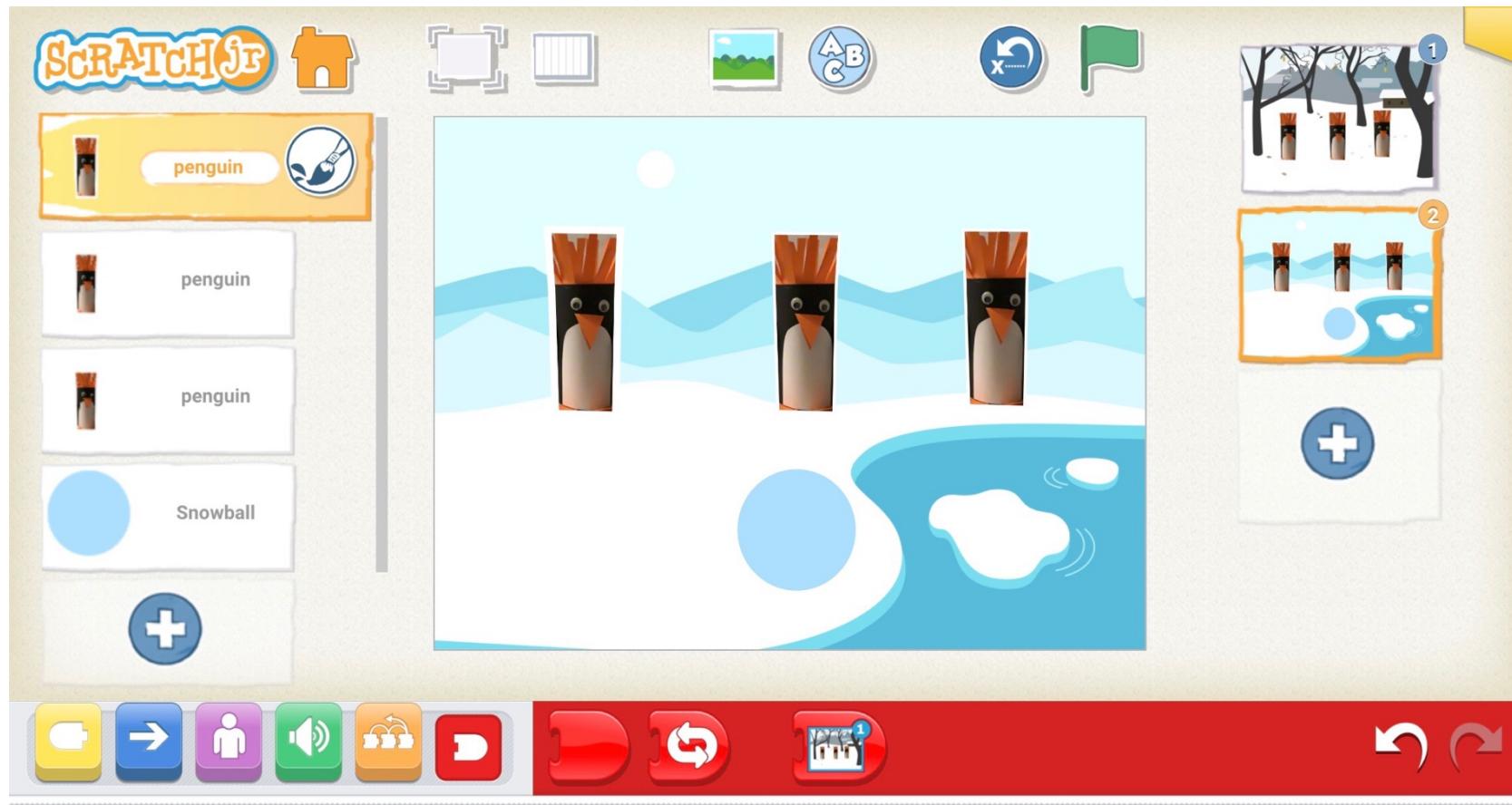
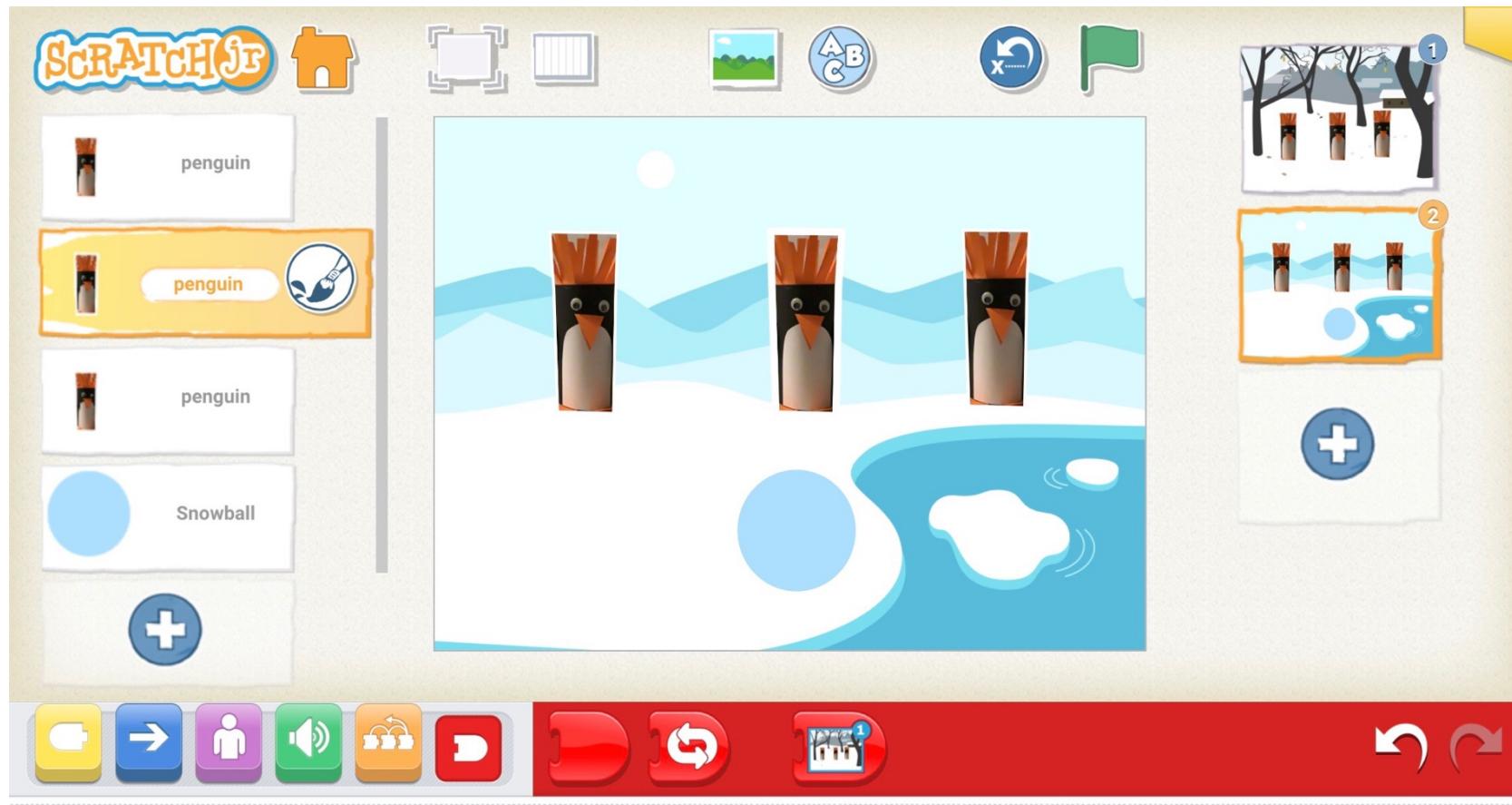




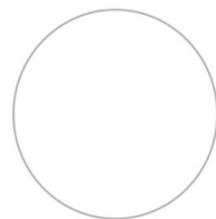
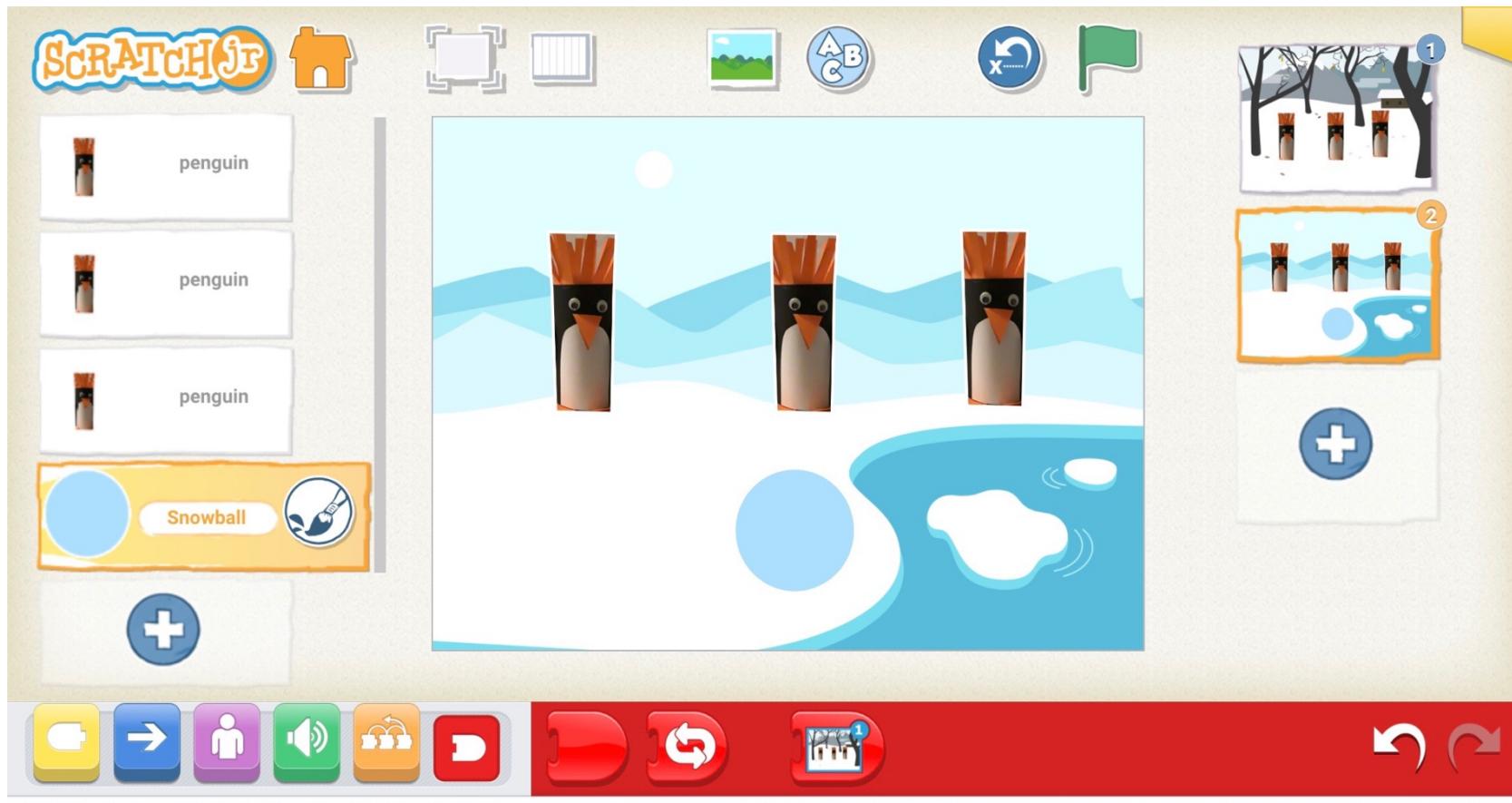
Winter Wonderland (Simple) Codesheets















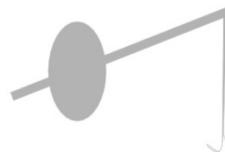


Winter Wonderland (Simple) Codesheets





Winter Wonderland (Simple) Codesheets









Winter Wonderland (Simple) Codesheets

The image shows a ScratchJr workspace. On the left, there's a vertical stack of character blocks. From top to bottom, they are: a wrapped gift labeled "Character", a patterned hat labeled "Character", a penguin with a bow tie labeled "Character" (which is currently selected), a green ribbon labeled "Character", and a blue plus sign labeled "Character". At the bottom of this stack is a blue circular button with a white plus sign. Below the character stack is a horizontal row of 12 large, light-blue control blocks, each with a number from 1 to 2 and a different movement or control icon. The main workspace features a penguin character on the left, facing right. In front of the penguin is a small green ribbon. To the right of the penguin are three wrapped gifts: one with a blue ribbon, one with a pink ribbon, and one with a yellow ribbon. The background consists of blue wavy lines representing water and a white sun at the top. In the top right corner of the workspace, there is a small orange-bordered frame containing a penguin and some presents, with the number '1' in the top right corner of the frame.





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