

The image shows the Scratch Jr. interface for an activity titled "Tap the animals". At the top left, the "Scratch Jr." logo is visible. Below it, a "Barn" category is selected, showing a red barn icon and a hand icon. The main workspace contains a scene with a red barn, a pig, a cow, a chicken, a dog, and a blue tractor. The text "Tap the animals" is displayed at the top of the scene. On the right side, there is a preview window showing the scene with a "1" in a red circle, and a blue plus sign icon below it. At the bottom, there is a toolbar with various icons for editing and playback, including a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange network, a red play button, and several blue icons for navigation and editing, some with numbers 1 or 2.

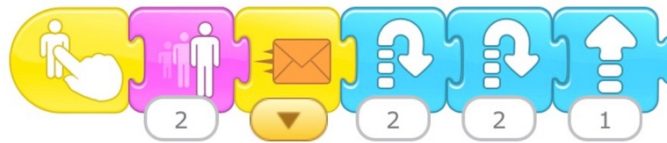


The image shows the Scratch Jr. interface for a project titled "Tap the animals". The main stage displays a farm scene with a red barn, a pig, a cow, a chicken, a dog, and a horse. A blue tractor is also present. The left sidebar contains a palette with icons for Barn, Pig, Chicken, and Dog, along with a plus sign. The top toolbar includes icons for home, zoom, background, text, undo, and a flag. The right sidebar shows a preview of the stage with a "Tap the animals" label and a plus sign. The bottom toolbar contains various action icons, including a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange microphone, a red video camera, and several blue puzzle-piece icons representing different actions like "say", "move", "turn", "slide", "repeat", "loop", "wait", and "when green flag clicked".





The image shows the Scratch Jr. interface for an activity titled "Tap the animals". On the left, there is a vertical menu with icons and labels for "Barn", "Pig", "Chicken", and "Dog", along with a plus sign icon. The central workspace features a farm scene with a red barn, a pig, a cow, a chicken, a dog, and a horse, with a blue tractor in the foreground. The text "Tap the animals" is displayed at the top of the workspace. On the right, there is a smaller version of the scene with a "1" in a circle, and a plus sign icon below it. At the bottom, there is a toolbar with various icons for editing and playback, including a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange microphone, a red play button, and several blue icons with numbers 1 and 2.



The image shows the Scratch Jr. interface for an activity titled "Tap the animals". The main workspace features a farm scene with a red barn, a pig, a cow, a chicken, a dog, and a horse. A blue tractor is also present. On the left, a menu lists "Barn", "Pig", "Chicken", and "Dog" (which is currently selected). On the right, there is a preview window showing the scene and a plus sign button. At the bottom, a toolbar contains various icons for editing, including a hand, arrow, person, speaker, and several movement and rotation blocks.





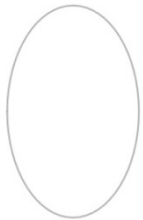
The image shows the Scratch Jr application interface. At the top left is the 'Scratch Jr' logo and a home icon. Below the logo is a list of assets: Chicken, Dog, Horse (highlighted in orange), and Egg. A plus sign icon is at the bottom of the asset list. The main stage displays a farm scene with a red barn, a cow, a pig, a dog, a horse, and a blue tractor. The text 'Tap the animals' is centered at the top of the stage. On the right side, there is a preview window showing a smaller version of the stage with a '1' in a yellow circle, and a plus sign icon below it. At the bottom, there is a toolbar with various icons: a yellow speech bubble, a blue arrow, a purple person, a green speaker, an orange microphone, a red video camera, and a series of blue motion and behavior icons (including 'move 1', 'turn 1', 'go up 1', 'go down 1', 'repeat 1', 'repeat 1', 'repeat 2', 'repeat 2', and 'repeat 2').



A sequence of code blocks for a tap action on the horse. It starts with a yellow 'tap' block, followed by a green 'microphone' block with a '1' in a white circle. This is followed by a yellow 'when green flag clicked' block with a dropdown arrow. Then there are three blue 'move 2' blocks, each with a '2' in a white circle, and a blue 'turn 2' block with a '2' in a white circle.



The image shows the Scratch Jr. interface for an activity titled "Tap the animals". At the top left is the "Scratch Jr." logo and a home icon. Below the logo is a sidebar with asset categories: "Horse" (with a horse icon), "Egg" (with an egg icon and a tap icon), "little blue truck" (with a blue truck icon), and "Cow" (with a cow icon). A plus sign icon is at the bottom of the sidebar. The main workspace contains a scene titled "Tap the animals" with a red barn, a cow, a pig, a dog, a chicken, and a blue truck. To the right of the workspace is a preview window showing the scene with a "1" in the top right corner, and a plus sign icon below it. At the bottom of the workspace is a toolbar with various icons: a yellow envelope icon, a blue arrow icon, a purple person icon, a green speaker icon, an orange broadcast icon, a red stop icon, and a row of blue puzzle-piece icons representing movement and rotation blocks (forward, backward, up, down, rotate 1 degree, rotate 15 degrees, rotate 90 degrees, and rotate 180 degrees).



A sequence of puzzle-piece blocks: a yellow envelope icon block with a dropdown arrow, a purple person icon block, and three blue rotation blocks labeled "1", "1", and "4".





The interface features a central canvas titled "Tap the animals" showing a farm scene with a red barn, a black and white cow, a pig, a dog, a chicken, and a horse. A blue tractor is positioned in the foreground. On the left, a vertical menu contains icons for Horse, Egg, little blue truck, and Cow, with a plus sign at the bottom. On the right, a smaller version of the canvas is shown with a plus sign below it. At the top, there are navigation icons including a home button, a window icon, a landscape icon, an ABC icon, a refresh icon, and a flag icon. At the bottom, a toolbar contains various icons for actions like chat, navigation, character, volume, network, and recording, along with a row of blue puzzle-piece icons representing different movement and action commands.



A sequence of puzzle-piece icons: a yellow piece with a hand icon, a blue piece with a right arrow icon and a '20' timer, a yellow piece with a hand icon, a green piece with a microphone icon and a '1' timer, and an orange piece with a left arrow icon and a '2' timer.

The image shows the Scratch Jr. interface for an activity titled "Tap the animals". The main workspace contains a farm scene with a red barn, a black and white cow, a pig, a dog, a chicken, and a horse. A blue tractor is in the foreground. On the left, there is a palette with items: Horse, Egg, little blue truck, and Cow. The Cow item is currently selected. On the right, there is a "Tap the animals" activity card with a plus sign button below it. At the bottom, there is a toolbar with various icons for editing and playback.



A sequence of Scratch Jr. code blocks. The first row consists of five blocks: a yellow "Tap" block, a blue "Repeat" block with a count of 1, an orange "Repeat" block with a count of 1, a blue "Repeat" block with a count of 1, and a blue "Repeat" block with a count of 2. The second row consists of two blocks: a yellow "Tap" block and a green "Play Sound" block with a count of 1.