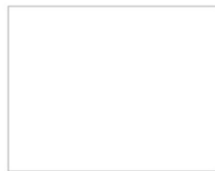


The image shows the Scratch Jr. software interface. At the top left is the 'SCRATCH Jr' logo. Below it are two 'Child' character slots and one 'Character' slot containing a Superman mask character. A large red frame in the center contains a video of a child wearing a Superman mask. Two cartoon characters, a girl with a green cape and a boy with a blue cape, are overlaid on the video. To the right of the main frame is a vertical stack of four smaller video thumbnails, numbered 1 to 4, each showing the same child in the Superman mask with different cartoon overlays. At the bottom is a toolbar with various icons for navigation and editing, including a yellow 'Go Home' button, a blue 'Next' button, a purple 'Character' button, a green 'Volume' button, an orange 'Microphone' button, a red 'Record' button, and several blue 'Code Blocks' buttons with different symbols and numbers.



The Scratch Jr. interface features a central video player showing a child wearing a Superman mask. Two digital characters are overlaid on the video: a girl with a green cape and a white shirt with the letter 'E', and a boy with a blue cape and a white shirt with the letter 'S'. The interface includes a top toolbar with icons for home, zoom, video, text, undo, and a flag. On the left, there are asset bins for 'Child' (with a girl character), 'Child' (with a boy character and a hand icon), and 'Character' (with a boy character). A plus sign icon is also present. On the right, a vertical stack of four video thumbnails is shown, numbered 1 through 4, each with a different colored border (red, purple, yellow, pink) and small character icons. At the bottom, a blue toolbar contains various action icons: a yellow speech bubble, a blue arrow, a purple person icon, a green speaker icon, an orange network icon, a red video icon, and a series of blue icons for navigation and editing, including arrows, a flag, a microphone, a clock, and a video player.



A sequence of four colored icons: a yellow flag icon, a green microphone icon with a '1' in a circle, a white clock icon with '20' below it, and a red video player icon with a '2' in a circle.

The image shows the Scratch Jr interface. At the top left is the 'SCRATCH Jr' logo. Below it are character selection options: 'Child' (with a green cape character), 'Child' (with a red cape character), and 'Character' (with a Superman mask character). A large red frame in the center contains a video of a child wearing a Superman mask. Two cartoon characters are overlaid on the video: a girl with a green cape and a boy with a red cape. On the right side, there are four numbered thumbnails (1, 2, 3, 4) showing different scenes from the video. At the bottom, there is a toolbar with various icons for editing and playback, including a yellow 'Go to Start' button, a blue 'Next' button, a purple 'Person' icon, a green 'Speaker' icon, an orange 'Microphone' icon, a red 'Stop' button, and several blue 'Motion' and 'Media' icons with numbers 1 and 2.

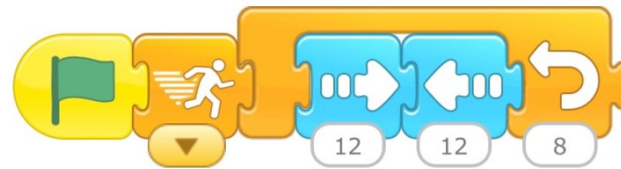




The image shows the Scratch Jr application interface. At the top left is the Scratch Jr logo and a home icon. Below the logo is a sidebar with character options: 'Child' (a girl in a green cape), 'Character' (a boy in a red and yellow costume with a blue mask), 'Child' (a boy in a blue cape), and 'Soccer Ball'. A plus sign icon is at the bottom of the sidebar. The main stage area is a large purple rectangle containing a video of a child in a Superman costume. Two Scratch Jr characters are placed on the stage: a girl in a green cape and a boy in a blue cape. To the right of the stage is a vertical stack of four video thumbnails, numbered 1 to 4, showing different scenes of the child in the Superman costume. At the bottom is a toolbar with various icons for editing and playback, including a yellow speech bubble, a blue arrow, a purple person icon, a green speaker icon, an orange network icon, a red play button, and several blue icons for navigation and editing (undo, redo, zoom, etc.).







The image shows the Scratch Jr software interface. At the top left is the 'Scratch Jr' logo. Below it is a 'Character' palette with options for 'Child', 'Soccer Ball', and 'Rabbit', along with a plus sign. The central stage is a yellow rectangle containing a video of a child in a superhero costume, a cartoon superhero character, a soccer ball, a duck, a purple alien, and a rabbit. At the bottom is a toolbar with various icons for navigation and editing. On the right is a storyboard with four scenes, each containing a different video of the child in the superhero costume.







The Scratch Jr interface features a central stage with a yellow background. A child wearing a blue superhero mask and a blue cape is the central focus, with their right arm raised. Surrounding the child are several assets: a soccer ball, a green duck, a purple alien, and a brown rabbit. On the left side, there is a vertical menu with categories: Character, Child, Soccer Ball, and Rabbit. The top toolbar includes icons for home, zoom, background, text, and undo. The bottom toolbar contains movement, rotation, and sound blocks.



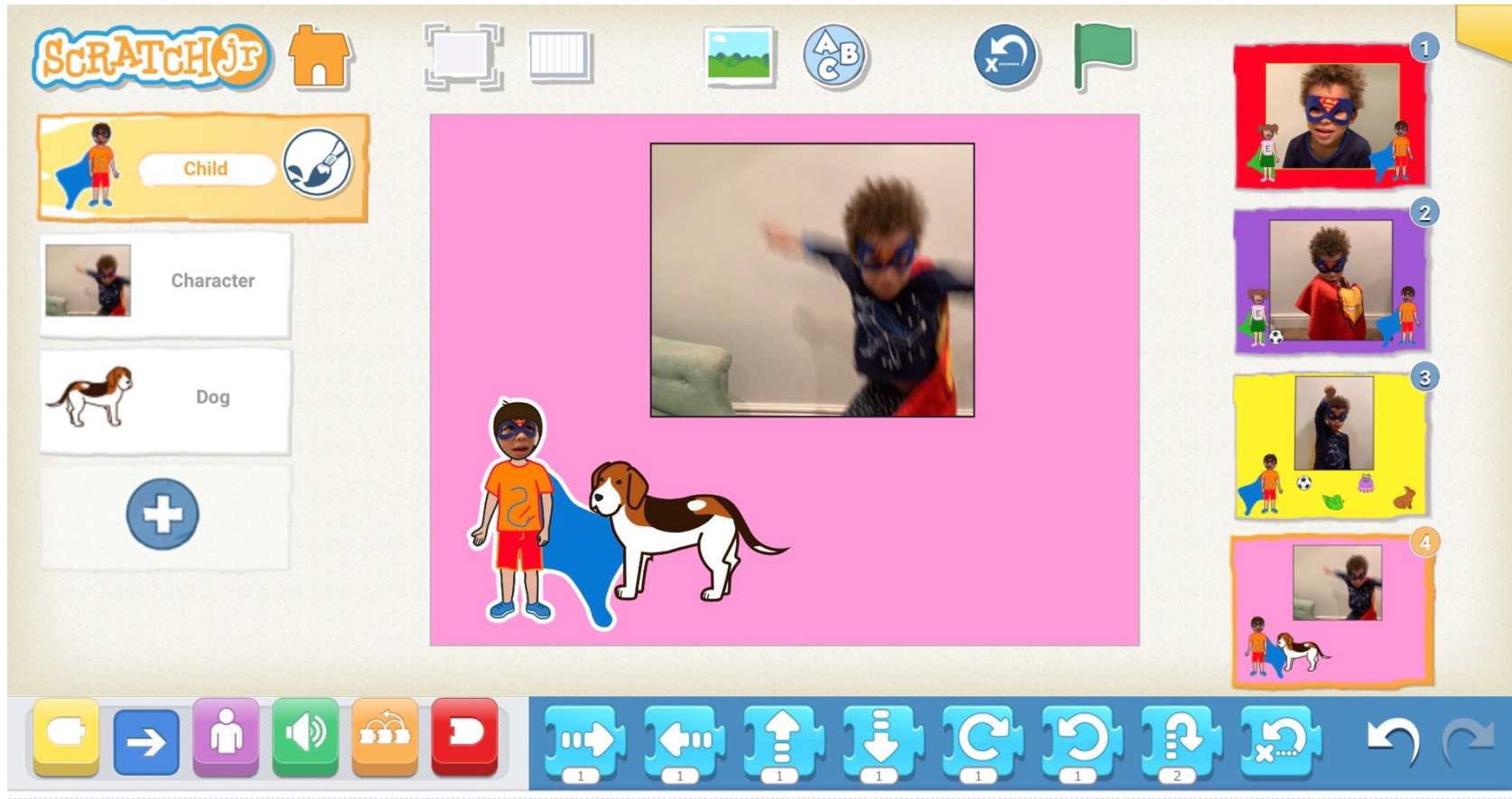


The image shows the Scratch Jr. software interface. At the top left is the 'SCRATCH Jr' logo. Below it is a sidebar with asset categories: Soccer Ball, Rabbit, Tac (a purple alien), and Duck. A central yellow stage features a video of a child in a Superman mask with their fist raised, and several assets are placed on the stage: a superhero character, a soccer ball, a duck, the Tac alien, and a rabbit. On the right is a storyboard with four frames, each containing a different scene with the child's video and various assets. At the bottom is a toolbar with icons for speech, navigation, and editing.

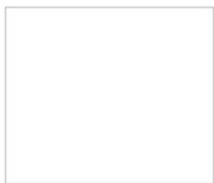


The image shows the Scratch Jr software interface. At the top left is the 'Scratch Jr' logo. Below it is a library of assets with labels: Soccer Ball, Rabbit, Tac (alien), and Duck. The central stage is yellow and contains a video of a child in a superhero costume, a soccer ball, a duck, an alien, and a rabbit. On the right, there are four preview windows showing different scenes with the child and assets. At the bottom, there is a toolbar with various icons for navigation and editing.





The image shows the Scratch Jr software interface. At the top left is the 'SCRATCH Jr' logo. Below it are asset categories: 'Child' (with a child character), 'Character' (with a character icon), and 'Dog' (with a dog character). A central pink stage contains a video of a child in a superhero costume and a cartoon dog. To the right is a vertical stack of four video thumbnails, numbered 1 to 4, each showing the same child in a different superhero costume. At the bottom is a toolbar with various editing tools like move, rotate, and delete. A white rectangular box is present at the bottom left of the screen.



The Scratch Jr interface features a central stage with a pink background. A video of a child in a superhero costume is playing in the center. Below the video, a Scratch character of a boy in a red shirt and blue cape stands next to a dog. The left sidebar contains asset categories: 'Child' (with a child icon), 'Character' (with a child icon), and 'Dog' (with a dog icon and a plus sign). The top toolbar includes icons for home, zoom, video, text, undo, and a green flag. The right sidebar shows a sequence of four video thumbnails, each with a number (1, 2, 3, 4) in a circle. The bottom toolbar contains various motion and control blocks, including a yellow flag block, blue motion blocks (move 1, rotate 1, up 1, down 1, turn 1, turn 2, and spin), and a red stop block.



A sequence of four Scratch blocks: a yellow flag block, a blue 'move 10' block, an orange 'wait 10' block, and a blue 'rotate 10' block.