



The image displays the Scratch Jr programming environment. The central stage shows a cityscape with a blue car and a red car colliding, with smoke clouds. The left sidebar lists assets: a 'Driver' (person in a red car), a 'Car' (blue car), and two 'Character' slots (clouds). The right sidebar shows two storyboards: storyboard 1 depicts a city street scene, and storyboard 2 shows a person walking and a bicycle. The bottom toolbar contains various blocks for movement (e.g., move forward, turn), control (e.g., loop, repeat), and other functions. Below the stage, a car sprite is shown, and a sequence of blocks is visible: a yellow flag block, a blue left arrow block, and a red loop block, all labeled with the number 1.



































