





SCRATCH JR

Cyclist

Grandmother

Child

Child

1

2

3

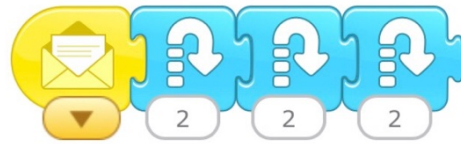
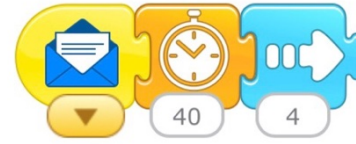
4





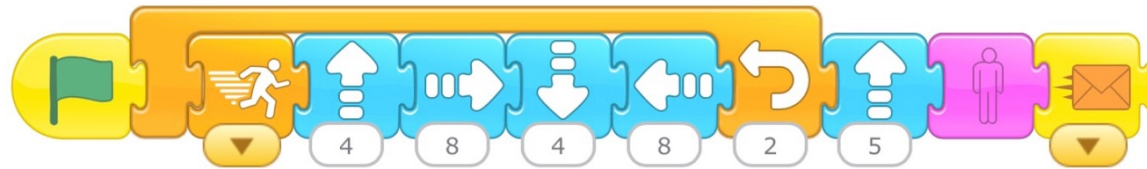




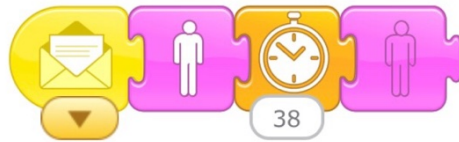
















The image shows the Scratch Jr programming environment. At the top left is the 'Scratch Jr' logo and a home icon. Below it is a character palette with four options, each labeled 'Character'. The main stage displays a beach scene with a girl, a boy, a yellow alien, a blue alien, and a surfboard. To the right is a storyboard with four scenes labeled 1, 2, 3, and 4. At the bottom are two rows of code blocks: a top row with basic actions like 'say', 'move', 'change costume', 'play sound', 'show/hide', and 'wait', and a bottom row with more complex blocks like 'when green flag clicked', 'when green flag clicked', 'when green flag clicked', 'when green flag clicked', 'when green flag clicked', 'when green flag clicked', 'when green flag clicked', 'when green flag clicked', 'when green flag clicked', and 'when green flag clicked'. Each block has a number indicating its duration or count.