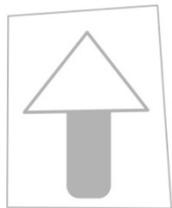


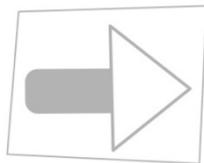
Scratch Jr Interface:

- Top Bar:** Home, Zoom, Image, Text, Undo, Flag.
- Left Sidebar:** Fairy (selected), Butterfly, Character, Character, +.
- Right Sidebar:** Preview (1), +.
- Bottom Bar:** Motion, Sound, Control blocks.

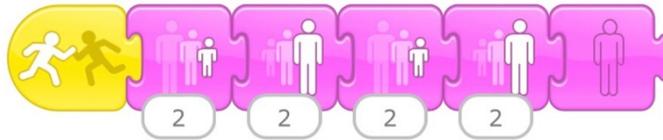
Code Blocks:

- When green flag clicked: move 1 steps up, turn 1 degrees right, say 6 seconds.
- When green flag clicked: say 1 seconds, say 2 seconds.
- When green flag clicked: say 10 seconds, say 3 seconds, say 30 seconds.



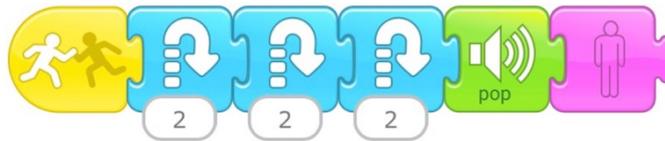












The image shows the Scratch Jr programming environment. At the top left is the 'SCRATCH JR' logo and a home icon. The top toolbar contains icons for zooming, a background image, an alphabet icon (A, B, C), a delete icon, and a flag icon. On the left, there is a 'Character' palette with a 'Mushroom' button, a 'Daffodils' button, a 'Rabbit' button, and a 'Character' button with a hand icon. Below these is a plus sign button. The central stage displays a colorful scene with a white castle with blue towers, a brown rabbit, a fairy with blue wings, a red mushroom, a stream, and various flowers. Three yellow arrows (left, up, right) are positioned above the stage. On the right, there is a preview window showing the stage scene with a '1' in a red circle, and a plus sign button below it. At the bottom, there is a blue toolbar with various programming blocks: a yellow 'Say' block, a blue 'Move' block, a purple 'When Green Flag Clicked' block, a green 'Play Sound' block, an orange 'Add Sound' block, a red 'Say' block, and several blue 'Motion' blocks (Move 1, Turn 1, Turn 2, Turn 1, Turn 2, Turn 1, Turn 2, Turn 1, Turn 2) and a blue 'Delete' block. Below the main interface, there are two additional icons: a white arrow pointing left and a yellow 'When Green Flag Clicked' block with a hand icon.

