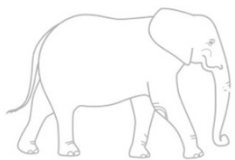


The Scratch Jr interface is shown with a central stage and various toolbars. The stage displays a savanna scene with a tree, a zebra, a monkey, an elephant, a giraffe, and a child. The text "Tap the animals to stop them eating Handa's fruit" is at the top of the stage. The left toolbar contains icons for Elephant, Monkey, Zebra, and Child, each with a corresponding animal image. Below these is a plus sign icon. The right toolbar shows three storyboards with numbered steps (1, 2, 3) and a plus sign icon. The bottom toolbar includes icons for speech, movement, appearance, sound, and other Scratch Jr functions.





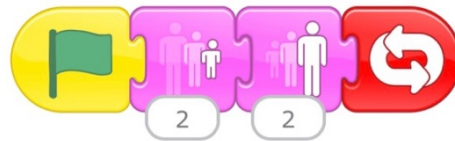


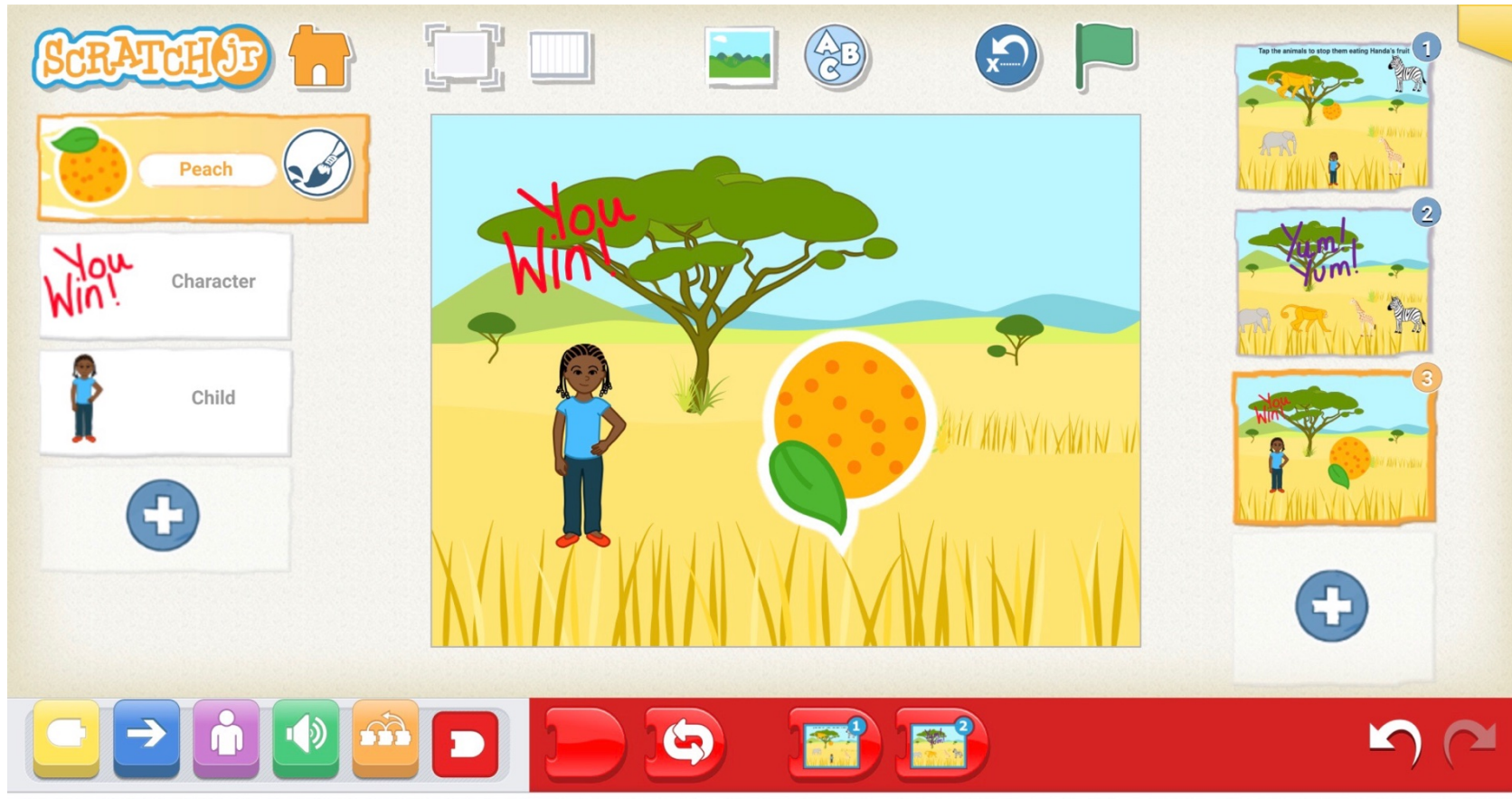


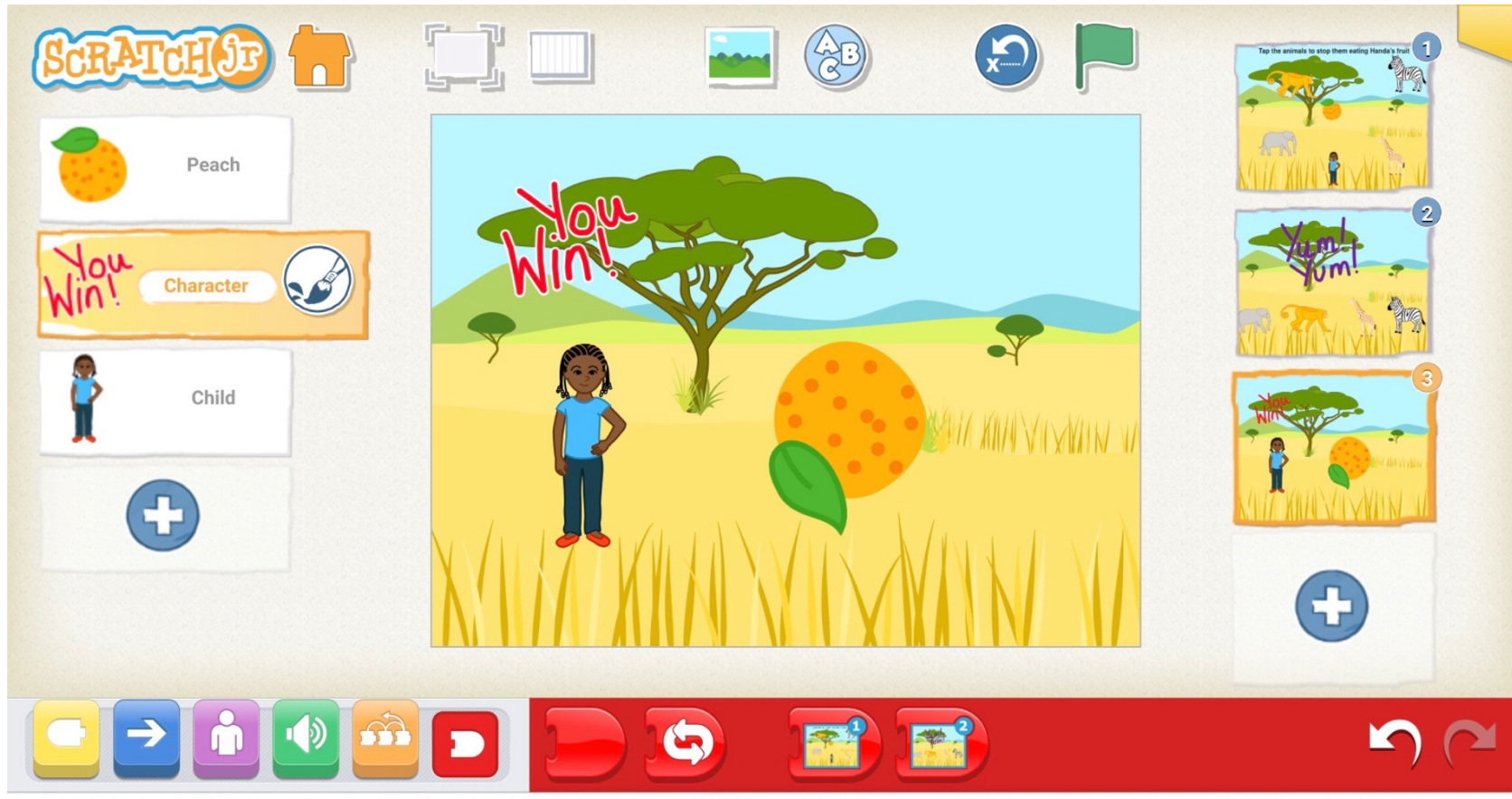




Yum!
Yum!







You Win!

