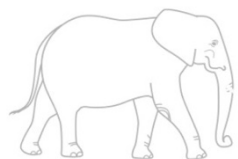


The Scratch Jr interface features a central stage with a savanna background. A monkey is on a tree branch, an elephant is on the ground, a zebra is standing, and a peach is hanging from the tree. The left sidebar contains asset boxes for Peach, Elephant, Monkey, and Zebra, each with a plus sign. The top toolbar includes icons for home, zoom, image, text, undo, and flag. The bottom toolbar contains various motion and control blocks.



A sequence of Scratch Jr code blocks: a yellow 'Click when green flag clicked' block, a blue 'Move 1 steps' block, a blue 'Turn 15 degrees' block, a blue 'Repeat 1 times' block containing a blue 'Move 1 steps' block, a yellow 'Click when green flag clicked' block, a blue 'Repeat 1 times' block containing a blue 'Move 1 steps' block, a blue 'Repeat 2 times' block containing a blue 'Move 1 steps' block, a blue 'Repeat 1 times' block containing a blue 'Move 1 steps' block, and a red 'When green flag clicked' block.



